

Master's module handbook  
**Master in Human Computer Interaction (HCI)**

Master of Science in Human Computer Interaction (HCI)

University of Siegen  
Faculty III: Economics, Business Informatics and Economic Law  
Hölderlinstraße 3  
57076 Siegen

**Contents**

Course Targets ..... 3

Learning Targets ..... 3

Module Targets ..... 4

Example of Course of Studies ..... 5

Module Overview ..... 6

HCI Basis ..... 7

    Compulsory Modules ..... 7

    Optional Modules ..... 15

Supplementary Modules ..... 22

Other Modules ..... 36

## **Course Targets**

The Master's course Human Computer Interaction (HCI) is part of a consecutive programme and is research-oriented. With the Master's degree, a second academic degree is achieved. At the same time, the course allows especially committed and qualified students to prepare for a subsequent doctorate.

The Master's course has the objective of enabling students to analyse user requirements and user needs in a methodically suitable manner. Here, user requirements are equally understood as a challenge and as a solution approach: user practices mostly do not comply with the requirements of existing information systems, which creates disadvantages in their daily use. These disadvantages can be minimised through a user- and practice-oriented design of information systems and user interfaces, even in poorly structured domains.

## **Learning Targets**

In view of the fact that IT artefacts are increasingly penetrating all life and work areas, issues of design, implementation, appropriation and evaluation of usable and efficiently applicable software systems are the focus of this course. The design of IT artefacts for the support of human practices has a particular significance here.

In order to be able to design IT artefacts in their interconnection with human practice, it is necessary to provide students with basic skills in the area of interaction technologies (especially for mobile and ubiquitous applications), interface design, user-oriented design methods, usability standards, qualitative analysis methods and integrated organisation and technology development. These core contents should be complemented with optional contents from the areas of Media Studies, Media Law, Business Administration, Psychology and Art.

Thanks to the variety of research activities run at the University of Siegen in the area of Human Computer Interaction, there is a close and practice-oriented link between research and teaching.

## Module Targets

The HCI Master's studies essentially consist of three module pillars, of which the first is compulsory and the other two provide interest-specific options.

The first module pillar comprises compulsory modules, the contents of which are essential for aspiring HCI professionals. The 4 compulsory modules comprise a total of 33 credit points and cover the teaching spectrum on method and evaluation competence (*Usability and Empirical Design Methods*), the understanding of social behaviour (*Work and Organisation Psychology*), design and configuration expertise (*User Experience Design, Human Computer Interaction*), artistic aspects of design (*Artistic Design*) up to networking and community expertise (*Computer Supported Collaborative Work, Computer Supported Learning*).

The second pillar comprises options from the teaching catalogue of business informatics as well as classes on special aspects of HCI (guest events) and HCI-specific seminars. Here the students must choose 4 modules with a total of 24 credit points out of seven available modules. The subject catalogue comprises the modules *Integration of Technology and Organisational Development, IT Controlling, GUI Development, Information Management and Decision Support Systems*.

Finally, the third pillar contains interdisciplinary study elements. Out of 7 available modules, the students choose 2 modules of 9 credit points each. The available modules are specifically *Media Management, IT Security, Media Law, Cultural Technology, Cultural Sociology, Media Aesthetics* and *Statistics*.

A Master's project paper, a placement and a Master's final paper then complete the three pillars described across the modules. The aim of these main study contents is to use the learned skills in real-world operational application scenarios. Furthermore, with the Master's paper, the students demonstrate that they are able to deal with a problem independently and in a given time frame.

## Example of Course of Studies

Semester	Compulsory Modules	Optional Modules	Supplementary Modules
<b>1 (WS)</b> 18 SHW / 28.5 CP	<b>User Orientation</b> (6 SHW / 9 CP)	<b>GUI Development with Windows Presentation Foundation</b> (3 SHW / 6 CP)	
	<b>HCI</b> <i>Human Computer Interaction (HCI)</i> (3 SHW / 4.5 CP)		<b>IT Security</b> <i>Security and Privacy in Communication and Distributed Systems</i> (Security in KUVS) (2 SHW / 3 CP)
	<b>Artistic Design</b> (3 SHW / 6 CP)		
<b>2 (SS)</b> 18 SHW / 28.5 CP	<b>Computer-assisted Work and Learning</b> (6 SHW / 9 CP)	<b>IT Controlling</b> (3 SHW / 6 CP)	<b>Cultural Technology</b> <i>Theories of Cultural Technologies</i> (2 SHW / 3 CP)
	<b>HCI</b> <i>User Experience Design (UXD)</i> (3 SHW / 4.5 CP)		<b>IT Security</b> <i>Selected Areas in Security and Privacy</i> (2 SHW / 3 CP) <i>Hacker Placement</i> (2 SHW / 3 CP)
<b>3 (WS)</b> 15 SHW / 33 CP		<b>Decision Support Systems</b> (3 SHW / 6 CP)	<b>Cultural Technology</b> <i>History and Practice of Cultural Technologies</i> (2 SHW / 6 CP)
		<b>Information Management</b> (3 SHW / 6 CP)	
	<b>Project Paper MA</b> (6 SHW / 9 CP)		
	<b>Placement – Company or Foreign Research Institute</b> (6 CP)		
<b>4 (SS)</b> 30 CP	<b>Master's Paper</b> (30 CP)		

# Module Overview

## HCI Basis (57 CP)

### Compulsory Modules (33 CP)

<b>MA-HCI-A-1</b>	<b>Computer-assisted Work and Learning (Computerunterstütztes Arbeiten und Lernen)</b>	<b>9 CP</b>
MA-HCI-A-1.1	Computer Supported Collaborative Work (CSCW) (Computerunterstützte Gruppenarbeit (CSCW))	3 SHW
MA-HCI-A-1.2	Computer-Supported Cooperative Learning (CSCL) (Computerunterstütztes Lernen (CSCL))	3 SHW
<b>MA-HCI-A-2</b>	<b>HCI</b>	<b>9 CP</b>
MA-HCI-A-2.1	Human Computer Interaction (HCI)	3 SHW
MA-HCI-A-2.2	User Experience Design (UXD)	3 SHW
<b>MA-HCI-A-3</b>	<b>User Orientation (Anwenderorientierung)</b>	<b>9 CP</b>
MA-HCI-A-3.1	Usability and Empirical Design Methods (Usability und empirische Designmethoden)	3 SHW
MA-HCI-A-3.2	Work and Organisation Psychology (Arbeits- und Organisationspsychologie)	3 SHW
<b>MA-HCI-A-4</b>	<b>Artistic Design (Künstlerisches Gestalten)</b>	3 SHW / 6 CP

### Optional Modules (24 CP)

<b>MA-HCI-B-1</b>	<b>Integration of Organisation and Technology Development (Integration von Organisations- und Technikentwicklung)</b>	<b>3 SHW / 6 CP</b>
<b>MA-HCI-B-2</b>	<b>IT Controlling</b>	<b>3 SHW / 6 CP</b>
<b>MA-HCI-B-3</b>	<b>GUI Development with Windows Presentation Foundation (GUI Entwicklung mit Windows Presentation Foundation)</b>	<b>3 SHW / 6 CP</b>
<b>MA-HCI-B-4</b>	<b>Information Management (Informationsmanagement)</b>	<b>3 SHW / 6 CP</b>
<b>MA-HCI-B-5</b>	<b>Decision Support Systems (Entscheidungsunterstützungssysteme)</b>	<b>3 SHW / 6 CP</b>
<b>MA-HCI-B-6</b>	<b>Special Aspects of HCI (Spezielle Aspekte der HCI)</b>	<b>3 SHW / 6 CP</b>
<b>MA-HCI-B-7</b>	<b>HCI Combination Seminars (2 Topics) (HCI Kombiseminare (2 Themen))</b>	<b>4 SHW / 6 CP</b>
MA-HCI-B-7.1	HCI Seminar	

### Supplementary Modules (18 CP)

<b>MA-HCI-C-1</b>	<b>New Media Management</b>	<b>9 CP</b>
MA-HCI-C-1.1	Introduction to Electronic Business	3 SHW
MA-HCI-C-1.2	Electronic Commerce	3 SHW
<b>MA-HCI-C-2</b>	<b>IT Security</b>	<b>9 CP</b>
MA-HCI-C-2.1	Security and Privacy in Communication and Distributed Systems	2 SHW
MA-HCI-C-2.2	Selected Areas in Security and Privacy	2 SHW
MA-HCI-C-2.3	Hacker Placement (Hackerpraktikum)	2 SHW
<b>MA-HCI-C-3</b>	<b>Cultural Technology (Kulturtechnik)</b>	<b>9 CP</b>
MA-HCI-C-3.1	Theories of Cultural Technologies (Theorien der Kulturtechniken)	2 SHW
MA-HCI-C-3.2	History and Practice of Cultural Technologies (Geschichte und Praxis von Kulturtechniken)	2 SHW
<b>MA-HCI-C-4</b>	<b>Media Aesthetics (Medienästhetik)</b>	<b>9 CP</b>
MA-HCI-C-4.1	Text OR Image (Text oder Bild)	2 SHW
MA-HCI-C-4.2	Sound OR Film	2 SHW

