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: 2018
Degree: 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. CEC06. Ability to develop and assess interactive and presentation of complex information systems and their application in solving problems of designing human being-computer interaction.

General:
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.
# Study load

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

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# Content

## 1. Introduction to the interactive systems

**Learning time:** 2h

**Theory classes:** 2h

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

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

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

**Learning time:** 30h

**Theory classes:** 14h

**Self study:** 16h

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

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

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

## 3. Graphical interaction and user interfaces design

**Learning time:** 25h

**Theory classes:** 12h

**Self study:** 13h

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

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

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