

<b>Module title</b>		<b>Abbreviation</b>
MCS Project Interdisciplinary		o6-MCS-Proj-Int-101-mo1
<b>Module coordinator</b>		<b>Module offered by</b>
chairperson of examination committee of the Master's degree programme Human-Computer Interaction		Institute of Human Computer Media
<b>ECTS</b>	<b>Method of grading</b>	<b>Only after succ. compl. of module(s)</b>
10	numerical grade	--
<b>Duration</b>	<b>Module level</b>	<b>Other prerequisites</b>
1 semester	undergraduate	--
<b>Contents</b>		
<p>Practical experience is a necessary skill for application-oriented aspects of various sciences. This is specifically true for Human-Computer Interaction (HCI) which incorporates engineering as well as empirical work skills. This course assigns a well-defined project or task to (teams of) students which they have to solve largely on their own. The topic will be in the area of Human-Computer Interaction with an evenly distributed focus on the engineering, aka computer science, as well as on the empirical or psychological part of HCI.</p>		
<b>Intended learning outcomes</b>		
<p>After the course, the participants will have a good understanding of how to solve a coherent problem using typical HCI-skills. They will have learned how to collaborate with colleagues and to define, distribute, and execute individual work packages.</p>		
<b>Courses</b> (type, number of weekly contact hours, language — if other than German)		
R (no information on SWS (weekly contact hours) and course language available)		
<b>Method of assessment</b> (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)		
report (approx. 15 pages) Language of assessment: German or English		
<b>Allocation of places</b>		
Number of places: 1-5 per group.		
<b>Additional information</b>		
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<b>Referred to in LPO I</b> (examination regulations for teaching-degree programmes)		
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<b>Module appears in</b>		
Bachelor' degree (1 major) Human-Computer Systems (2010)		