

# 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 Course Details

## Host Institution Campus

Science

## Host Institution Faculty

## Host Institution Degree

## Host Institution Department

Information and Computing Sciences

## Course Last Reviewed

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