Course code: IFI7501.DT	Course name: Foundations of Human-Computer Interaction
Study load: 6 ECTS	Study semester: Autumn
Lecturers:	Ilja Šmorgun
Objectives:	The goal is to introduce the body of knowledge of Human-Computer Interaction (HCI) to students.
Course outline:	The course addresses: ● An introduction to HCI covering the field's genesis and evolution ● Contemporary trends ● Cognitive modelling ● Distributed cognition ● Situated action, ethnography and ethnomethodology, CSCW related theories and frameworks, activity, grounded and hybrid theories ● Turn to design and culture ● Turn to the wild, and embodiment
Learning outcomes:	Students: ● Are aware of the genesis and evolution of the field of HCI as well as its contemporary trends ● Grasp the theoretical foundations at play in HCI ● Are able to situate theory in practice
Workload:	This course is delivered online. Activities are organised in bi-weekly modules, each focusing on specific topics. In order to successfully conclude this course, students are required to: ● Actively engage and deliver the results of 7 individual assignments; and ● Actively engage and deliver the results of 7 group assignments.
Assessment criteria:	The final quotation is calculated based on intermediary assignments on topics as such:

	Individual assignment	Group assignment

M1	5	-
M2	10	5
M3	10	5
M4	10	5
M5	10	5
M6	10	5
M6	10	5
M8	-	5
Total	65	35

All assignments are compulsory and will be marked as either achieved or not achieved. All assignments need to be submitted in a timely manner.

Grading criteria scale:	Grading criteria: ● 9-10: outstanding work with only few minor errors ● 8-9: above average work but with some minor errors ● 7-8: generally good work with a number of notable errors ● 6-7: reasonable work but with significant shortcomings ● 5-6: passable performance meeting the minimum criteria ● Less than 5: more work is required before the credit can be awarded The number of completed assignments determines the final grade.
Independent work:	All assignments are to be carried out individually.
Compulsory literature:	Rogers, Y. (2012). HCI theory: classical, modern, and contemporary. Synthesis Lectures on Human-Centered Informatics, 5(2), 1-129.
Replacement literature:	Jacko, J. A. (2012). Human-Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications.
Course schedule:	

Date and time	Form of study and course content by topic
01.09 - 07.09	M1 - Genesis and evolution of HCI (individual work)
08.09 - 14.09	M2 - Contemporary trends (individual work)
15.09 - 28.09	M2 - Contemporary trends (group work)
29.09 - 05.10	M3 - Cognitive modelling (individual work)
06.10 - 12.10	M3 - Cognitive modelling (group work)
13.10 - 19.10	M4 - Distributed cognition (individual work)
20.10 - 26.10	M4 - Distributed cognition (group work)
27.10 - 02.11	M5 - Situated action, ethnography and ethnomethodology, CSCW related theories and frameworks, activity, grounded and hybrid theories (individual work)
03.11 - 09.11	M5 - Situated action, ethnography and ethnomethodology, CSCW related theories and frameworks, activity, grounded and hybrid theories (group work)
10.11 - 16.11	M6 - Turn to design and culture (individual work)
16.11 - 23.11	M6 - Turn to design and culture (group work)
24.11 - 30.11	M7 - Turn to the wild, and embodiment (individual work)
01.12 - 07.12	M7 - Turn to the wild, and embodiment (group work)
08.12 - 14.12	M8 - HCI revisited (group work)