

COURSE TITLE	TE142330: Human-Machine Interface Credits: 3 Semester: IV
LEARNING OBJECTIVES	Giving knowledge to the students in order to understand the human machine interface system.
COMPETENCY	<ul style="list-style-type: none"> • Students are able to analyze the human machine interface system. • Students are able to design the human machine interface system.
SUBJECTS	<ul style="list-style-type: none"> • Ergonomics and Human Factors • Ubiquitous Computing and Ambient Intelligence • User-Centred Design • Usability and Accessibility • Systems and Models for Collaboration; Interaction in Teaching and Learning; Design and Development of User Interfaces; Virtual and Augmented Reality; Interaction and People with Special Needs.
MAIN REFERENCES	<ul style="list-style-type: none"> • Miguel Redondo, Crescencio Bravo, <u>Manuel Ortega Engineering the User Interface: From Research to Practice</u>, Springer, 2008. • M. A. Goodrich and A. C. Schultz, <u>Human–Robot Interaction: A Survey</u>, Now Publishers Inc., 2007.
OPTIONAL REFERENCES	-
PREREQUISITE	-