Human-computer interaction

Credits: 4  Semester 4  Compulsory: No

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Lectures: (A. Camurri; G. Volpe)(UG-ECN)

Objectives:
The course faces theories and techniques for the design of interactive systems and multimodal systems.

Contents:
Main topics include the following:
1. interactive real-time systems for audio-visual processing (incl. Exercises with the EyesWeb open software platform).
2. devices for human-machine interaction.
3. theories and techniques for GUI design. User-centered design.
6. Evaluation of GUIs based on experimental psychology methods.
7. Psicophysical methods.
8. Examples: evaluation of input devices.
10. Multimodal interaction.
11. Emotional interfaces, models of expressiveness and models of communication of non-verbal content.

Abilities: After completing this course the students will be able to design advanced multimodal systems for Human-Machine interface.

Assessment: 30% continuous assessment, 70% from end of semester examination

Recommended texts:

Further readings:
will be provided during the course