

Title <b>(Grafika komputerowa człowiek-komputer)</b>	Code <b>1010331451010330645</b>
Field <b>Computer Science</b>	Year / Semester <b>3 / 5</b>
Specialty -	Course <b>core</b>
Hours Lectures: <b>1</b> Classes: -    Laboratory: <b>1</b> Projects / seminars: -	Number of credits <b>3</b>
	Language <b>polish</b>

**Lecturer:**

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**Status of the course in the study program:**

Core

**Assumptions and objectives of the course:**

Main objective of the course is to provide knowledge on tools and methods for human-computer interaction design.

**Contents of the course (course description):**

Computer graphics, human-computer interaction, methods for designing interactive systems, user interface, affordance and usability of information, GUI, testing and evaluation of applications? and websites? interfaces, ergonomics

**Introductory courses and the required pre-knowledge:**

Computer graphics  
Basis programming (object programming)

**Courses form and teaching methods:**

Lecture with multimedia presentation  
Laboratory

**Form and terms of complete the course - requirements and assessment methods:**

Lecture ? oral or written examination  
Laboratory ? evaluation of experiments, projects and reports

**Basic Bibliography:**

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**Additional Bibliography:**

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