

Module Layout

HCI 511 / Interaction Science

Faculty	ΣΘΕΕ	School of Pure and Applied Sciences	
Programme of Study	HCI	Human-Computer Interaction	
Module	HCI 511	Interaction Science	
Level of Study	Undergraduate		Graduate
		Master X	Doctoral
Language of Instruction	English		
Mode of Delivery	Distance		
Module Type	Required		Electives
	X		
Number of Group Consulting Meetings	Total	Physical Presence	Online
	14	0	14
Number of Assignments			
Final Grade Calculation	Assignments	Weekly Activities	Final Exam
	40 %	10 %	50 %
Number of European Credit Transfer System (ECTS)	10		

Module Description

This course provides an overview of the key scientific concepts and theories, surrounding why and how people interact with and through technology. It is the first, required course that provides the groundwork needed to pursue the HCI program.

Key Learning Objective(s): i) provide definitions for interaction and Interaction Science; ii) understand / describe the contributions of various disciplines (e.g., engineering / human factors, statistics, cognitive psychology, social psychology) to HCI.

Pre-requisite Modules

Co-requisite Modules

Grading Scheme

Assessment Method	Percentage on Final Grade	Workload	
		Hours	ECTS
Weekly Interactive Activities	10 %	25-30	1
Assignment 1	20 %	100-120	4
Assignment 2	20 %	100-120	4
Final/Repeat Examination	50 %	25-30	1
Total	100%	250-300	10

Grading Rules and Assessment methods

- Students are evaluated with 9, if they earn 90% of the possible grade, i.e. $90\% \times 10 = 9$, etc.
- Passing rate
 - 50% of the Assignments
 - 50% of the Interactive Activities
 - Students are allowed to participate in the final exam of a Module if they have overall earned the minimum grade ($\geq 50\%$) in both their Assignments and Interactive Activities
 - 50% of the Final exam

If a student earns a grade with decimal points, then it is rounded to the nearest half unit.