

**COURSE DATA****DATA SUBJECT**

Code: 33839
Name: Human-Computer Interaction
Cycle: Undergraduate Studies
ECTS Credits: 6
Academic year: 2025-26

STUDY (S)

Degree	Center	Acad. year	Period
1007 - Degree in Information and Documentation	Facultat de Geografia i Història	4	Second quarter

SUBJECT-MATTER

Degree	Subject-matter	Character
1007 - Degree in Information and Documentation	Optional subjects	ELECTIVES

COORDINATION

VIDAL INFER ANTONIO MARTÍN

SUMMARY

The course takes into account the perception by the user of an information system in a Web environment for designs that meet their information needs. This process integrates knowledge from various disciplines - psychology, design, computer, etc. - and professionals, from systems analysts to users, so a body of knowledge and technologies for the specification, design and evaluation of interfaces will be studied. The tasks of the Librarian as manager of information resources of high complexity will be highlighted.

PREVIOUS KNOWLEDGE**RELATIONSHIP TO OTHER SUBJECTS OF THE SAME DEGREE**

There are no specified enrollment restrictions with other subjects of the curriculum.

OTHER REQUIREMENTS

Monitoring of theoretical and practical classes, as well as seminars, involves the use and application of computer and user level code (X) HTML applications, as well as prior knowledge of organizational systems and information classification . Average knowledge of English is also required



COMPETENCES / LEARNING OUTCOMES

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Optional subjects deal in greater depth with the competences already covered in compulsory subjects.

DESCRIPTION OF CONTENTS

1. Human Computer Interaction: an introduction

1. User Interface
2. HCI as a discipline
3. State of art in HCI
4. The relationship between LIS and HCI

2. The human factor

1. Sensation: input channels
2. Perception
3. Memory
4. Knowledge representation

3. Accessibility

1. What is Web accessibility?
2. National and International Web accessibility legislation.
3. Automatic, Semi-Automatic and Manual evaluation tools.
4. Accessibility evaluation

4. Usability

1. Interactive systems usability
2. Usability process model
3. Usability evaluation methods: heuristic evaluation and user testing

5. Requirements analysis

1. Requirements analysis introduction
2. The requirements collection in the process model
3. Requirements adaptation to the system needs



6. Prototyping

1. What is a prototype?
2. Prototyping dimensions and benefits
3. Prototyping techniques

WORKLOAD

PRESENCIAL ACTIVITIES

Activity	Hours
Theory	45,00
Computer classroom practice	15,00
Total hours	60,00

NON PRESENCIAL ACTIVITIES

Activity	Hours
Attendance at other activities	0,00
Individual or group project	22,00
Independent study and work	26,00
Preparation of lessons	16,00
Preparation for assessment activities	16,00
Resolution of case studies	10,00
Total hours	90,00

TEACHING METHODOLOGY

This course has a theoretical and practical focus, with keynote lectures combined with practical activities proposed in class. Conducting individual and group activities to be exposed in class will be proposed. Depending on availability it may be proposed specific additional activities that will be communicated in due course

EVALUATION

The evaluation of student learning will take into account all the aspects exposed in this guide and will be carried out through the continuous evaluation of the theoretical contents and practical activities:

Theory: a continuous evaluation will be carried out by carrying out and presenting a series of analysis and reflection activities on the theoretical contents. The evaluation will suppose 50% of the qualification and it will be necessary to obtain a minimum qualification of 5 to pass the subject. If the minimum qualification is not reached, in the second call a final written exam will be carried out that will collect questions about all the theoretical contents seen in the course. In this case, it will also be necessary to obtain a minimum grade of 5 to pass the course



Activities and practices: they must be presented throughout the course and will account for 50% of the total evaluation. It will be necessary to obtain a minimum grade of 5 in the total mark of the practices to pass the course. The notes of the practical work of those people who have not passed the entire subject in the first call, may be kept until the next, but always within the same academic year.

In the event that a continuous assessment activity or a practical work is submitted after the deadline (in no case after the official date of the subject exam), a 25% penalty will be applied to the grade obtained in said activity.

To pass the subject it is necessary to obtain a minimum grade of 5 out of 10, both in the written test and in the practical exercises.

This assessment is based on the premise that teaching at the University of Valencia is, by definition, classroom-based teaching. In this sense, students should be aware that attendance at both theory and practical sessions is essential for the proper understanding of the contents. Students must also bear in mind the possibility of part-time enrollments when they are unable to attend all the subjects that make up a complete academic year (60 credits). However, in duly justified circumstances, students may request to be assessed without attending none or some of the lessons. In such cases, the following procedure must be followed:

-At the start of the year, students must inform the course head lecturer(s) of the reason why they are unable to attend class by providing written proof.

-Based on this information, the head lecturer will decide on the possibility of exempting these students from attending all or part of the classes.

To be assessed, students who are in this situation must submit all the assignments required by the lecturer (not necessarily identical to those required during the course). Also, they may be asked to defend their assignments orally in front of the lecturer, and they will have to pass a theory test. Assignments will be worth 50% of the final mark and the test will be worth the remaining 50%.

REFERENCES

- ROSENFELD, L.; and MORVILLE, P. Information Architecture for the World Wide Web. O'Reilly & Associates, Inc. Sebastopol, CA, USA, 2002. Suscrito en versión electrónica: <http://proquestcombo.safaribooksonline.com/0596527349>
- PÉREZ-MONTORO, GUTIÉRREZ, M.; Arquitectura de información en entornos Web. Ed. Trea, 2010
- NIELSEN, J. Usabilidad : diseño de sitios web. Traducción de Santiago Fraguas . Madrid [etc.] : Prentice Hall



- ROSENFELD, L.; and MORVILLE, P. Information Architecture for the World Wide Web. O'Reilly & Associates, Inc. Sebastopol, CA, USA, 2002. Suscrito en versión electrónica: <http://proquestcombo.safaribooksonline.com/0596527349>
- NORMAN, D. La psicología de los objetos cotidianos. Ed. Nerea, 1998.