	(Ton oder Film)	
<b>MA-HCI-C-5</b>	<b>Cultural Sociology (Kultursoziologie)</b>	<b>9 CP</b>
MA-HCI-C-5.1	Media, Culture and Society (Medien, Kultur und Gesellschaft)	2 SHW
MA-HCI-C-5.2	Paradigms of Cultural Sociology (Paradigmen der Kultursoziologie)	2 SHW
<b>MA-HCI-C-6</b>	<b>Statistics (Statistik)</b>	<b>9 CP</b>
MA-HCI-C-6.1	Concluding Statistics (Schließende Statistik)	2 SHW
MA-HCI-C-6.2	Multivariate Analysis (Multivariate Analyse)	2 SHW
MA-HCI-C-6.3	Empirical Methods (Empirische Methoden)	2 SHW
<b>MA-HCI-C-7</b>	<b>Media Law (Medienrecht)</b>	<b>9 CP</b>
MA-HCI-C-7.1	Media Law I (Medienrecht I)	2 SHW
MA-HCI-C-7.2	Media Law II (Medienrecht II)	2 SHW
<b>Other Modules (45 CP)</b>		
<b>MA-HCI-P-1</b>	Placement Company or Foreign Research Institute (Praktikum Betrieb oder ausländisches Forschungsinstitut)	6 CP
<b>MA-HCI-P-2</b>	Project Paper MA (Projektarbeit MA)	9 CP
<b>MA-HCI-P-3</b>	Master's Paper (Masterthesis)	30 CP

## HCI Basis

### Compulsory Modules

<b>Identification Number:</b> MA-HCI-A-1			
<b>Module Name:</b> Computer-assisted Work and Learning		<b>Module Convenor:</b> Univ.-Prof. Dr. V. Wulf	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Lecture, placement	<b>Exam:</b> Written exam (120 mins) or oral exam
<b>Credits / Hours:</b> 9 CP / 270 h	<b>Number of SHW:</b> 6 SHW	<b>Study Semester:</b> 2 <b>Frequency of Availability:</b> Annual	<b>Type:</b> Compulsory module
<b>Module Elements:</b>	Computer-Supported Collaborative Work (CSCW) (MA-HCI-A-1.1) Computer-Supported Cooperative Learning (CSCL) (MA-HCI-A-1.2)		
<b>Requirements:</b>	No module-specific requirements according to examination regulations. The module helps with basic training in the area of HCI. Recommended requirements: Basic knowledge of social informatics.		
<b>Module Grade:</b>	The module grade corresponds to the result of the final module examination.		
<b>Identification Number:</b> MA-HCI-A-1.1			
<b>Name of Module Element:</b> Computer-Supported Collaborative Work (CSCW)		<b>Lecturer:</b> Univ.-Prof. Dr. V. Wulf	
<b>Hours (Lectures / Placement):</b> 2 SHW / 1 SHW		<b>Study Semester:</b> 2 (SS)	
<b>Learning Targets:</b>	Skills / knowledge on: Basics of software architectures for synchronous and asynchronous teamwork, basics of social science, workflow		

	management systems, organisation and technology design. Based on this, the students are able to: <ul style="list-style-type: none"> <li>▪ Understand cooperative work processes within socio-technological systems and to support them in terms of software</li> <li>▪ Analyse application systems for distributed, cooperative work</li> </ul>
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Basics of social science (ethnography, small-group research, organisation theory)</li> <li>▪ Applications for the support of synchronous and asynchronous cooperation</li> <li>▪ Workflow management systems</li> <li>▪ Media spaces and cooperative virtual environments (CVE)</li> <li>▪ Functionality for the promotion of group perception (awareness)</li> <li>▪ Adjustable groupware systems</li> <li>▪ Development methods of cooperative systems</li> <li>▪ Integrated organisation and technology design</li> </ul>
<b>Bibliography:</b>	<ul style="list-style-type: none"> <li>▪ Schwabe, Gerhard u.a.: CSCW-Kompendium. Berlin 2001.</li> <li>▪ Borghoff, Uwe M. u.a.: Rechnergestützte Gruppenarbeit. Eine Einführung in Verteilte Anwendungen. 2. Auflage. Berlin u.a. 1998.</li> <li>▪ Teufel, Stefanie u.a.: Computerunterstützung für die Gruppenarbeit. Bonn 1995.</li> <li>▪ Irene Greif: Computer-supported cooperative work: a book of readings, Morgan Kaufmann, 1988.</li> </ul>
<b>Identification Number:</b> MA-HCI-A-1.2	
<b>Name of Module Element:</b> Computer-Supported Cooperative Learning (CSCL)	<b>Lecturer:</b> Dr. M. Rohde
<b>Hours (Lectures / Placement):</b> 2 SHW / 1 SHW	<b>Study Semester:</b> 2 (SS)
<b>Learning Targets:</b>	<p>Skills / knowledge on:</p> <ul style="list-style-type: none"> <li>▪ Learning theories</li> <li>▪ E-learning concepts</li> <li>▪ Learning systems</li> <li>▪ CSCL platforms</li> </ul> <p>Based on this, the students are able to:</p> <ul style="list-style-type: none"> <li>▪ Understand the process of learning as a theory which is fundamentally important for the single individual as well as for the organisation as a whole</li> <li>▪ Analyse smart learning systems and CSCL platforms and evaluate their use for different domains</li> </ul>
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Historical overview of learning technologies</li> <li>▪ Overview and introduction of underlying learning theories (behaviourism, cognitivism, sociocultural and community-oriented learning theories)</li> <li>▪ Introduction to e-learning concepts</li> <li>▪ Introduction to concepts by authors and intelligent learning systems</li> <li>▪ Presentation of selected constructionist learning software</li> <li>▪ Introduction to evaluation methods of learning systems</li> <li>▪ Principles for the design of CSCL platforms</li> <li>▪ Case studies for the use of CSCL platforms</li> <li>▪ Presentation of special aspects of current CSCL research</li> </ul>
<b>Bibliography:</b>	<ul style="list-style-type: none"> <li>▪ Lavde, Jean; Wenger, Etienne: Situated learning. Cambridge 1999.</li> <li>▪ Wenger, Etienne: Communities of Practice. Cambridge 1999.</li> <li>▪ Schulmeister, Rolf: Grundlagen hypermedialer Lernsysteme. 3. Auflage. München, Wien 2002.</li> <li>▪ Lefrancois, Guy R.: Psychologie des Lernens, 3. Auflage. Berlin, Heidelberg 1994.</li> <li>▪ Koschmann, Timothy: CSCL - Theory and Practice of an emerging paradigm, Mahwah 1996.</li> <li>▪ Koschmann, Timothy u.a.: CSCL 2 - Carrying Forward the Conversation, Mahwah 2001.</li> </ul>



<b>Identification Number:</b> MA-HCI-A-2			
<b>Module Name:</b> HCI		<b>Module Convenor:</b> Univ.-Prof. Dr. V. Wulf	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Lecture, placement	<b>Exam:</b> Written exam (120 mins) or oral exam + term paper
<b>Credits / Hours:</b> 9 CP / 270 h	<b>Number of SHW:</b> 6 SHW	<b>Study Semester:</b> 1 + 2 or 2 + 3 <b>Frequency of Availability:</b> Annual	<b>Type:</b> Compulsory module
<b>Module Elements:</b>	Human Computer Interaction (HCI) (MA-HCI-A-2.1) User Experience Design (UXD) (MA-HCI-A-2.2)		
<b>Requirements:</b>	No module-specific requirements according to examination regulations. The module helps with basic training in the area of HCI. Recommended requirements: Basic knowledge of social informatics and in the area of user-centred design of software systems.		
<b>Module Grade:</b>	The module grade corresponds to the result of the final module examination: written exam or alternatively oral exam (50% weighting), term papers (50% weighting).		
<b>Identification Number:</b> MA-HCI-A-2.1			
<b>Name of Module Element:</b> Human Computer Interaction (HCI)		<b>Lecturer:</b> Univ.-Prof. Dr. V. Pipek	
<b>Hours (Lectures / Placement):</b> 2 SHW / 1 SHW		<b>Study Semester:</b> 1 or 3 (WS)	
<b>Learning Targets:</b>	Skills / knowledge on: <ul style="list-style-type: none"> <li>▪ Principles of interaction design</li> <li>▪ Theories of design</li> <li>▪ Software and media ergonomics</li> <li>▪ Organisational aspects</li> </ul> Based on this, the students are able to: <ul style="list-style-type: none"> <li>▪ Evaluate and assess SW and media ergonomic aspects also as psychological aspects</li> </ul>		
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Principles of interaction design from perception, work and cognitive psychology</li> <li>▪ Theories of design: distributed cognition, activity theory, structuration theory</li> <li>▪ Affordances: design characteristics of the media channels text, image, video, audio and animation</li> <li>▪ Principles of task and work analysis</li> <li>▪ Basic technologies: web-based systems, peer-to-peer systems, mobile and ubiquitous computing</li> <li>▪ Principles of software and media ergonomics</li> <li>▪ Methods of user-oriented interaction design</li> <li>▪ Organisational aspects for the design of complex interactions</li> </ul>		
<b>Bibliography:</b>	<ul style="list-style-type: none"> <li>▪ Carroll, John M.: HCI Models, Theories and Frameworks, Morgan Kaufman, 2003.</li> <li>▪ Blum, Bruce I.: Beyond Programming: To a New Era of Design, Oxford University Press 1996.</li> <li>▪ Nielsen, Jakob: User Experience Design, Academic Press, 1994.</li> <li>▪ Preece, J., Rogers, Y., Sharp, H.: Interaction Design, Wiley and Sons, 2002.</li> <li>▪ Eberleh, Edmund u.a.: Einführung in die Software-Ergonomie. 2. Auflage. Berlin u.a. 1994.</li> </ul>		
<b>Identification Number:</b> MA-HCI-A-2.2			
<b>Name of Module Element:</b>		<b>Lecturer:</b>	

