Discipline	HUMAN COMPUTER INTERACTION code: 43b	**winter semester**
Specialty	Computer Science and Technologies	
ECTS credits: **5**	Form of assessment: exam	
Lecturer	Assoc. Prof. Milena Karova, PhD Room 205 TB Phone: +359 52 383 407 E-mail: mkarova@tu-varna.bg	
Department	Computer Science and Technologies	
Faculty	Faculty of Computing and Automation	

Learning objectives:

The main objective of discipline is to introduce students to principles, methods and quality in designing interfaces. The User Interface Performance Criteria are specified. Various conceptual models of interfaces design, their peculiarities and behaviors are examined.

The program covers the various technical tools in designing interfaces as well as the influence of the human factor. Applying them to the design, creation and testing of prototype systems will enhance students' knowledge and skills in building graphical interfaces for Desktop, Web and mobile applications. Practical labs include: setting goals and customizing the user interface; the process of making the interface; designing designs for different application types; testing and assessing the built-in interfaces.

<div align="center">CONTENTS:</div>

Training Area	Hours lectures	Hours seminar exercises
Theoretical aspects in the design and creation of user interfaces. Basic Design Factors, Principles and Styles.	6	6
Technology in designing the user interface. Languages for graphical interface. Basic User Interface Components.	8	8
Designing a user interface according to the environment in which the product will be used: Desktop applications, Web applications, mobile applications.	8	8
User Interface Rating. User Interface Testing Technologies.	8	8
TOTAL: 60 h	**30**	**30**