

Current Topics in Human Computer Interaction <i>Current Topics in Human Computer Interaction</i>								Modulnummer:		
Bachelor Pflicht <input type="checkbox"/> Winf-Schwerpunkt-Pflicht <input type="checkbox"/> Winf-Schwerpunkt-Wahlpflicht <input type="checkbox"/> Winf-Wahl <input type="checkbox"/>				Schwerpunkt Computational Finance <input type="checkbox"/> E-Business <input type="checkbox"/> IT-Management <input type="checkbox"/> Logistik <input type="checkbox"/>						
Anzahl der SWS	V 0	UE 0	K 4	S 0	Prak. 0	Proj. 0	Σ 4	Kreditpunkte: 6	Turnus i. d. R. angeboten in jedem SoSe	
Formale Voraussetzungen: -										
Inhaltliche Voraussetzungen: Interaktions-Design										
Vorgesehenes Semester: ab 1. Semester										
Sprache: Englisch										
Ziele: <ul style="list-style-type: none"> • Knowledge of interaction design beyond WIMP • Knowledge of different development methods • Ability to carry out task analyses and to solve problems of task allocation • Ability to develop interfaces beyond WIMP • Ability to comprise design patterns into the own development • Ability to introduce particularities (accessibility, localisation, security) into development • Professional and communicative competence 										
Inhalte: "From GUI to NUI" : After having achieved a general overview of the area of Human-Computer Interaction (HCI), learn more on the fundamentals of human-computer interaction and especially post-desktop interfaces. Work together in small teams on a semester-long project. Each week, in the labs, present and discuss work with peers. In the lab develop your own concept of a NUI and document it in a research paper. The course will start with a brief re-cap on design principles (Fitts' law, Norman: affordances, mappings, constraints, slips, seven stages of action) and processes (Design Process, Evaluation & Statistical Testing) in HCI. The main focus will be on the properties and characteristics of so called post-desktop or natural user interfaces (NUI), including but not limited to: Touch & Mobile Tangibles AR / VR / MR Deformable Interfaces Wearable Interfaces										
Unterlagen (Skripte, Literatur, Programme usw.): <ul style="list-style-type: none"> • Wigdor, D., & Wixon, D. (2011). Brave NUI world: designing natural user interfaces for touch and gesture. Elsevier. • Van Dam, Andries. "Post-WIMP user interfaces." Communications of the ACM 40.2 (1997): 63-67. • Sharp, H., Rogers, Y., & Preece, J. (2007). Interaction design: beyond human-computer interaction. • Recent research papers from ACM CHI, ACM UIST among others 										
Form der Prüfung: Hausarbeit, Präsentation und Fachgespräch oder mündliche Prüfung										
Arbeitsaufwand	Präsenz		56 h		Übungsbetrieb/Prüfungsvorbereitung		124 h		Summe	180 h
Lehrende: Prof. Dr. J. Schöning					Verantwortlich: Prof. Dr. J. Schöning					