User Experience Design (UXD)	Jun.-Prof. Dr. G. Stevens
<b>Hours (Lectures / Placement):</b> 2 SHW / 1 SHW	<b>Study Semester:</b> 2 (SS)
<b>Learning Targets:</b>	User Experience Design is an emerging research field as well as a novel, holistic design approach that is inspired e.g. by Phenomenology, Hermeneutics and Aesthetics. UXD has become a popular approach, especially in the domain of consumer computing and ubiquitous computing, but has also been applied in more traditional domains like workplace applications.
<b>Contents:</b>	This lecture covers: <ul style="list-style-type: none"> <li>▪ An introduction into the historical origins of UXD, its philosophic-theoretical background, and its relation to other design paradigms</li> <li>▪ A survey about different UXD methods (including: emphatic design, sketching designs for user experience, creating experience prototypes)</li> <li>▪ Presentation of selected UXD projects, designing rich user interaction experiences</li> </ul>
<b>Bibliography:</b>	<ul style="list-style-type: none"> <li>▪ Buxton, B. (2007): Sketching User Experiences: Getting the Design Right and the Right Design.</li> <li>▪ Deneff, S., Ramirez, L., Dyrks, T. and Stevens, G. (2008): Handy navigation in ever-changing spaces: an ethnographic study of firefighting practices.</li> <li>▪ Dourish, P. (2004): Where the Action Is: The Foundations of Embodied Interaction.</li> <li>▪ Dunne, A. and Raby, R. (2002): Design Noir: The Secret Life of Electronic Objects.</li> <li>▪ Gaver, B., Dunne, T., and Pacenti, E. (1999): Design: Cultural probe</li> <li>▪ Harrison, S., Tatar, D. and Sengers, P. (2007): The three paradigms of HCI.</li> <li>▪ Moggridge, B. (2006): Designing Interactions.</li> <li>▪ Norman, D. (2002): The Design of Everyday Things.</li> <li>▪ Stevens, G. (2009): Understanding and Designing Appropriation Infrastructures: Artifacts as boundary objects in the continuous software development.</li> </ul>

<b>Identification Number:</b> MA-HCI-A-3			
<b>Module Name:</b> User Orientation		<b>Module Convenor:</b> Univ.-Prof. Dr. V. Wulf	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Lecture, placement	<b>Exam:</b> Written exam (120 mins) or oral exam
<b>Credits / Hours:</b> 9 CP / 270 h	<b>Number of SHW:</b> 6 SHW	<b>Study Semester:</b> 1 or 3 <b>Frequency of Availability:</b> Annual	<b>Type:</b> Compulsory module
<b>Module Elements:</b>	Usability and Empirical Design Methods (MA-HCI-A-3.1) Work and Organisation Psychology (MA-HCI-A-3.2)		
<b>Requirements:</b>	No module-specific requirements according to examination regulations. The module helps with basic training in the area of HCI. Recommended requirements: Basic knowledge of social informatics and in the area of user-centred design of software systems.		
<b>Module Grade:</b>	The module grade corresponds to the result of the final module examination		
<b>Identification Number:</b> MA-HCI-A-3.1			
<b>Name of Module Element:</b> Usability and Empirical Design Methods		<b>Lecturer:</b> Jun.-Prof.in Dr. C. Müller	
<b>Hours (Lectures / Placement):</b> 2 SHW / 1 SHW		<b>Study Semester:</b> 1 or 3 (WS)	
<b>Learning Targets:</b>	Skills / knowledge on: <ul style="list-style-type: none"> <li>▪ Usability and empirical design methods in the HCI context</li> <li>▪ Design paradigms</li> <li>▪ Introduction of different schools of thought</li> <li>▪ Interplay of technology, man and the environment</li> </ul> Based on this, the students are able to: <ul style="list-style-type: none"> <li>▪ Evaluate scientific papers from the HCI area as well as strengths and weaknesses of the practical methods located on the market</li> </ul>		
<b>Contents:</b>	<p>In the history of Human Computer Interaction, various design paradigms have developed over time. For instance, the “Situated Paradigm” (Harrison, et al., 2007) is currently being discussed – among others – at an international level.</p> <p>The lecture focuses on introducing these trends in HCI research with relative reference to empirical methods. It will cover which understanding of technology, man and natural as well as social environment respectively are taken as a basis, what relation the practices in the development and usage context are regarded in and which references to other disciplines are discussed here.</p> <p>Finally, the lecture will also deal with the issue of whether and how the relation between development concepts and practice can be organised as reflected technology development.</p> <p>Accordingly, the aim of the lecture is to present a pragmatically different view of good empirical design methods in the HCI area and therefore to provide an introduction to various schools of thought of the HCI. Terms that are significant for the respective empirical design methods will also be clarified here.</p>		
<b>Bibliography:</b>	<ul style="list-style-type: none"> <li>▪ Bødker, S. (2006) When second wave HCI meets third wave challenges, Proc. of NordiCHI, ACM Press, p. 1–8.</li> <li>▪ Crabtree, A. (2003): Designing Collaborative Systems: A Practical Guide to Ethnography, Springer.</li> <li>▪ Dourish P. (2001) Where the Action Is: The Foundations of Embodied Interaction. MIT Press</li> <li>▪ Dunne, A.; Raby, F. (2001): Design Noir: The Secret Life of Electronic Objects, Birkhäuser</li> <li>▪ Ehn, P. (1988): Work-Oriented Design of Computer Artifacts.</li> </ul>		

	<p>Stockholm, Arbetslivscentrum.</p> <ul style="list-style-type: none"> <li>▪ Gaver, B., Beaver, J.; Benford, S. (2003) Ambiguity as a resource for design. Proc. of CHI03. ACM Press, p. 233–240</li> </ul>
<b>Identification Number:</b> MA-HCI-A-3.2	
<b>Name of Module Element:</b> Work and Organisation Psychology	<b>Lecturer:</b> Dr. M. Rohde
<b>Hours (Lectures / Placement):</b> 2 SHW / 1 SHW	<b>Study Semester:</b> 1 or 3 (WS)
<b>Learning Targets:</b>	<ul style="list-style-type: none"> <li>▪ The students have a basic knowledge of work and organisation psychology.</li> <li>▪ The students have a basic knowledge of the relationship between organisation, work and technology.</li> <li>▪ They have an insight into important tasks and problems in the organisation context, and learn practical solution approaches as an example.</li> </ul>
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Experience and behaviour in organisations</li> <li>▪ Organisation theory: scientific management (Taylorism, Fordism), human relations, bureaucracy</li> <li>▪ Motivation</li> <li>▪ Teamwork, virtual teams, group dynamics</li> <li>▪ New forms of work, action regulation</li> <li>▪ Organisation development and organisation learning</li> <li>▪ Organisation and technology development</li> <li>▪ Work analysis, assessment and work design</li> <li>▪ Work and health, legal and ethical aspects</li> </ul>
<b>Bibliography:</b>	<ul style="list-style-type: none"> <li>▪ Gebert, D. &amp; Rosenstiel, L.v. (2002). Organisationspsychologie.</li> <li>▪ Hacker, W. (1998). Allgemeine Arbeitspsychologie.</li> <li>▪ Ulich, E. (2001). Arbeitspsychologie.</li> <li>▪ Anderson, N.; Ones, D.S.; Sinangil, H.K. &amp; Viswesvaran, C. (2002) (Eds.): Handbook of industrial, work and organizational psychology, Volume 2: Organizational psychology. Thousand Oaks, CA: Sage Publications Ltd..</li> <li>▪ Landy, F. J. &amp; Conte, J. M. (2006). Work in the 21st century. An introduction to industrial and organizational psychology. (Second edition). Boston: McGraw Hill.</li> <li>▪ Schuler, Heinz (2007): Lehrbuch Organisationspsychologie. Huber, Bern.</li> <li>▪ Friedemann Nerdinger, Gerhard Blickle, Niclas Schaper (2011): Arbeits- und Organisationspsychologie (Springer Lehrbuch), Springer, Berlin.</li> </ul>

<b>Identification Number:</b> MA-HCI-A-4			
<b>Module Name:</b> Artistic Design		<b>Module Convenor:</b> Univ.-Prof. Dr. V. Wulf	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Lecture, placement	<b>Exam:</b> Project paper, presentation
<b>Credits / Hours:</b> 6 CP / 180 h	<b>Number of SHW:</b> 3 SHW	<b>Study Semester:</b> 1–3 <b>Frequency of Availability:</b> Biannual	<b>Type:</b> Compulsory module
<b>Module Elements:</b>	Artistic Design (MA-HCI-A-4)		
<b>Requirements:</b>	No module-specific requirements according to examination regulations. The module helps with basic training in the area of HCI.		
<b>Module Grade:</b>	The module grade corresponds to the result of the final module examination.		
<b>Identification Number:</b> MA-HCI-A-4			
<b>Name of Module Element:</b> Artistic Design		<b>Lecturer:</b> Guest lecturers	
<b>Hours (Lectures / Placement):</b> 1 SHW / 2 SHW		<b>Study Semester:</b> 1 or 3 (WS) or 2 (SS)	
<b>Learning Targets:</b>	<p>Skills / knowledge on:</p> <ul style="list-style-type: none"> <li>▪ Interface, interaction and participation concepts and their design</li> <li>▪ Principles of artistic and applied design languages and communication processes</li> <li>▪ Strategies of visual design (light, shade, colour, composition, vision management, motion)</li> <li>▪ Principles of audiovisual and performative communication (image and sign concept, auditive and haptic elements)</li> <li>▪ Sensitisation of perception, analysis of interface concepts, mental open-mindedness in the design process</li> <li>▪ Multi-vocal communication, interaction and attention for participation, content in community media</li> </ul> <p>With these debates with examples of artistic design, the students should be enabled to analyse and reflect on the main features of visual design and the purpose of communication processes and to use them in their own practice-oriented work.</p>		
<b>Contents:</b>	<p>The concept of interface describes the possibilities of communicating with digital media directly or with other people mediated through digital media (generating, exchanging, receiving, storing data and information). This communication takes place in an interactive or participative manner. Digital interactivity is a new cultural technology, the concept and design of which determine the success or failure of communication. The module gives students an insight and basics of creative-scientific analysis and of the design of interactive media with applications in art, industry, entertainment and knowledge systems. The interface must be reconsidered completely. Until now, the interface was a user interface; today we must consider it a dispositif for the interplay of speech, thought and action for the visualisation and objectification of knowledge, which is generated by actions. The format of the coursework which can be done in the module ranges from artistic and applied networking to playful interventions in urban and medial spaces up to DJ and VJ projects and installations.</p>		
<b>Bibliography:</b>	<ul style="list-style-type: none"> <li>▪ Johnson S.: Interface Culture. Wie neue Technologien Kreativität und Kommunikation verändern. Stuttgart 1999.</li> <li>▪ Shneiderman B., Plaisant C.: Designing the User Interface, Addison-Wesley, 2004.</li> <li>▪ Moggridge B.: Designing Interactions. MIT Press 2006.</li> <li>▪ Bonsiepe, G.: Interface-Design neu begreifen. Mannheim 1996, Bollmann.</li> <li>▪ Stapelkamp T.: Screen- und Interface Design. Springer Verlag, 2007.</li> </ul>		

