

Module title		Abbreviation
Advanced Usability		o6-HCI-UM-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 content, methods and applications of usability research are taught in depth, i.e. the design of human-computer systems along the criteria of effectiveness, efficiency and satisfaction during use. Examples of application come from industrial use, public and private space.		
Intended learning outcomes		
After participating in this module, students will be able to name the principles of selected usability methods and domains and will be able to design user interfaces themselves as well as conduct studies to investigate issues in the field of human-system interaction. Furthermore, they are able to explain the advantages and disadvantages of different usability methods, analyze and evaluate empirical studies as well as design solutions.		
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		
--		
Additional information		
--		
Workload		
150 h		
Referred to in LPO I (examination regulations for teaching-degree programmes)		
--		
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)		