University of Gdańsk

Subject card

Subject name and code	Design of Human-Computer Interaction, PG_00178732		
Field of study	Informatics and Econometrics		
Date of commencement of studies	October 2026	Academic year of realisation of subject	2026/2027
Education level	Master's studies	Subject group	Obligatory subject group in the field of study Optional subject group Subject group related to scientific research in the field of study
Mode of study	part-time studies	Mode of delivery	at the university
Year of study	1	Language of instruction	Polish
Semester of study	2	ECTS credits	4.0
Learning profile	academic	Assessment form	credit
Conducting unit			
Name and surname of lecturer (lecturers)	Subject supervisor	dr Monika Woźniak	
	Teachers		

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	8.0	0.0	16.0	0.0	0.0	24

E-learning hours included: 0.0

Learning activity and number of study hours

Learning activity	Participation in didactic classes included in study plan	Participation in consultation hours	Self-study	SUM
Number of study hours	24	1.0	75.0	100

Subject objectives

Familiarizing students with the areas and methods of designing human-computer interactions

Learning outcomes

Course outcome	Subject outcome	Method of verification
[IiEMU2_W08] The student possesses a comprehensive understanding of the methods, conditions, directions, and dilemmas involved in applying advanced econometrics, informatics or statistics tools in response to dynamic environmental changes.	The student has an in-depth knowledge and understanding of the methods, conditions, directions of development and dilemmas related to designing the user interface of IT systems in the context of dynamic changes in the environment.	[SW4] test/exam - oral or written [SW2] presentation/project/paper/ report
[IiEMU2_U12] The student can adapt, design, create, and operate IT systems that support business entities.	The student is able to design user interfaces of IT systems taking into account the principles of human-computer interaction in order to support the functioning of economic entities.	[SU2] presentation/project/paper/ report
[IiEMU2_U02] Students can use conventional or innovative statistics, econometrics or informatics tools to analyze economic and social phenomena.	The student is able to design user interfaces of IT systems taking into account the principles of human-computer interaction, adapting them to the specificity of users and the needs of economic entities.	[SU2] presentation/project/paper/ report

<table>
<tr><td>Subject contents</td><td>Lecture

• History and development of human-computer interaction
• Basics, principles, types of human-computer interaction
• Principles, models of designing human-computer interaction
• Techniques and tools for creating user interfaces
• Criteria and methods for assessing the human-computer interface
• Instrumentation of human-computer interaction
• The impact of new technologies on people's work and life and directions of development of IoT, AI, Smart City

Exercises

• Review and evaluation of products from a selected industry
• Development of measurement tools
• Creation of a set of best practices
• Design and presentation of the interface for a selected industry</td></tr>
<tr><td>Prerequisites and co-requisites</td><td>none</td></tr>
<tr><td>Assessment methods and criteria</td><td><table>
<tr><th>Subject passing criteria</th><th>Passing threshold</th><th>Percentage of the final grade</th></tr>
<tr><td>preparation and presentation of HCI issues</td><td>51.0%</td><td>35.0%</td></tr>
<tr><td>preparation and presentation of the project</td><td>51.0%</td><td>35.0%</td></tr>
<tr><td>test</td><td>51.0%</td><td>30.0%</td></tr>
</table></td></tr>
<tr><td>Recommended reading</td><td><table>
<tr><td>Basic literature</td><td>Sikorski M., Interakcja człowiek-komputer, Wydawnictwo Polsko-Japońskiej Wyższej Szkoły Technik Komputerowych, 2. 2010

Dix A., Finlay J., Abowd G., Beale R., Human-Computer Interaction, Prentice Hall, 2004

Nielsen J., Projektowanie funkcjonalnych stron internetowych, Wyd. Helion, 2003</td></tr>
<tr><td>Supplementary literature</td><td>Wysocki M., Kapuściński T., Marnik J., Oszust M., Rozpoznawanie gestów wykonywanych rękami w systemie wizyjnym, Oficyna Wydawnicza Politechniki Rzeszowskiej, 2011</td></tr>
<tr><td>eResources addresses</td><td></td></tr>
</table></td></tr>
<tr><td>Example issues/ example questions/ tasks being completed</td><td></td></tr>
<tr><td>Work placement</td><td>Not applicable</td></tr>
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