Course	LV abbreviation
Human Computer Interaction	**MI**

Responsible person	Faculty
Prof. Dr Markus Heckner	Computer Science and Mathematics
Teacher / Lecturer	Frequency of supply
Prof. Dr Markus Heckner	

Teaching form
Seminar-style teaching with integrated exercises, 4 SWS in total

Semester of study according to curriculum	Teaching scope [SWS or UE]	Teaching language	Work effort [ECTS credits]
6. / 7.	4 SWS	German	5

Time commitment:

Classroom study	Self-study
60 h	90 h

Study and examination performance
Written exam and / or written examination and / or oral examination

Contents and qualification goals
Teaching the basic principles of user-centred software development based on a concrete team project. Topics: • Usability Engineering Framework • Methods of user-centred requirements analysis • Information Design and Information Architecture • Sketching • Paper Prototyping • Tool-based prototyping with Axure • (Guerilla) Usability Testing • Usability fairs
Learning objectives: Professional competence
After successful completion of the module, students will be able to, • Understand usability / user experience and its impact on users and companies (3). • to understand a systematic usability engineering process that provides a process model for the development of user-centred software (2). • independently select and use the necessary methods (e.g. prototyping, card sorting, usability testing incl. evaluation) to

design the user interface of an application so that it can be used efficiently and effectively (2).

Learning objectives: Personal competence
After successful completion of the module, students will be able to,   • recognise the relevance of involving users in the software development process (3).   • to set aside own views and assumptions, and to recognise users' needs and problems as the basis for software development (3).   • integrate different perspectives within the project team (3).
Teaching materials offered
Slide sets, teaching videos, exercises, quizzes