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: 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.

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.
Study load

<table>
<thead>
<tr>
<th></th>
<th>Hours large group:</th>
<th>Hours medium group:</th>
<th>Hours small group:</th>
<th>Guided activities:</th>
<th>Self study:</th>
<th>Total learning time:</th>
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<tbody>
<tr>
<td></td>
<td>30h</td>
<td>0h</td>
<td>30h</td>
<td>0h</td>
<td>90h</td>
<td>150h</td>
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<table>
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<tr>
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<th>2h</th>
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<tbody>
<tr>
<td>Theory classes:</td>
<td>2h</td>
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<table>
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<tr>
<th>Learning time:</th>
<th>30h</th>
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<tbody>
<tr>
<td>Theory classes:</td>
<td>14h</td>
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<tr>
<td>Self study:</td>
<td>16h</td>
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<table>
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<th>25h</th>
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<tr>
<td>Theory classes:</td>
<td>12h</td>
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<tr>
<td>Self study:</td>
<td>13h</td>
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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.

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