	<ul style="list-style-type: none"><li>▪ Seel M.: Ästhetik des Erscheinens. Frankfurt/M.: Suhrkamp, 2003.</li><li>▪ Fleischmann M., Strauss W.: Interaktive Kunst als Reflektion medialer Entwicklung. In: Informatik-Spektrum. Springer Berlin / Heidelberg 2008.</li><li>▪ Fleischmann M., Reinhard U. (Hrsg.): Digitale Transformationen. Heidelberg, Whois Verlag 2004. All texts of the 54 authors online: <a href="http://netzspannung.org/media-art/publications/digital-transformations/">http://netzspannung.org/media-art/publications/digital-transformations/</a></li><li>▪ Sommerer C., Jain L.C., Mignonneau L.: The Art and Science of Interface and Interaction Design (Vol. 1) Springer 2008.</li></ul>
--	---

## Optional Modules

<b>Identification Number:</b> MA-HCI-B-1			
<b>Module Name:</b> Integration of Organisation and Technology Development		<b>Module Convenor:</b> Univ.-Prof. Dr. V. Wulf	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Lecture, placement	<b>Exam:</b> Written exam (60 mins) or oral exam
<b>Credits / Hours:</b> 6 CP / 180 h	<b>Number of SHW:</b> 3 SHW	<b>Study Semester:</b> 2 <b>Frequency of Availability:</b> Annual	<b>Type:</b> Optional module
<b>Module Elements:</b>	Integration of Organisation and Technology Development (MA-HCI-B-1)		
<b>Requirements:</b>	No module-specific requirements		
<b>Module Grade:</b>	The module grade corresponds to the result of the final module examination.		
<b>Identification Number:</b> MA-HCI-B-1			
<b>Name of Module Element:</b> Integration of Organisation and Technology Development		<b>Lecturer:</b> Dr. Markus Rohde	
<b>Hours (Lectures / Placement):</b> 2 SHW / 1 SHW		<b>Study Semester:</b> 2 (SS)	
<b>Learning Targets:</b>	<p>Skills / knowledge on:</p> <ul style="list-style-type: none"> <li>▪ Organisation theory, organisational forms</li> <li>▪ Description of organisations</li> <li>▪ Significance for software development, case studies</li> </ul> <p>Based on this, the students are able to:</p> <ul style="list-style-type: none"> <li>▪ Assess the influence of the organisational form on the adapted software development</li> <li>▪ Consider procedure models and user participation</li> </ul>		
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Aspects of description of organisations (e.g. division of labour and coordination)</li> <li>▪ Basics of organisation science (Taylorism, contingency theory, transaction cost theory, self-organisation theory)</li> <li>▪ New organisation forms (outsourcing, virtual teams, virtual organisations, telework)</li> <li>▪ Relation: organisation and technology</li> <li>▪ Integrated organisation and technology development</li> <li>▪ Application programming interfaces and adaptable systems</li> <li>▪ Software development in organisations (procedure models and user participation)</li> <li>▪ Case studies</li> </ul>		
<b>Bibliography:</b>	<ul style="list-style-type: none"> <li>▪ A. Kieser: „Organisationstheorien“ (selected chapters)</li> <li>▪ I. Sommerville: „Software Engineering“ (selected chapters)</li> <li>▪ Recent publications on the topic</li> </ul>		

<b>Identification Number:</b> MA-HCI-B-2			
<b>Module Name:</b> IT Controlling		<b>Module Convenor:</b> OStR. i.H. Dr. A. Schüll	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Lecture, exercise	<b>Exam:</b> Written exam (60 mins)
<b>Credits / Hours:</b> 6 CP / 180 h	<b>Number of SHW:</b> 3 SHW	<b>Study Semester:</b> 2 <b>Frequency of availability:</b> Annual	<b>Type:</b> Optional module
<b>Module Elements:</b>	IT Controlling (MA-HCI-B-2)		
<b>Requirements:</b>	No module-specific requirements according to examination regulations. Recommended requirements: Business basics in the area of management and basics in the area of IT project management.		
<b>Module Grade:</b>	The module grade corresponds to the result of the final written module examination.		
<b>Identification Number:</b> MA-HCI-B-2			
<b>Name of Module Element:</b> IT Controlling		<b>Lecturer:</b> OStR. i.H. Dr. A. Schüll	
<b>Hours Lectures / Exercises:</b> 2 SHW / 1 SHW		<b>Study Semester:</b> 2 (SS)	
<b>Learning Targets:</b>	Skills / knowledge on: <ul style="list-style-type: none"> <li>▪ Strategic IT controlling</li> <li>▪ IT infrastructure</li> <li>▪ Controlling</li> <li>▪ IT project controlling</li> </ul> Based on this, the students are able to: Assess skills on the efficiency and effectiveness of planning, management and control of information processing processes and their resources and to apply them.		
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Strategic IT controlling (selected instruments)</li> <li>▪ Organisational embedding</li> <li>▪ IT infrastructure controlling</li> <li>▪ IT project controlling</li> </ul>		
<b>Bibliography:</b>	<ul style="list-style-type: none"> <li>▪ Dobschütz/Barth/Jäger-Goy/Kütz/Möller (Hrsg.): IV-Controlling: Konzepte - Umsetzungen - Erfahrungen; Gabler 2000.</li> <li>▪ Gadatsch/Mayer: Masterkurs IT-Controlling; Vieweg 2005.</li> <li>▪ Gruner/Jost/Spiegel: Controlling von SoftwareprojektenErfolgsorientierte Steuerung in allen Phasen des Lifecycles; Vieweg 2003.</li> <li>▪ Krcmar/Buresch/Reb (Hrsg.): IV-Controlling auf dem Prüfstand: Konzept - Benchmarking - Erfahrungsberichte; Gabler 2000.</li> <li>▪ Kütz., M. (Hrsg.): Kennzahlen in der IT: Werkzeuge für Controlling und Management; dpunkt 2003.</li> <li>▪ Kütz, M.: IT-Controlling – Konzeption und Methoden; dpunkt 2005.</li> </ul>		



<b>Identification Number:</b> MA-HCI-B-3			
<b>Module Name:</b> GUI Development with Windows Presentation Foundation		<b>Module Convenor:</b> Nf. Univ.-Prof. Dr. H. Schmidt	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Lecture, exercise	<b>Exam:</b> Written exam (60 mins)
<b>Credits / Hours:</b> 6 CP / 180 h	<b>Number of SHW:</b> 3 SHW	<b>Study Semester:</b> 1 or 3 <b>Frequency of Availability:</b> Annual	<b>Type:</b> Optional module
<b>Module Elements:</b>	GUI Development with Windows Presentation Foundation (MA-HCI-B-3)		
<b>Requirements:</b>	No module-specific requirements according to examination regulations. Recommended requirements: Basics in the area of programming.		
<b>Module Grade:</b>	The module grade corresponds to the result of the final written module examination.		
<b>Identification Number:</b> MA-HCI-B-3			
<b>Name of Module Element:</b> GUI Development with Windows Presentation Foundation		<b>Lecturer:</b> Nf. Univ.-Prof. Dr. H. Schmidt	
<b>Hours Lectures / Exercises:</b> 2 SHW / 1 SHW		<b>Study Semester:</b> 1 or 3 (WS)	
<b>Learning Targets:</b>	Skills / knowledge on: <ul style="list-style-type: none"> <li>▪ The standardised programming model Windows Presentation Foundation (WPF) for the development of graphic surfaces for Windows applications</li> <li>▪ Programming of user interfaces with WPF in compliance with the guidelines</li> </ul> Based on this, the students are able to: <ul style="list-style-type: none"> <li>▪ Create challenging user interfaces with WPF</li> <li>▪ Apply their knowledge to operational applications</li> </ul>		
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Architecture of Windows Presentation Foundation</li> <li>▪ XAML</li> <li>▪ Control elements and layout</li> <li>▪ Programming model</li> <li>▪ Dependency properties</li> <li>▪ Routed events</li> <li>▪ Multithreading with WPF</li> <li>▪ UI guidelines</li> <li>▪ Specific requirements of operational application systems</li> </ul>		
<b>Bibliography:</b>	<ul style="list-style-type: none"> <li>▪ Anderson, C.: Essential Windows Presentation Foundation (Microsoft.Net Development). Addison-Wesley 2007</li> <li>▪ Frischalowski, D.: Windows Presentation Foundation. Addison-Wesley 2007</li> <li>▪ Huber, T.C.: Windows Presentation Foundation: Das umfassende Handbuch. Galileo Press 2008</li> <li>▪ Nathan, A.: Windows Presentation Foundation Unleashed. Sams 2007.</li> <li>▪ Wegener J./Schwichtenberg H.: Windows Presentation Foundation (.NET WPF): Grafische Benutzerschnittstellen mit .NET 3.5. Hanser 2008</li> <li>▪ Windows Vista UX Guide. Microsoft 2007. <a href="http://download.microsoft.com/download/e/1/9/e191fd8c-bce8-4dba-a9d5-2d4e3f3ec1d3/ux%20guide.pdf">http://download.microsoft.com/download/e/1/9/e191fd8c-bce8-4dba-a9d5-2d4e3f3ec1d3/ux%20guide.pdf</a></li> </ul>		

