

Table S2.6.4. Form for the preparation of the course information sheets				
Name of the subject: Human-Computer Interaction in the media				
Code of the subject	Status of the subject	Semester	Number of ECTS credits	Class load
	Optional			
Study programme for which it is organized: PhD programme "Sustainable development" (Media Communications)				
Dependency by other subjects: none				
Objectives of studying this subject: The objective of this course is to enable the student to synthesize knowledge in the field of research work for the effective use of human aspects and to gain the ability to determine, select and produce user-friendly interfaces and products for the media.				
Contents of the subject (teaching units, forms of students' individual work, forms of testing) presented per working weeks in the academic calendar:				
Preparatory week				
I week	Introduction to human-computer interaction and to software ergonomics: basics about analysis, design and evaluation of user interfaces.			
II week	Human factors in the field of media communication.			
III week	User interface graphical design for media: page design, use of the medium, interaction aids, readability, visual design principles, colors.			
IV week	Design and prototyping of user-friendly products for media.			
V week	Evaluation of media products according to standards.			
VI week	Accessibility of products for persons with disabilities.			
VII week	Future user interfaces.			
VIII week				
IX week				
X week				
XI week				
XII week				
XIII week				
XIV week				
XV week				
Methods of education:				
<ul style="list-style-type: none"> lectures, project and problem based teaching, research work. 				
Students' load				
<u>Weekly</u>			<u>In Semester</u>	
			<ul style="list-style-type: none"> Lectures: 45 Tutorial: 15 Individual work: 210 	
Students' obligations during the teaching:				
Literature:				
<ul style="list-style-type: none"> M. Debevc, T. K. Stjepanovič: Osnove oblikovanja interakcije človek-računalnik, Univerza v Mariboru, Fakulteta za elektrotehniko, računalništvo in informatiko, Maribor, 2005. J. Preece et al: Interaction Design: beyond human-computer interaction, John Wiley & Sons, New York, 2002. A. Dix et al: Human-Computer Interaction, Third Edition, Prentice Hall, New York, 2003. J. A. Jacko: Human Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications, Third Edition (Human Factors and Ergonomics), CRC Press, Broken Sound Parkway NW, 2012. 				

Learning outcomes (complied with the outcomes for the study programme):Knowledge and understanding:

On completion of this course the student will be able to

- use guidelines and standards for designing of graphical user interfaces,
- use prototyping tools,
- evaluate user interfaces with appropriate research evaluation methods.

Transferable/Key skills and other attributes:

- Communication skills: manner at expression in research works, oral and written defence of research work.
- Use of information technology: use of user interface building tools.
- Problem solving: evaluation of current and self-made user interfaces with help of standardised and statistical methods.

Forms of tests and evaluation:

- completed homeworks – 20%
- research work defence – 30%
- written examination – 50%

Name and surname of teacher and associate:

Matjaž Debevc

Particularities needed to be emphasized for the subject:

Note (if needed):