### Contents

This module discusses requirements, concepts and practical solutions in the area of interactive systems. A special focus is on systems concentrating on human-computer interaction. Typical examples include graphical user interfaces, web-based solutions or even systems from augmented and virtual reality. The course concentrates on systems in which users and computers form a closed input-output loop and requirements of reactivity and real-time performance are decisive.

### Intended learning outcomes

At the end of the course, students will have a thorough knowledge of the requirements of interactivity. They will be able to identify and analyse technical capabilities and properties of today’s computer systems with respect to interactivity as well as to derive the necessary actions to achieve interactivity. Students will have learned to choose appropriate solutions and tools for various development tasks in this area. Having been equipped with a theoretical foundation, students will be able to develop alternative solutions for future systems.

### Courses

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<th>Type</th>
<th>Number of weekly contact hours</th>
<th>Language (if other than German)</th>
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### Method of assessment

- 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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### 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)