<b>Identification Number:</b> MA-HCI-B-4			
<b>Module Name:</b> Information Management		<b>Module Convenor:</b> Univ.-Prof. Dr. Dr. B. Niehaves	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Lecture, exercise	<b>Exam:</b> Written exam (60 mins) + presentation
<b>Credits / Hours:</b> 6 CP / 180 h	<b>Number of SHW:</b> 3 SHW	<b>Study Semester:</b> 1 or 3 <b>Frequency of Availability:</b> Annual	<b>Type:</b> Optional module
<b>Module Elements:</b>	Information Management (MA-HCI-B-4)		
<b>Requirements:</b>	No module-specific requirements according to examination regulations. Basics of business informatics, especially in the area of operational IT infrastructures.		
<b>Module Grade:</b>	The module grade corresponds to the result of the final module examination: Written exam (50% weighting), term presentations (50% weighting).		
<b>Identification Number:</b> MA-HCI-B-4			
<b>Name of Module Element:</b> Information Management		<b>Lecturer:</b> Univ.-Prof. Dr. Dr. B. Niehaves	
<b>Hours Lectures / Exercises:</b> 2 SHW / 1 SHW		<b>Study Semester:</b> 1 or 3 (WS)	
<b>Learning Targets:</b>	<ul style="list-style-type: none"> <li>▪ Being able to understand basic terms and concepts of information management.</li> <li>▪ Being able to understand and assess information and information technology as competitive factors for organisations.</li> <li>▪ Being able to understand and use methods of information management.</li> <li>▪ Being able to assess alternative organisational and technical solutions of information management for various application contexts.</li> </ul>		
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Company resource information</li> <li>▪ Theories of information management</li> <li>▪ Strategies of information supply</li> <li>▪ Enterprise architecture management</li> <li>▪ IT and business process outsourcing (incl. offshoring)</li> <li>▪ Business models of infonomics</li> <li>▪ IT service management</li> <li>▪ Organisation of information supply as service (incl. ITIL)</li> <li>▪ IT governance</li> <li>▪ IT portfolio management</li> <li>▪ Information demand analysis</li> <li>▪ IT profitability analysis information modelling (incl. methods, meta and reference models)</li> </ul>		
<b>Bibliography:</b>	<ul style="list-style-type: none"> <li>▪ Heinrich. L. J. / Stelzer, Dirk: Informationsmanagement - Grundlagen, Aufgaben, Methoden. 2009. Oldenbourg Wissenschaftsverlag, München/Wien.</li> <li>▪ Krcmar, H.: Informationsmanagement. 4. Auflage, Springer, Berlin et al., 2005.</li> <li>▪ Laudon, K.C./ Laudon, Jane P./ Schoder, D.: Wirtschaftsinformatik. Eine Einführung. 2009. Pearson Studium.</li> <li>▪ Weill, Peter / Ross, Jeanne W.: IT Governance: How Top Performers Manage IT Decision Rights for Superior Results, Harvard Business Press.</li> <li>▪ Weill, Peter / Ross, Jeanne W. / Robertson David C. (2006). Enterprise Architecture as a Strategy. Harvard Business School Press, Boston, Massachusetts.</li> </ul>		

<b>Identification Number:</b> MA-HCI-B-5			
<b>Module Name:</b> Decision support systems		<b>Module Convenor:</b> Univ.-Prof. Dr. E. Pesch	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Lecture, exercise	<b>Exam:</b> Written exam (60 mins) or oral exam
<b>Credits / Hours:</b> 6 CP / 180 h	<b>Number of SHW:</b> 3 SHW	<b>Study Semester:</b> 1 or 3 <b>Frequency of Availability:</b> Annual	<b>Type:</b> Optional module
<b>Module Elements:</b>	Decision support systems (MA-HCI-B-5)		
<b>Requirements:</b>	No module-specific requirements according to examination regulations. Recommended requirements: Basics of mathematics and basic computing skills, especially programming.		
<b>Module Grade:</b>	The module grade corresponds to the result of the final module examination.		
<b>Identification Number:</b> MA-HCI-B-5			
<b>Name of Module Element:</b> Decision Support Systems		<b>Lecturer:</b> Univ.-Prof. Dr. E. Pesch	
<b>Hours Lectures / Exercises:</b> 3 SHW (with integrated exercise)		<b>Study Semester:</b> 1 or 3 (WS)	
<b>Learning Targets:</b>	Skills / knowledge on: <ul style="list-style-type: none"> <li>▪ Mathematical modelling of practice-related problems</li> <li>▪ Description of problem complexity</li> <li>▪ Solution complexity for adequate method selection</li> <li>▪ Techniques of decision support</li> </ul> Based on this, the students are able to: <ul style="list-style-type: none"> <li>▪ Proceed systematically and methodically in the analysis and solution of current problems</li> <li>▪ Make efficient decisions</li> </ul>		
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Modelling and complexity</li> <li>▪ Linear optimisation</li> <li>▪ Combinatorial optimisation</li> <li>▪ Constraint programming</li> <li>▪ Metaheuristics</li> <li>▪ Simulation</li> </ul>		
<b>Bibliography:</b>	<ul style="list-style-type: none"> <li>▪ Domschke, W., Drexl, A.: Einführung in Operations Research, 6. Aufl., Springer, Berlin 2005.</li> <li>▪ Williams, H.P.: Model Building in Mathematical Programming, 4. Aufl., Wiley, Chichester 1999.</li> <li>▪ Grünert, T.; Irnich, S.: Optimierung im Transport, Bd I, II, Shaker, 2005.</li> </ul>		

<b>Identification Number:</b> MA-HCI-B-6			
<b>Module Name:</b> Special Aspects of HCI		<b>Module Convenor:</b> HCI professors or guest lecturers	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Lecture, exercise	<b>Exam:</b> Per notification
<b>Credits / Hours:</b> 6 CP / 180 h	<b>Number of SHW:</b> 3 SHW	<b>Study Semester:</b> 1–3 <b>Frequency of Availability:</b> Biannual	<b>Type:</b> Optional module
<b>Module Elements:</b>	Special Aspects of HCI (MA-HCI-B-6)		
<b>Requirements:</b>	No module-specific requirements according to examination regulations.		
<b>Module Grade:</b>	The module grade corresponds to the result of the final module examination.		
<b>Identification Number:</b> MA-HCI-B-6			
<b>Name of Module Element:</b> Special Aspects of HCI		<b>Lecturer:</b> HCI professors or guest lecturers	
<b>Hours Lectures / Exercises:</b> 2 SHW / 1 SHW		<b>Study Semester:</b> 1 or 3 (WS) or 2 (SS)	
<b>Learning Targets:</b>	In the guest lectures, students familiarise themselves with special aspects and/or current HCI topics. The conveyance of in-depth knowledge in selected application areas is the main focus.		
<b>Contents:</b>	The contents will be decided by the respective lecturer authorised by Faculty III.		
<b>Bibliography:</b>	Per notification		

<b>Identification Number:</b> MA-HCI-B-7			
<b>Module Name:</b> HCI Combination Seminars		<b>Module Convenor:</b> Professors or guest lecturers of HCI	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Seminar	<b>Exam:</b> Presentation + term paper
<b>Credits / Hours:</b> 6 CP / 180 h	<b>Number of SHW:</b> 4 SHW	<b>Study Semester:</b> 1–3 <b>Frequency of Availability:</b> Biannual	<b>Type:</b> Optional module
<b>Module Elements:</b>	HCI Seminar (MA-HCI-B-7.1)		
<b>Requirements:</b>	No module-specific requirements according to examination regulations.		
<b>Module Grade:</b>	Students must attend 2 seminars and cover one topic per seminar. The module grade will be the arithmetic average of all exam results: a term paper (60% weighting) and a term presentation (40% weighting) each per seminar		
<b>Identification Number:</b> MA-HCI-B-7.1			
<b>Name of Module Element:</b> HCI Seminar		<b>Lecturer:</b> Professors or guest lecturers of HCI	
<b>Hours seminar:</b> 2 SHW		<b>Study Semester:</b> 1 or 3 (WS) or 2 (SS)	
<b>Learning Targets:</b>	Skills / knowledge on: <ul style="list-style-type: none"> <li>▪ Intensive discussion of contents about a topic and its various aspects</li> <li>▪ Practice and improvements of scientific research methods</li> </ul> Based on this, the students are able to: <ul style="list-style-type: none"> <li>▪ Develop a differentiated and reflected view</li> <li>▪ Improve their rhetorical skills</li> </ul>		
<b>Contents:</b>	Current topics from the HCI area are covered and developed in the seminar. Each seminar participant deals with an assigned topic. The participants research the relevant literature for their topic independently, as well as under the supervision of the seminar leader. The results are usually shown by the participants during the seminar (presentation), discussed in the group and then put in writing (term paper).		
<b>Bibliography:</b>	Based on topic		

