Course guides
340454 - INDI-I7P23 - Interaction and Interface Design

Unit in charge: Vilanova i la Geltrú School of Engineering
Teaching unit: 723 - CS - Department of Computer Science.
Degree: BACHELOR'S DEGREE IN INFORMATICS ENGINEERING (Syllabus 2018). (Compulsory subject).
Academic year: 2021  ECTS Credits: 6.0  Languages: Catalan

LECTURER

Coordinating lecturer: BERNAT ORELLANA BECH
Others: BERNARDINO CASAS FERNÁNDEZ
        BERNAT ORELLANA BECH

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.

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>Type</th>
<th>Hours</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hours small group</td>
<td>30,0</td>
<td>20.00</td>
</tr>
<tr>
<td>Hours large group</td>
<td>30,0</td>
<td>20.00</td>
</tr>
<tr>
<td>Self study</td>
<td>90,0</td>
<td>60.00</td>
</tr>
</tbody>
</table>

**Total learning time:** 150 h

CONTENTS

1. Introduction to the interactive systems

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

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

**Full-or-part-time:** 2h
Theory classes: 2h

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

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

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

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

**Full-or-part-time:** 30h
Theory classes: 14h
Self study: 16h

3. Graphical interaction and user interfaces design

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

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

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

**Full-or-part-time:** 25h
Theory classes: 12h
Self study: 13h
GRADING SYSTEM

See Catalan version of the syllabus.

EXAMINATION RULES.

See Catalan version of the syllabus.

BIBLIOGRAPHY

Basic:

RESOURCES

Hyperlink:
- http://qt.digia.com
- http://www.opengl.org
- http://useit.com
- http://developer.android.com