



## Itä-Suomen ICT-polku

### COURSE DATA

#### BASIC INFO

<b>Name</b>	Human Factors of Interactive Technology		
<b>Code</b>	Savonia: ETX7000 Karelia: LTD6040 UEF: 3621314		
<b>Name in Finnish</b>	Ihminen ja vuorovaikutteinen teknologia		
<b>Credits (ECTS)</b>	5	<b>Grading</b>	0-5
<b>Teaching period</b>	1K		
<b>Language</b>	Finnish		
<b>Type</b>	Savonia: mandatory course Karelia: mandatory course UEF/TKT: mandatory course		



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### DESCRIPTION

<b>Objectives</b>	After completing the course, the student understands how to take usability into account in software engineering processes. The student is capable to design simple user interfaces and knows how to evaluate them with general design guidelines and principles. Course aims to give basic understanding and skills that a designer of interactive technologies needs in the job market. After the course, the student can analyse human-computer interaction from usability and user experience point of views, comprehend how usability and user experience measures could be reached with user-centred design approaches, classify different kinds of devices and interaction styles between a human and a computer and apply course content when designing and evaluating simple graphical user interfaces.
<b>Content</b>	Introduction to human-computer interaction and user-centred design methods. Basic concepts, methods, and devices for interaction. Usability and user experience. Interaction devices and different types of user interfaces. Design principles for user interfaces. Design and evaluation principles of graphical user interfaces.
<b>Modes of study</b>	Mandatory exercises and project
<b>Study materials</b>	Accounted in the beginning of the course
<b>Teaching methods</b>	Web course
<b>Prerequisites</b>	
<b>Other issues</b>	