## Supplementary Modules

<b>Identification Number:</b> MA-HCI-C-1			
<b>Module Name:</b> New Media Management		<b>Module Convenor:</b> Univ.-Prof. Dr. J. Eigler	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Lecture, exercise	<b>Exam:</b> Written exam (90 mins)
<b>Credits / Hours:</b> 9 CP / 270 h	<b>Number of SHW:</b> 6 SHW	<b>Study Semester:</b> 1 + 3 or 2 + 3 <b>Frequency of Availability:</b> Annual	<b>Type:</b> Optional module
<b>Module Elements:</b>	Introduction to Electronic Business (MA-HCI-C-1.1) (Language: German or English) Electronic Commerce (MA-HCI-C-1.2)		
<b>Requirements:</b>	No module-specific requirements		
<b>Module Grade:</b>	The module grade corresponds to the result of the final written module examination.		
<b>Identification Number:</b> MA-HCI-C-1.1			
<b>Name of Module Element:</b> Introduction to Electronic Business		<b>Lecturer:</b> Univ.-Prof. Dr. J. Eigler	
<b>Hours Lectures / Exercises:</b> 2 SHW / 1 SHW		<b>Study Semester:</b> 1 or 3 (WS)	
<b>Learning Targets:</b>	<p>The students should acquire knowledge on the features of internet economy and on its general conditions in particular. In this respect, an intensive discussion follows with the targets, topics and problems of electronic business and electronic commerce. The students should be enabled to analyse and assess the number and variety of approaches and problems of business models in the area of online media from a theoretical point of view, in order to derive recommended actions for the achievement of success in electronic business and electronic commerce. In the context of the characteristics of internet economy, the features of electronic markets and virtual marketplaces are the main focus. In order to ensure a theoretical foundation of statements, the students should study the transaction cost theory in depth, in order to be able to assess its explanatory potential but also the limits of its explanatory power for e-business and e-commerce activities. The students should be enabled to differentiate between the various business models on the internet and to allocate the discussed business model type. Based on this, they should make use of their basic knowledge acquired on transaction cost theory to be able to lead a theoretically founded discussion on the success and failure of business models. As a result, they should be able to derive concrete recommended actions for e-commerce activities.</p> <p>(Professional competence and specialised methodological competence)</p>		
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Principles of internet economy</li> <li>▪ Segments of e-business</li> <li>▪ Electronic markets and virtual marketplaces (principles and structures, disintermediation, trans and re-intermediation)</li> <li>▪ E-procurement business models (principles, examples of business-to-business marketplaces)</li> <li>▪ Conveyance of the basics of the transaction cost theory</li> <li>▪ Transfer of the frame of reference of the transaction cost theory to electronically supported e-business and e-commerce transactions</li> <li>▪ Media competence and acceptance</li> </ul>		
<b>Bibliography:</b>	<p>(Each in the current edition):</p> <ul style="list-style-type: none"> <li>▪ DeFigureido: Finding Sustainable Profitability in Electronic Commerce.</li> <li>▪ Hummel: Auswahl und Gestaltung transaktionsorientierter Geschäftsmodelle im Internet – Eine Betrachtung aus Sicht der Neuen</li> </ul>		

	<p>Institutionenökonomie.</p> <ul style="list-style-type: none"> <li>▪ Kollmann: E-Business. Grundlagen elektronischer Geschäftsprozesse in der Net Economy.</li> <li>▪ Matthiesen: C2C-Commerce.</li> <li>▪ Picot/Reichwald/Wigand: Die grenzenlose Unternehmung.</li> <li>▪ Porter: Strategy and Internet.</li> <li>▪ Stähler: Geschäftsmodelle in der digitalen Ökonomie.</li> <li>▪ Wirtz: Electronic Business.</li> <li>▪ Zerdick/Picot/Schrape: Die Internet-Ökonomie. Strategien für die digitale Wirtschaft.</li> </ul>
<b>Identification Number:</b> MA-HCI-C-1.2	
<b>Name of Module Element:</b> Electronic Commerce	<b>Lecturer:</b> Univ.-Prof. Dr. J. Eigler
<b>Hours Lectures / Exercises:</b> 2 SHW / 1 SHW	<b>Study Semester:</b> 2 (SS)
<b>Learning Targets:</b>	See above MA-HCI-C-1.1
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Business models in e-commerce (term and features, significance and assessment)</li> <li>▪ Suitability of products for online sale</li> <li>▪ Internet business models in the segment business-to-consumer (selected business model typologies, examples of business models on the internet)</li> <li>▪ Internet business models in the segment business-to-consumer: internet auctions</li> <li>▪ Web 2.0 business models and long tail phenomenon</li> <li>▪ Payment systems on the internet</li> <li>▪ E-commerce controlling</li> </ul>
<b>Bibliography:</b>	See above MA-HCI-C-1.1

<b>Identification Number:</b> MA-HCI-C-2			
<b>Module Name:</b> IT Security		<b>Module Convenor:</b> Nf. Prof. Dr. D. Kesdogan	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Lecture, exercise, placement	<b>Exam:</b> Written exam (120 mins) + term paper
<b>Credits / Hours:</b> 9 CP / 270 h	<b>Number of SHW:</b> 6 SHW	<b>Study Semester:</b> 1 + 2 or 2 + 3 <b>Frequency of Availability:</b> Annual	<b>Type:</b> Optional module
<b>Module Elements:</b>	Security and Privacy in Communication and Distributed Systems (MA-HCI-C-2.1) Selected Areas in Security and Privacy (MA-HCI-C-2.2) Hacker Placement (MA-HCI-C-2.3)		
<b>Requirements:</b>	No module-specific requirements according to examination regulations. Recommended requirements: Basic knowledge of IT security.		
<b>Module Grade:</b>	The module grade corresponds to the result of the final module examination: Written exam (50% weighting), term papers (50% weighting).		
<b>Identification Number:</b> MA-HCI-C-2.1			
<b>Name of Module Element:</b> Security and Privacy in Communication and Distributed Systems		<b>Lecturer:</b> Dr. L. Fischer	
<b>Hours lectures:</b> 2 SHW		<b>Study Semester:</b> 1 or 3 (WS)	
<b>Learning Targets:</b>	This course lays the fundamental foundations on the understanding and development of security aspects and technologies in network and distributed system security. It touches upon the design of multilaterally secure procedures in particular. The main focus of knowledge transfer is the study of underlying methods on the design of multilaterally safe applications in network and distributed system security. This course provides the foundation on the understanding of Selected Areas in Security and Privacy.		
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Protection targets</li> <li>▪ Security analysis</li> <li>▪ Multilateral security</li> <li>▪ Security of individual computers</li> <li>▪ Internet security</li> <li>▪ Security in mobile systems</li> <li>▪ Cryptographic protocols</li> <li>▪ Privacy-aware technologies</li> </ul>		
<b>Bibliography:</b>	<ul style="list-style-type: none"> <li>▪ William Stallings: Cryptography and Network Security: Principles and Practice, Prentice Hall</li> <li>▪ Charlie Kaufman, Radia Perlman, Mike Speciner: Network Security: Private Communication in a Public World, Prentice Hall</li> <li>▪ Matt Bishop: Introduction to Computer Security, Addison-Wesley</li> <li>▪ J. Biskup: Security in Computing Systems: Challenges, Approaches and Solutions, Springer</li> <li>▪ Douglas R. Stinson: Cryptography: Theory and Practice, Third Edition (Discrete Mathematics and Its Applications), Chapman and Hall/CRC</li> </ul>		
<b>Identification Number:</b> MA-HCI-C-2.2			
<b>Name of Module Element:</b> Selected Areas in Security and Privacy		<b>Lecturer:</b> Dr. L. Fischer	
<b>Hours lectures/exercises:</b> 1 SHW / 1 SHW		<b>Study Semester:</b> 2 (SS)	
<b>Learning Targets:</b>	The course objective is the review of current areas of focus of international IT security research. After an introductory foundation into fields of research, the model of a "paper-reading class" known from the USA and Scandinavia		



	should be used. Scientific publications in particular should be compiled together under the guidance of a teaching assistant.	
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Data protection, privacy</li> <li>▪ Anonymisation and assessment of anonymising procedures</li> <li>▪ Identity management and personal identity management on the social web</li> <li>▪ Information flow control</li> <li>▪ Development of secure software, security assessment of applications</li> <li>▪ Secure multi-party computation</li> <li>▪ Location privacy</li> <li>▪ Security and usability</li> </ul>	
<b>Bibliography:</b>	<ul style="list-style-type: none"> <li>▪ ACM Transactions on Information and System Security (TISSEC)</li> <li>▪ IEEE Symposium on Security and Privacy (Konferenzreihe)</li> <li>▪ ACM Conference on Computer and Communications Security (Konferenzreihe CCS)</li> <li>▪ IEEE Transactions on Information Forensics and Security</li> <li>▪ IEEE Security and Privacy Magazine</li> <li>▪ European Symposium on Research in Computer Security (Konferenzreihe – ESORICS)</li> <li>▪ Journal Datenschutz und Datensicherheit – DuD</li> </ul>	
<b>Identification Number:</b> MA-HCI-C-2.3		
<b>Name of Module Element:</b> Hacker Placement		<b>Lecturer:</b> Dr. L. Fischer
<b>Hours placement:</b> 2 SHW		<b>Study Semester:</b> 2 (SS)
<b>Learning Targets:</b>	In the placement, the theoretical material conveyed in the lectures is consolidated with practical, specialised exercises in the laboratory or computer pool. Special working techniques are practised under real-life conditions with selected applications. The students' active participation is required.	
<b>Contents:</b>	Based on topic	
<b>Bibliography:</b>	Based on topic	

