

Module Layout HCI 612 / Human Computation and Crowdsourcing

Faculty	ΣΘΕE School of Pure and Applied Sciences				
Programme of Study	HCI	CI Human-Computer Interaction			
Module	HCI 612	12 Human Computation and Crowdsourcing			
Level of Study	Under	graduate	Graduate		
			Master		Doctoral
			Х		
Language of Instruction	English				
Mode of Delivery	Distance				
Module Type	Required			Electives	
					Х
Number of Group Consulting	Т	otal	Physical F	Presence	Online
Meetings		14	0		14
Number of Assignments					
Final Grade Calculation	Assig	gnments Weekly Acti		ctivities	Final Exam
	4	0 %	10 %		50 %
Number of European Credit Transfer System (ECTS)	10				

Module Description

This module examines methodologies for harnessing individual and collective human intelligence to solve computational problems and/or generate new ideas. It is an elective course that will be of particular interest to those who need to create their datasets and/or make strategic use of existing datasets created by others.

<u>Key Learning Objective(s)</u>: i) understand the role of human computation and crowdsourcing in the development of AI systems and machine learning datasets; ii) analyze the benefits and challenges of crowdsourcing and human computation; iii) apply best practices for designing tasks, and ensure data quality and validity; iv) understand the ethical considerations and common pitfalls; v) select and operate a micro-task crowdsourcing platform for a given project's needs.

Pre-requisite Modules				
HCI 511	Interaction Science			
HCI 512	User Research and Evaluation I			
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Co-requisite Modules

Grading Schome			

Accessment Mathad	Percentage on	Workload				
Assessment method	Final Grade	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%*10=9, etc.
- Passing rate

 50% of the Assignments
 - o 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 (≥ 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.