

Module Layout

HCI 522 / Advanced Topics in Interactive Technologies

Faculty	ΣΘΕΕ	School of Pure and Applied Sciences	
Programme of Study	HCI	Human-Computer Interaction	
Module	HCI 522	Advanced Topics in Interactive Technologies	
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 seminar-style module aims to introduce students to the most current and cutting-edge topics in the field through scientific publications and invited talks. Thus, it is refreshed on an annual basis, providing the students with exposure to the most current topics in interactive technologies.

Current topic: Interaction with algorithmic processes - including technical, ethical, and social issues.

Format:

- Weekly readings and interactive activities
- Monthly seminar with invited speakers

Pre-requisite Modules

HCI 511	Interaction Science
HCI 512	User Research and Evaluation I

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.