Modulbezeichnung	**Current Topics in Human Computer Interaction**
Modulverantwortliche(r)	Prof. Dr. J. Schöning
Modulart	Pflicht/Wahl ☒ Wahlpflicht ☐
Spezialisierungsbereich	
Dauer des Moduls	1 Semester
Kreditpunkte	6 CP
Arbeitsaufwand	Berechnung des Workloads Präsenz 56 h Übungsbetrieb/Prüfungsvorbereitung 124 h Summe 180 h
Turnus des Moduls	i. d. R. angeboten in jedem SoSe
Voraussetzung für die Teilnahme	Keine ☐ Folgende Inhaltliche Voraussetzungen: Interaktions-Design
Lehr- und Lernformen	Seminar ☐ Vorlesung ☒ Tutorium ☒ Praktikum ☐ Projekt ☐
Lernziele	• 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
Lerninhalte	"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
Prüfungsformen	Hausarbeit, Präsentation und Fachgespräch oder mündliche Prüfung
Literatur	• 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