

804058 - BEIAIHC1-M - Area of Specialisation: Scientific Methodology and Applied Research for Interaction

Coordinating unit: 804 - CITM - Image Processing and Multimedia Technology Centre
 Teaching unit: 804 - CITM - Image Processing and Multimedia Technology Centre
 Academic year: 2016
 Degree: BACHELOR'S DEGREE IN MULTIMEDIA STUDIES (Syllabus 2009). (Teaching unit Optional)
 ECTS credits: 6 Teaching languages: Catalan, Spanish

Teaching staff

Coordinator: JUAN JOSÉ FÁBREGAS RUESGAS

Degree competences to which the subject contributes

Specific:

5. (ENG) 1. Analitzar la metodologia científica i la seva aplicació en l'àmbit de la interacció humana ordinador i de les tecnologies multimèdia.
6. (ENG) Aplicar las técnicas de investigación que se aplican en el ámbito de la interacción humano computadora y de las tecnologías multimedia.

Transversal:

1. SUSTAINABILITY AND SOCIAL COMMITMENT. Being aware of and understanding the complexity of social and economic phenomena that characterize the welfare society. Having the ability to relate welfare to globalization and sustainability. Being able to make a balanced use of techniques, technology, the economy and sustainability.
2. 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.
3. EFFICIENT ORAL AND WRITTEN COMMUNICATION. Communicating verbally and in writing about learning outcomes, thought-building and decision-making. Taking part in debates about issues related to the own field of specialization.
4. EFFECTIVE USE OF INFORMATION RESOURCES. Managing the acquisition, structure, analysis and display of information from the own field of specialization. Taking a critical stance with regard to the results obtained.

Teaching methodology

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Learning objectives of the subject

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Study load

Total learning time: 150h	Hours large group:	0h	0.00%
	Hours medium group:	60h	40.00%
	Hours small group:	0h	0.00%
	Guided activities:	0h	0.00%
	Self study:	90h	60.00%

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Content

(ENG) *	Learning time: 15h Practical classes: 15h
<p>Description:</p> <ol style="list-style-type: none"> 1. Ciencia y Metodología Científica. 2. Método Científico y Técnicas de Investigación. 3. Vocabulario científico. 4. Tecnología: definición y tipos. 	
(ENG) Segunda parte: Metodología científica en Interacció Humà Computadora.	Learning time: 15h Practical classes: 15h
<p>Description:</p> <p>(ENG) 1. Objectius generals de la investigació científica en l'àmbit de la Interacció Humà Computadora.</p> <p>2. Mètodes o tècniques d'investigació que s'apliquen en l'àmbit de la Interacció Humà Computadora.</p> <p>Related activities:</p> <p>(ENG) Totes les activitats estan vinculades a aquest tema.</p>	

Planning of activities

Proyecto de investigación	Hours: 30h Practical classes: 30h
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Qualification system

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Bibliography

Basic:

Cegarra Sánchez, José. Metodología de la investigación científica y tecnológica. Madrid: Díaz de Santos, 2004. ISBN 8479786248.

Salkind, Neil J. Métodos de investigación. 3ª ed. México: Prentice Hall, 1999. ISBN 9789701702345.

Bernhaupt, Regina (Ed.). Evaluating user experience in games: concepts and methods. New York: Springer, 2010. ISBN 9781848829626.

Day, Robert A. Cómo escribir y publicar trabajos científicos. 4a ed. Washington, D. C: Organización Panamericana de la Salud, Oficina Sanitaria Panamericana, Oficina Regional de la Organización Mundial de la Salud, 2008. ISBN 978927531621X.

Fernández, J.; Acuña, S.T.; Macías, J.A. "A review of quantitative empirical approaches in human-computer interaction". Interacción '14: proceedings of the XV International Conference on Human Computer Interaction. 2014, article num. 56.