

	Human-Computer Interaction
Description	<ul style="list-style-type: none"> • Human-machine communication and interactive systems design. • Modeling the human as a computer system user. Cognitive models, perception and representation, attention and memory, representation and organization of knowledge. • Conceptual models, user models, user group models, interaction models. • Interaction styles, methods and rules for designing interactive systems. • Usability • valuation of interactive systems. • Collaboration technologies and disability technology. Tactile Interaction. • Interaction in the World Wide Web Environment. • Interactivity in ubiquitous computing.
Learning Outcomes	After the course the student will be able to design and evaluate interactive systems.