## Human-computer interaction

<table>
<thead>
<tr>
<th>Credits: 4</th>
<th>Semester 4</th>
<th>Compulsory: No</th>
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### Format

<table>
<thead>
<tr>
<th>Lectures</th>
<th>20 h</th>
<th>Examples</th>
<th>12 h</th>
<th>Private study</th>
<th>68 h</th>
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### Lectures:

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

### Objectives:

The course focuses on 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).
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:

Further readings will be provided during the course.