<b>Identification Number:</b> MA-HCI-C-3			
<b>Module Name:</b> Cultural Technology		<b>Module Convenor:</b> Univ.-Prof. Dr. Peter Matussek	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Seminar	<b>Exam:</b> Written exam, oral exam, report with presentation or term paper
<b>Credits / Hours:</b> 9 CP / 270 h	<b>Number of SHW:</b> 4 SHW	<b>Study Semester:</b> 1 or 3 <b>Frequency of Availability:</b> Annual	<b>Type:</b> Optional module
<b>Module Elements:</b>	Theories of Cultural Technologies (MA-HCI-C-3.1) History and Practice of Cultural Technologies (MA-HCI-C-3.2)		
<b>Requirements:</b>	No module-specific requirements according to examination regulations.		
<b>Module Grade:</b>	The module grade corresponds to the result of the final module examination: 1 ungraded assignment on MA-HCI-C-3.1 1 ungraded assignment on MA-HCI-C-3.2 1 graded examination on MA-HCI-C-3.1 or MA-HCI-C-3.2		
<b>Identification Number:</b> MA-HCI-C-3.1			
<b>Name of Module Element:</b> Theories of Cultural Technologies		<b>Lecturer:</b> Varies depending on the seminar	
<b>Hours seminar:</b> 2 SHW		<b>Study Semester:</b> 1 or 3 (WS)	
<b>Learning Targets:</b>	<ul style="list-style-type: none"> <li>▪ The acquisition of fundamental historical knowledge on the emergence, implementation, expansion and change of various cultural technologies with a focus on the practices and technologies which, strictly speaking, rank among the media.</li> <li>▪ The conveyance of fundamental theoretical discussions on the relation of technologies, practices and social or cultural contexts.</li> </ul>		
<b>Contents:</b>	Cultural technologies can be seen as systematic relations between people, things and signs, as forms of practice which artefacts are embedded in. Notable examples are practices dealing with image, sound, words and numbers, but also 'body techniques'. Media technologies can be analysed in a differentiated manner on the basis of these cultural technologies. The recourse to cultural technology theoretically allows to bridge the difference of culture/society and technical artefact. The theoretical requirements of this step are conveyed through the review of respective theoretical approaches (media/anthropology, media/ethnography, cultural studies, media theory, media archaeology, history of science and knowledge, discourse analysis, laboratory studies, STS, actor-network theory, etc.).		
<b>Bibliography:</b>	Varies depending on the seminar		
<b>Identification Number:</b> MA-HCI-C-3.2			
<b>Name of Module Element:</b> History and Practice of Cultural Technologies		<b>Lecturer:</b> Varies depending on the seminar	
<b>Hours seminar:</b> 2 SHW		<b>Study Semester:</b> 1 or 3 (WS)	
<b>Learning Targets:</b>	<ul style="list-style-type: none"> <li>▪ The acquisition of fundamental historical knowledge on the emergence, implementation, expansion and change of various cultural technologies with a focus on the practices and technologies which, strictly speaking, rank among the media.</li> <li>▪ The conveyance of fundamental theoretical discussions on the relation of technologies, practices and social or cultural contexts.</li> </ul>		
<b>Contents:</b>	Cultural technologies can be seen as systematic relations between people, things and signs, as forms of practice which artefacts are embedded in. Notable examples are practices dealing with image, sound, script and numbers, but also 'body techniques'. Media technologies can be analysed in		

	<p>a differentiated manner on the basis of these cultural technologies. Cultural technologies in general become the subject historically as well as in relation to present times. Here there is a focus on the cultural technologies corresponding to the observable media practice (writing/script, shaping/image, counting/number, sounding/sound, playing/game, etc.). With the source material and/or observations related to present times as well as experimental media practice if required, the reciprocal and recursive connection of technologies, people, signs and things is observed.</p>
<b>Bibliography:</b>	Varies depending on the seminar

<b>Identification Number:</b> MA-HCI-C-4			
<b>Module Name:</b> Media Aesthetics		<b>Module Convenor:</b> Univ.-Prof. Dr. Jens Schröter	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Seminar	<b>Exam:</b> Written exam, oral exam, report with presentation or term paper
<b>Credits / Hours:</b> 9 CP / 270 h	<b>Number of SHW:</b> 4 SHW	<b>Study Semester:</b> 1 + 2 or 2 + 3 <b>Frequency of Availability:</b> Annual	<b>Type:</b> Optional module
<b>Module Elements:</b>	Text OR Image (MA-HCI-C-4.1) Sound OR Film (MA-HCI-C-4.2)		
<b>Requirements:</b>	No module-specific requirements		
<b>Module Grade:</b>	The module grade corresponds to the result of the final module examination: 1 ungraded assignment on MA-HCI-C-4.1 1 ungraded assignment on MA-HCI-C-4.2 1 graded examination on MA-HCI-C-4.1 or MA-HCI-C-4.2		
<b>Identification Number:</b> MA-HCI-C-4.1			
<b>Name of Module Element:</b> Text OR Image		<b>Lecturer:</b> Varies depending on the seminar	
<b>Hours seminar:</b> 2 SHW		<b>Study Semester:</b> WS or SS	
<b>Learning Targets:</b>	Media Aesthetics deals with the anthropological and technical forms of communicating the aesthetic in the double sense of sensory perception (aisthesis) and meaning. In their Master's studies, the students will broaden their scientific understanding of selected issues on the four module elements of text and sound, image and film. These include phenomenological, comparative historical and aesthetically critical investigations in conflict with theories, terminologies and artistic practices.		
<b>Contents:</b>	<p><i>Text:</i> The issues of this module element include the applicability of the theories of inter, hyper and paratextuality to concrete objects of investigation, the relation of literacy to primary and secondary orality as well as the aesthetic obstinacy of analogous (handwriting, printed writing) and digital text productions. Here, the text phenomenon must be addressed as structure (langue, signification) as well as semiosis (language game, écriture) and the variety of perspectives must be discussed.</p> <p><i>Image:</i> At the centre of this module element, there are the various image theories as well as their respective creation and application contexts. On this basis, in-depth research is carried out - including on visual perception, the magic of images, the mnemonic significance of images, the various "visual turns", the phenomenon of "visual culture" as well as information visualisation.</p>		
<b>Bibliography:</b>	Varies depending on the seminar		
<b>Identification Number:</b> MA-HCI-C-4.2			
<b>Name of Module Element:</b> Sound OR Film		<b>Lecturer:</b> Varies depending on the seminar	
<b>Hours seminar:</b> 2 SHW		<b>Study Semester:</b> WS or SS	
<b>Learning Targets:</b>	Media Aesthetics deals with the anthropological and technical forms of communicating the aesthetic in the double sense of sensory perception (aisthesis) and meaning. In their Master's studies, the students will broaden their scientific understanding of selected issues on the four module elements of text and sound, image and film. These include phenomenological, comparative historical and aesthetically critical investigations in conflict with theories, terminologies and artistic practices.		
<b>Contents:</b>	<i>Sound:</i> The starting point of this module element is the equiprimordiality of		

	<p>text and sound in human language and the various evaluations of their separation (critique of phonocentrism vs. voice rehabilitation). Other focal points include “auditive turns”, sound cultures, functional music, noise research and sound design.</p> <p><i>Film:</i> Film-historical eras and styles, influential film theories (neoformalism, genre theory, auteur theory, feminist, psychoanalytical and sociological film theory, seduction theory) and the relation between film and other media are analysed in detail. Audiovisual forms of expression are studied in depth and peripheral interdisciplinary areas are also explored (philosophy, sociology, art history, etc.).</p>
<b>Bibliography:</b>	Varies depending on the seminar

<b>Identification Number:</b> MA-HCI-C-5			
<b>Module Name:</b> Cultural sociology		<b>Module Convenor:</b> Univ.-Prof. Dr. Dagmar Hoffmann	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Seminar	<b>Exam:</b> Written exam, oral exam, report with presentation or term paper
<b>Credits / Hours:</b> 9 CP / 270 h	<b>Number of SHW:</b> 4 SHW	<b>Study Semester:</b> 1 + 2 or 2 + 3 <b>Frequency of Availability:</b> Annual	<b>Type:</b> Optional module
<b>Module Elements:</b>	Media, Culture and Society (MA-HCI-C-5.1) Paradigms of Cultural Sociology (MA-HCI-C-5.2)		
<b>Requirements:</b>	No module-specific requirements		
<b>Module Grade:</b>	The module grade corresponds to the result of the final module examination: 1 ungraded assignment on MA-HCI-C-5.1 1 ungraded assignment on MA-HCI-C-5.2 1 graded examination on MA-HCI-C-5.1 or MA-HCI-C-5.2		
<b>Identification Number:</b> MA-HCI-C-5.1			
<b>Name of Module Element:</b> Media, Culture and Society		<b>Lecturer:</b> Varies depending on the seminar	
<b>Hours seminar:</b> 2 SHW		<b>Study Semester:</b> WS or SS	
<b>Learning Targets:</b>	<ul style="list-style-type: none"> <li>▪ The acquisition and appropriation of basic cultural sociological knowledge.</li> <li>▪ Being able to recognise and reflect on the capability, structure, mediality and effect of cultural practice in everyday life and in various social subsystems and to assess its respective development potential.</li> </ul>		
<b>Contents:</b>	The focus of the module element lies in the dynamics and the dialectic of culture and society. The interdependencies of culture and society in the present in a regionally, nationally as well as internationally comparative perspective are analysed. Culture is seen as a variable regulatory framework, the elements and subsystems of which build, constitute and modify society. An essential component of the module element is deciphering media functions in the conveyance of cultural practices, and with regard to knowledge acquisition processes as well as in relation to the social construction of reality.		
<b>Bibliography:</b>	Varies depending on the seminar		
<b>Identification Number:</b> MA-HCI-C-5.2			
<b>Name of Module Element:</b> Paradigms of Cultural Sociology		<b>Lecturer:</b> Varies depending on the seminar	
<b>Hours seminar:</b> 2 SHW		<b>Study Semester:</b> WS or SS	
<b>Learning Targets:</b>	<ul style="list-style-type: none"> <li>▪ The acquisition and appropriation of basic cultural sociological knowledge.</li> <li>▪ Being able to recognise and reflect on the capability, structure, mediality and effect of cultural practice in everyday life and in various social subsystems and to assess its respective development potential.</li> </ul>		
<b>Contents:</b>	The classes of this module element illustrate the potential and the limitations of cultural sociological empirical research and cultural sociological media analyses. Models and methods of inter and transcultural communication are discussed, as well as new forms of social participation, cultural education and communitisation practices. Students must be able to use and apply terms such as interculturality, transculturality and hybridity with regard to the development of modern societies. Furthermore, the referential contexts of popular as well as disparate media cultures and social transformation processes should be identified.		

