COURSE DEVELOPMENT and QUALITY ASSURANCE

MaCICT

To what you have to pay attention by creating a great course?
Here is **YOUR PERSONAL CHECK-LIST:**

- ☐ Title of the course

- ☐ 1. Is the course title and content in accordance with the teaching program?

- ☐ 2. Does the syllabus have a specific year of study / semester / group?

- ☐ 3. Does the course include Learning Objectives?
  3.1. Educational outcomes:
- ☐ 3.1.1. Knowledge
- ☐ 3.2.2. Practical skills
- ☐ 3.2.3. Social skills

- ☐ 4. Is there a specific program in the course description in relation to the number of planned lectures/ classes/ workshops?

- ☐ 5. Have the teaching methods been specified?

- ☐ 6. Have the literature been specified?

- ☐ 7. Has the number of hours of the students own work been specified?

- ☐ 8. Have the methods of verification of the assumed learning outcomes been specified?

- ☐ 9. Is the form of completing the individual components of the course specified?

- ☐ 10. Have the ECTS scores been specified properly?

Course: Psychology of Human-Machine Interaction
Department: Computer and Computer Systems
Amount of student effort (hours): 120
Class contact time (hours): 50
Level: MA Form of the assessment: exam (3rd semester)
Entry requirements: At least 30 ECTS of the first degree's studies in the fields of computer science and software development. Basics of the informaiton technologies (3 ECTS), Fundamentals of systems engineering (3 ECTS),
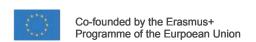**ECTS:** 3

Objectives:
− to get the knowledge of psychological aspects of the interaction within the «human-computer» system;
− to understand the peculiarities of human perception of information;
− to study methods and technologies of building, formal description and assessment of effective user interfaces.

Curriculum Outline:
The total number of hours of the discipline is 120, 50 of which are classroom hours for full-time education. Distribution of hours by types of classes: lectures – 16 hours; laboratory and practical classes – 34 hours.

Contents:
The purpose of this discipline is to develop the practically-oriented knowledge about the psychological aspects of human-machine interaction, methods and technologies of construction, formal description and evaluation of effective user interfaces, the formation of skills in building and prototyping user interfaces with respect to

the psychological aspects of the operator's workflow. The course includes interactive lectures, at which students are involved in perceiving the necessary theoretical knowledge and practical use cases on the live examples of human-computer interaction with various software products. For the feedback, discussions are used.

In practical classes, students try to prototype the effective user interface and to carry on the assessment of human-computer interaction with consequent proposals to eliminate the bottlenecks found during the experiments.

Course methodology:
Three types of classes are key to this course: interactive lectures, seminars, and guided work.
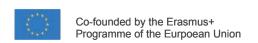In interactive lectures, students learn the basic concepts of the psychology of human-machine interaction, as well as the approaches to take care of these aspects while developing the graphical user interfaces.

At the seminars, students and a supervisor analyze sample software and discuss the possibilities to improve the user experience within these products.

In guided independent work, students make real-world experiments to assess the effectiveness of the user workflow, learn the basics of the high-effective UI and UX development.

Assessment Strategies:
1. Mid-term survey and debate (30%)
2. Pass test, exam (40%)
3. Labs completion (30%)

Assessment Criteria:
Detailed criteria are presented in the University Standard Descriptors (Code for Level 6 of the NQF).

Indicative Student Learning Resources:
1. 100 More Things Every Designer Needs to Know About People (Voices That Matter), Ph.D. Weinschenk, Susan,2015
https://www.amazon.com/Things-Designer-People-Voices-Matter/dp/0134196031
2. Paas F. et al. (2003) Cognitive load measurement as a means to advance cognitiveload theory. Educational psychologist. Vol. 38. No 1. C. 63–71.

Calendar 2021/2022 for
«Psychology of Human-Machine Interaction»

Month	September				October				November				December			
Week number	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Kind of assig-nati on	IL	L	TS	CS	IL	CS	L	TS	L	CS	L	TS	IL	TS	CS	D
Number of hours	2	2	4	4	2	4	2	4	2	4	2	4	2	4	4	4

L/IL – Lecture/Interactive lecture
CS – Case study seminar
TS – Tutorial seminar
D – Debates

Remember! Pictures, videos and gamification make info memorable and study enjoyable!

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