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

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**Teaching staff**

**Coordinator:** BERNAT ORELLANA BECH

**Others:** BERNARDINO CASAS FERNÁNDEZ

BERNAT ORELLANA BECH

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**Prior skills**

See catalan version.

**Requirements**

See catalan version.

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**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.

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**Teaching methodology**

See Catalan version of the syllabus.

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**Learning objectives of the subject**

See Catalan version of the syllabus.
Study load

<table>
<thead>
<tr>
<th>Total learning time: 150h</th>
<th>Hours large group: 30h</th>
<th>20.00%</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Hours medium group: 0h</td>
<td>0.00%</td>
</tr>
<tr>
<td></td>
<td>Hours small group: 30h</td>
<td>20.00%</td>
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<tr>
<td></td>
<td>Guided activities: 0h</td>
<td>0.00%</td>
</tr>
<tr>
<td></td>
<td>Self study: 90h</td>
<td>60.00%</td>
</tr>
</tbody>
</table>

Content

1. Introduction to the interactive systems

**Description:**
See Catalan version of the syllabus.

**Specific objectives:**
See Catalan version of the syllabus.

Learning time: 2h
Theory classes: 2h

2. Processing and visualization of 2D and 3D geometry

**Description:**
See Catalan version of the syllabus.

**Related activities:**
See Catalan version of the syllabus.

**Specific objectives:**
See Catalan version of the syllabus.

Learning time: 30h
Theory classes: 14h
Self study: 16h

3. Graphical interaction and user interfaces design

**Description:**
See Catalan version of the syllabus.

**Related activities:**
See Catalan version of the syllabus.

**Specific objectives:**
See Catalan version of the syllabus.

Learning time: 25h
Theory classes: 12h
Self study: 13h
Qualification system

See Catalan version of the syllabus.

Regulations for carrying out activities

See Catalan version of the syllabus.

Bibliography

Basic:


Others resources:

Hyperlink

http://qt.digia.com

http://www.opengl.org

http://useit.com

http://developer.android.com