Subject code: IFI7159	Subject name: Foundations of Human-Computer Interaction			
Study load:	Load of contact	Study semester:	Assessment/Exam	
5 (EAP/ECTS)	<i>hours:</i> 28	Spring	Exam	
Objectives:	The goal is to introduce the body of knowledge of Human-Computer			
-	Interaction (HCI) to students.			
Course outline:	The course addresses:			
	• An introduction to HCI covering the field's genesis and			
	evolution			
	Contemporary trends			
	Cognitive modelling			
	Distributed cognition			
	• Situated action, ethnography and ethnomethodology, CSCW			
	related theories and frameworks, activity, grounded and			
	hybrid theories			
	• Turn to Design and Culture;			
	• Turn to the wild, and Embodiment.			
Learning Outcomes:	Students are aware of the genesis and evolution of the field of HCI as			
	well as its contemporary trends.			
	Students grasp the theoretical foundations at play in HCI.			
	Students are able to situate theory in practice.			
Assessment Methods:	The final quotation is computed based on intermediary assignments			
	on topics as such:			
		Individual	Group assignment	
		assignment		
	МО	5%	-	
	M1	5%	10%	
	M2	5%	10%	
	M3	5%	10%	
	M4	5%	10%	
	M5	5%	10%	
	M6	5%	10%	
	M7	2%	3%	
	Total	37%	63%	
		-		
	All assignments are compulsory and will be marked as either			
	achieved or not achieved.			
Teacher(s):	David Lamas			
	Hanna-Liisa Pender			
Subject name in	Inimese ja arvuti interaktsiooni alused			
Estonian:				
Prerequisite	None			
subject(s):				
Compulsory	Rogers, Y. (2012). HCI theory: classical, modern, and contemporary.			
Literature:	Synthesis Lectures on Human-Centered Informatics, 5(2), 1-129.			
Replacement	Jacko, J. A. (2012). Human-Computer Interaction Handbook:			
Literature:	Fundamentals, Evolving Technologies, and Emerging Applications.			

Participation and	This course in deliv	ered mainly face-to-face but will have an	
Exam requirements:	introductory online session. Activities are organized in bi-weekly modules, each focusing on specific topics.		
	In order to successfully conclude this course, students are required		
	to individually:		
	• Take part in all face-to-face and online activities;		
	• Actively engage and deliver the results of 7 individual		
	assignments; and		
	• Actively engage and deliver the results of 7 group		
	assignments.		
	Link to course blog: IFI7159updated.wordpress.com		
Independent work:	All individual assignments as carried out as independent work.		
Grading criteria scale	Grading criteria:		
or the minimal level	• A, 90-100%		
necessary for passing	• <i>B</i> , 80-90%		
the subject:	• <i>C</i> , 70-80%		
	• D, 60-70%		
	• <i>E</i> , <i>50-60%</i> .		
	• F, less than 50%		
	The number of achieved assignments determines percentages.		
Information about the	Date and time	Form of study and course content by topic	
course:	September 4	Genesis and evolution of HCI	
	September 5	Genesis and evolution of HCI	
	September 18	Contemporary trends	
	(online)	(discussion)	
	September 19	Contemporary trends	
	(online)	(group work)	
	October 2 (online)	Cognitive modelling (discussion)	
	October 3 (online)	Cognitive modelling (group work)	
	October 16	Distributed cognition (discussion)	
	October 17	Distributed cognition (group work)	
		Situated action, ethnography and	
		ethnomethodology, CSCW related theories and	
		frameworks, activity, grounded and hybrid	
	October 31	theories (discussion)	
		Situated action, ethnography and	
		ethnomethodology, CSCW related theories and	
	November 1	frameworks, activity, grounded and hybrid theories (group work)	
	November 13		
	November 15 November 14	<i>Turn to Design and Culture (discussion)</i>	
	November 14 November 27	<i>Turn to Design and Culture (group work)</i> <i>Turn to the wild, and Embodiment (discussion)</i>	
	INOVERIDER 27		
		Turn to the wild and Embodiment (around	
	November 28	<i>Turn to the wild, and Embodiment (group</i>	
	November 28	work)	
	November 28 December 11 December 12		