Course Title	**Human – Computer Interaction**
Course Code	**CSC406**
Course Type	**Compulsory**
Level	BSc/1st Cycle
Year / Semester	4th/8th
Teacher's Name	Thomas Photiadis

ECTS	7.5	**Lectures / week**	3 hours	**Laboratories / week**	2 hours

Course Purpose and Objectives	The aim of the course is to understand the importance of designing easy-to-use interfaces as part of a system design, as well as understanding the methods of designing, developing and evaluating interfaces.
Learning Outcomes	After successful completion of the course, students will be able to: • Know the theoretical background and technological evolution of Human-Computer Interaction • Understand the problems that arise in user and PC interaction • Implement and design user interfaces • Evaluate user interfaces and implement easy-to-use interactive systems in different environments

Prerequisites	-	**Required**	-

Course Content	Subject and scientific areas
	Usability of interactive systems
	Interaction devices
	Styles and Interaction : Technologies.
	Principles of designing interfaces
	Theoretical Models (Quadruple Model, GOMS Approach, Stage Mode Model)
	Human-centered Design
	Variations of anthropocentric design (Ethnographic observation, Participatory design)
	Interface design evaluation
	Interfaces in natural language - Voice interfaces
	Collaborative processes and social media
	Site-centric design of websites
	Design of portable device interfaces

Teaching Methodology	Lectures 42 hours Labs 30 hours
Bibliography	B. Shneiderman, C. Plaisant, User Interface Design, Tziola Publishing, 2010 B.Shneiderman, C. Plaisant, M. Cohen, S. Jacobs, N. Elmqvist, N. Diakopoulos, Designing the User Interface: Strategies for Effective Human Computer Interaction, 6th Edition, Pearson, 2016
Assessment	Final Exam 20% Mid-Term/Lab Exam 20% Assignments 60%
Language	English