

COURSE DETAIL

INTERACTION TECHNOLOGY

Country

Netherlands

Host Institution

Utrecht University

Program(s)

Utrecht University

UCEAP Course Level

Upper Division

UCEAP Subject Area(s)

Computer Science

UCEAP Course Number

105

UCEAP Course Suffix**UCEAP Official Title**

INTERACTION TECHNOLOGY

UCEAP Transcript Title

INTERACTION TECH

UCEAP Quarter Units

6.00

UCEAP Semester Units

4.00

Course Description

One of the basic components of computer systems is the interaction between human users and the systems. Good interaction does not only provide enjoyable experiences but also increases productivity and efficiency. A field that focuses on developing computer interactions is called Human-Computer Interaction (HCI). This course is part of HCI, emphasizing on the technological aspects rather than the human aspects. The course focuses on different types of interaction technology. Students are working on embedded technology and computer vision in assignments. Interaction technologies are crucial in many applications, particularly in computer games. By passing the course, the students are expected to understand the concepts of various interaction modalities. The practical assignments involves programming in C++.

Language(s) of Instruction

English

Host Institution Course Number

INFOB3IT

Host Institution Course Title

INTERACTION TECHNOLOGY

Host Institution Campus

Science

Host Institution Faculty

Host Institution Degree

Host Institution Department

Information and Computing Sciences

[Print](#)