

340454 - INDI-I7P23 - Interaction and Interface Design

Coordinating unit: 340 - EPSEVG - Vilanova i la Geltrú School of Engineering
Teaching unit: 723 - CS - Department of Computer Science
Academic year: 2019
Degree: BACHELOR'S DEGREE IN INFORMATICS ENGINEERING (Syllabus 2018). (Teaching unit Compulsory)
BACHELOR'S DEGREE IN INFORMATICS ENGINEERING (Syllabus 2010). (Teaching unit Optional)
ECTS credits: 6 Teaching languages: Catalan

Teaching staff

Coordinator: BERNARDINO CASAS FERNÁNDEZ
Others: BERNARDINO CASAS FERNÁNDEZ

Prior skills

See catalan version.

Requirements

See catalan version.

Degree competences to which the subject contributes

Specific:

1. CECO6. Ability to develop and assess interactive and presentation of complex information systems and their application in solving problems of designing human being-computer interaction.

Generical:

GEN. Accessibility: Know and apply criteria of universal design in different products, environment and services.

Transversal:

07 AAT. SELF-DIRECTED LEARNING. Detecting gaps in one's knowledge and overcoming them through critical self-appraisal. Choosing the best path for broadening one's knowledge.

Teaching methodology

See Catalan version of the syllabus.

Learning objectives of the subject

See Catalan version of the syllabus.

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Study load

Total learning time: 150h	Hours large group:	30h	20.00%
	Hours medium group:	0h	0.00%
	Hours small group:	30h	20.00%
	Guided activities:	0h	0.00%
	Self study:	90h	60.00%

Content

1. Introduction to the interactive systems	Learning time: 2h Theory classes: 2h
<p>Description: See Catalan version of the syllabus.</p> <p>Specific objectives: See Catalan version of the syllabus.</p>	
2. Processing and visualization of 2D and 3D geometry	Learning time: 30h Theory classes: 14h Self study : 16h
<p>Description: See Catalan version of the syllabus.</p> <p>Related activities: See Catalan version of the syllabus.</p> <p>Specific objectives: See Catalan version of the syllabus.</p>	
3. Graphical interaction and user interfaces design	Learning time: 25h Theory classes: 12h Self study : 13h
<p>Description: See Catalan version of the syllabus.</p> <p>Related activities: See Catalan version of the syllabus.</p> <p>Specific objectives: See Catalan version of the syllabus.</p>	

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Qualification system

See Catalan version of the syllabus.

Regulations for carrying out activities

See Catalan version of the syllabus.

Bibliography

Basic:

Nielsen, Jakob; Loranger, Hoa. Prioritizing web usability. Berkeley: New Riders, cop. 2006. ISBN 9780321350312.

Angel, Edward; Shreiner, Dave. Interactive computer graphics : a top-down approach with shader-based OpenGL. 6th ed. Harlow [etc.]: Pearson, cop. 2012. ISBN 0321535863.

Watt, Alan H. 3D Computers Graphics. 3rd ed. Harlow [etc.]: Addison-Wesley, 2000. ISBN 0201398559.

Schneiderman, Ben [et al.]. Designing the user interface : strategies for effective human-computer interaction. 5th ed. Essex: Addison-Wesley/Pearson, 2014. ISBN 9781292023908.

Others resources:

Hyperlink

<http://qt.digia.com>

<http://www.opengl.org>

<http://useit.com>

<http://developer.android.com>