



# LITHUANIA BUSINESS COLLEGE

## DESCRIPTION OF STUDY MODULE (FOR ERASMUS+ STUDENTS)

### HUMAN AND COMPUTER INTERACTIONS

<b>Volume of subject</b>	<b>6.0 ECTS</b>
<b>Lecturer in charge</b>	Assoc. Prof. Dr. Vytė Kontautienė
<b>Annotation</b>	The course covers the field of human-computer interaction research, its development and perspectives, and the nature of interaction. It examines the human being in the process of receiving and processing information, and the human characteristics relevant to cognition and communication (interaction). The architecture of the computer system and the interface is analyzed: dialogue technologies, styles. It introduces the principles of human-centered graphical user interface design, implementation technologies and tools. Detailed analysis of the structure of the user interface, design elements, navigation solutions and their impact on the human being. The aim is to teach students how to analyze and evaluate the human-friendliness of a product (an application, a website) to ensure its usability, its quality and its compliance with standards.
<b>Topics</b>	<ul style="list-style-type: none"> <li>• Impact of human factors and the role of usability in the design of human system interaction and dialogue design.</li> <li>• Understanding how to identify and analyze interaction strengths and weaknesses.</li> <li>• Application of concepts, principles, and models of user-centered design methods to the design of interactive system interfaces.</li> <li>• Selection of appropriate evaluation techniques and undertake a usability evaluation.</li> <li>• Concepts, principles, and models to evaluate the design for an interactive system.</li> <li>• Requirements and techniques for the design of interactive systems.</li> </ul>
<b>Procedure for assessment of knowledge and competences</b>	<ul style="list-style-type: none"> <li>✓ 20 percent – midterm tests.</li> <li>✓ 20 percent – individual work.</li> <li>✓ 60 percent – final exam.</li> </ul>