Interaktive Systeme

Summer

(engl. Interactive Systems)

Modulnummer: FIN-INF-100393

Kürzel	CP	Semester	Fachsem.	Dauer	Sprache	Niveau
	5	Summer	starting at 5.	1 Semester	deutsch	Bachelor

Link zum LSF:	LSF
Zugang beschränkt:	
Verantwortung:	Christian Hansen
Dozent:in:	Christian Hansen
Lehrveranstaltungen:	• Vorlesung *Interaktive Systeme* • Übung *Interaktive Systeme*
Verwendbarkeit:	- B.Sc. INF: Informatik - Wahlpflicht - B.Sc. INF: Studienprofil: Computer Games - B.Sc. INF: Informatik Wahlpflicht (SPO 2027) - B.Sc. CV: Informatik - Wahlpflicht - B.Sc. CV: Anwendungsfach - Computer Games - B.Sc. INGINF: Informatik - Wahlpflicht - B.Sc. WIF: Gestalten und Anwenden - Wahlpflicht - B.Sc. INF (bilingual): Informatik - Wahlpflicht

Angestrebte Lernergebnisse:
Students who complete this module ...

- acquire basic knowledge in the field of human-computer interaction, an important branch of computer science.
- are familiar with user-centered and standard-compliant development processes for user interfaces and can apply these to practical use cases.
- carry out an interdisciplinary team project, develop, test and evaluate an advanced user interface in a team, learn to make complex decisions in a team and make compromises.

- present their project results in a presentation, defend their results and decisions and reflect on their role in the team and their individual contribution to the joint result.

Inhalt:

- Technical basics of human-computer interaction (window, menu and dialog systems)
- Interaction techniques and interaction tasks
- Cognitive basics of human-computer interaction
- Analysis of tasks and users
- Prototype development and evaluation
- Specification of user interfaces

Arbeitsaufwand:
56h attendance + 94h independent work

Prüfungsvorleistungen:	**Studien-/Prüfungsleistungen:**	**Lehrform / SWS:**
Successful completion of the exercise/seminar	Written examination (120 min)	• 2 SWS Lecture • 2 SWS Exercise

Voraussetzungen nach Prüfungsordnung:	**Empfohlene Voraussetzungen:**
none	Algorithmen und Datenstrukturen

Medienformen:	**Literatur:**
	Preim/Dachselt: Interaktive Systeme. Springer 2010

Hinweise:

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