Module title	Abbreviation
Advanced Human Factors	06-HCI-HF-152-m01

Module coordinator	Module offered by
holder of the Chair of Psychological Ergonomics	Institute of Human Computer Media

ECTS	Method of grading	Only after succ. compl. of module(s)
5	numerical grade	--

Duration	Module level	Other prerequisites
1 semester	graduate	--

Contents

In this module, the knowledge and methods of human factors research are taught in depth, i.e. the design of safety-critical systems. For example, this module can include a seminar on the use and application of eye tracking in human-system interaction. The seminar would cover the basics of eye tracking and possibilities of its application. Students might also carry out small research projects in which they apply what they have learnt.

Intended learning outcomes

After participating in this module, the students understand the principles of selected human factors methods and domains and are able to carry out studies themselves in order to address research questions from the area of human-system interaction. Furthermore, they can assess the advantages and disadvantages of various methods, can assess and critically evaluate empirical studies.

Courses (type, number of weekly contact hours, language — if other than German)

S (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

a) written examination (approx. 75 minutes) or b) presentation (approx. 20 minutes) with handout (approx. 2 pages) or c) presentation of project results (approx. 20 minutes) or d) term paper (approx. 10 pages) or e) a total of approx. 5 hours of completing exercises or f) oral examination (approx. 25 minutes)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

150 h

Teaching cycle

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Referred to in LPO I (examination regulations for teaching-degree programmes)

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Module appears in

Master's degree (1 major) Human-Computer-Interaction (2015)
Master's degree (1 major) Human-Computer-Interaction (2018)
Master's degree (1 major) Human-Computer-Interaction (2021)