<b>Bibliography:</b>	Varies depending on the seminar
----------------------	---------------------------------

<b>Identification Number:</b> MA-HCI-C-6			
<b>Module Name:</b> Statistics		<b>Module Convenor:</b> Prof. Dr. W. Ludwig-Mayerhofer	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Lecture, exercise, placement	<b>Exam:</b> Written exam (60 mins) + term paper
<b>Credits / Hours:</b> 9 CP / 270 h	<b>Number of SHW:</b> 4 SHW	<b>Study Semester:</b> 1+2 <b>Frequency of Availability:</b> Annual	<b>Type:</b> Optional module
<b>Module Elements:</b>	Concluding Statistics (MA-HCI-C-6.1) Multivariate Analysis (MA-HCI-C-6.2)		
<b>Requirements:</b>	No module-specific requirements according to examination regulations.		
<b>Module Grade:</b>	The module grade corresponds to the result of the final module examination: The module grade corresponds to the result of the final module examination: 1 ungraded assignment on MA-HCI-C-6.1 1 ungraded assignment on MA-HCI-C-6.2 1 graded examination on MA-HCI-C-6.1		
<b>Identification Number:</b> MA-HCI-C-6.1			
<b>Name of Module Element:</b> Concluding Statistics (Statistics II)		<b>Lecturer:</b> Prof. Dr. W. Ludwig-Mayerhofer	
<b>Hours Lectures / Exercises:</b> 1 SHW / 1 SHW		<b>Study Semester:</b> 1 (WS)	
<b>Learning Targets:</b>	<ul style="list-style-type: none"> <li>▪ In-depth knowledge of inferential statistics as well as the most important processes of multivariate modelling.</li> <li>▪ Implementation of processes with the help of a statistics software (SPSS, Stata if necessary, potentially R).</li> </ul>		
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Principles of the probability theory</li> <li>▪ Experiments</li> <li>▪ Discrete and constant distributions of random variables</li> <li>▪ Point and interval estimation</li> <li>▪ Statistical testing</li> <li>▪ Underlying process of inferential statistical testing of correlations or differences</li> </ul>		
<b>Bibliography:</b>	Per notification		
<b>Identification Number:</b> MA-HCI-C-6.2			
<b>Name of Module Element:</b> Multivariate Analysis (Statistics III)		<b>Lecturer:</b> Prof. Dr. W. Ludwig-Mayerhofer	
<b>Hours Lectures / Exercises:</b> 1 SHW / 1 SHW		<b>Study Semester:</b> 1 (WS)	
<b>Learning Targets:</b>	<ul style="list-style-type: none"> <li>▪ In-depth knowledge of the most important processes of multivariate modelling.</li> <li>▪ Implementation of processes with the help of a statistics software (SPSS, Stata if necessary, potentially R).</li> </ul>		
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Linear and logistic regression</li> <li>▪ Factor analysis</li> <li>▪ Process data analysis</li> <li>▪ Multilevel analysis</li> </ul>		
<b>Bibliography:</b>	Per notification		
<b>Identification Number:</b> MA-HCI-C-6.3			
<b>Name of Module Element:</b> Empirical Methods (Methods of Empirical Social Research III)		<b>Lecturer:</b> Prof. Dr. W. Ludwig-Mayerhofer	
<b>Hours placement:</b> 2 SHW		<b>Study Semester:</b> 2 (SS)	
<b>Learning Targets:</b>	<ul style="list-style-type: none"> <li>▪ Safe handling of more complex forms of data processing and data</li> </ul>		



	<p>analysis.</p> <ul style="list-style-type: none"> <li>▪ Application of knowledge to a social science issue (analysis of large internationally comparative data sets or similar).</li> <li>▪ Issuing of research reports.</li> </ul>
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Process of data management or data processing as well as complex data transformations in cross and longitudinal sections.</li> <li>▪ Operationalisation of a social science issue with suitable data sets and the implementation of data analysis in complex multivariate analyses, including adequate display of results.</li> </ul>
<b>Bibliography:</b>	Per notification

<b>Identification Number: MA-HCI-C-7</b>			
<b>Module Name:</b> Legal Aspects		<b>Module Convenor:</b> Univ.-Prof. Dr. N. Klass	
<b>Course:</b> Human Computer Interaction (HCI) (MSc)		<b>Class Type:</b> Lecture	<b>Exam:</b> Written exam (120 mins)
<b>Credits / Hours:</b> 9 CP / 270 h	<b>Number of SHW:</b> 4 SHW	<b>Study Semester:</b> 2+3 <b>Frequency of Availability:</b> Annual	<b>Type:</b> Optional module
<b>Module Elements:</b>	Media Law I (MA-HCI-C-7.1) Media Law II (MA-HCI-C-7.2)		
<b>Requirements:</b>	No module-specific requirements		
<b>Module Grade:</b>	The module grade corresponds to the result of the final written module examination.		
<b>Identification Number: MA-HCI-C-7.1</b>			
<b>Name of Module Element:</b> Media Law I (Media Constitutional Law)		<b>Lecturer:</b> Univ.-Prof. Dr. N. Klass	
<b>Hours lectures:</b> 2 SHW		<b>Study Semester:</b> 2 (SS)	
<b>Learning Targets:</b>	The students should acquire basic knowledge on the central issues of media constitutional law, understand the most important current challenges of this legal area as well as the legal instruments now available, and learn to resolve simple media law cases.		
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Term, scope and historical development of media law as a legal area</li> <li>▪ Significance of media in the communication process</li> <li>▪ The freedoms of communication in art. 5 of the Basic Law as “constitution” of media law (freedom of speech, freedom of the press, freedom of broadcasting, freedom of film)</li> <li>▪ Prohibition of censorship</li> <li>▪ General conditions for artists (artistic freedom)</li> <li>▪ Counter-rights: constitutional protection of those concerned (human dignity, general personality rights)</li> <li>▪ Significance of the constitution for the protection of media players acting under private law (third-party effect of basic rights)</li> <li>▪ Youth media protection</li> <li>▪ Influence of European law</li> <li>▪ Significance of the ECHR and of ECtHR decisions</li> </ul>		
<b>Bibliography:</b>	Per notification		
<b>Identification Number: MA-HCI-C-7.2</b>			
<b>Name of Module Element:</b> Media Law II (Law of Print and Photographic Reporting and Main Features of Copyright Law)		<b>Lecturer:</b> Univ.-Prof. Dr. N. Klass	
<b>Hours Lectures:</b> 2 SHW		<b>Study Semester:</b> 2 (WS)	
<b>Learning Targets:</b>	The students should acquire basic knowledge on the central issues of private media law, especially in the law of print and photographic reporting, understand the most important current challenges of this rapidly developing legal area as well as the legal instruments now available, and learn to resolve simple media law cases.		
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ Freedoms of communication and their influence on civil media law</li> <li>▪ Freedom of expression in a broader sense</li> <li>▪ The right to one’s own image</li> <li>▪ The consent of those concerned to the reporting</li> <li>▪ Protection of those concerned with general personality rights, especially the right of personal honour, protection of the private and intimate</li> </ul>		

	<p>sphere, protection of anonymity, etc.</p> <ul style="list-style-type: none"> <li>▪ The civil law protection system (injunctive relief, claim of counterstatement, claim of revocation, claim for damages, claim to pecuniary compensation)</li> <li>▪ Copyright law and media – protection from media contents; copyright law and film-making; limitations and exceptions to copyright in favour of media professionals</li> </ul>
<b>Bibliography:</b>	Per notification

## Other Modules

<b>Identification Number:</b> MA-HCI-P-1		
<b>Module Name:</b> Placement Company or Foreign Research Institute	<b>Module Convenor:</b> Univ.-Prof. Dr. V. Wulf	
<b>Course:</b> Human Computer Interaction (HCI)	<b>Class Type:</b> Placement	<b>Exam:</b> Placement certificate + placement report
<b>Credits / Hours:</b> 6 CP / min. 6-week placement	<b>Study Semester:</b> 3	<b>Type:</b> Compulsory module
<b>Module Elements:</b>	Placement company or foreign research institute (MA-HCI-P-1)	
<b>Requirements:</b>	No module-specific requirements according to examination regulations.	
<b>Module Grade:</b>	Ungraded assignment	
<b>Identification Number:</b> MA-HCI-P-1		
<b>Name of Module Element:</b> Placement Company or Foreign Research Institute	<b>Supervision:</b> Professors or lecturers of HCI	
	<b>Study Semester:</b> 3 (SS)	
<b>Learning Targets:</b>	The students should, by working together on projects, familiarise themselves with the customary work processes and range of tasks in business practice or research practice. The operations carried out during the placement should be directly related to the contents taught during their studies. The students should additionally learn the social aspects of the work process and be enabled to work in group or project work as well as autonomously in the business or scientific field. Further details can be found in the placement regulations.	
<b>Contents:</b>	-	
<b>Bibliography:</b>	-	

<b>Identification Number:</b> MA-HCI-P-2		
<b>Module Name:</b> Project Paper MA		<b>Module Convenor:</b> Univ.-Prof. Dr. V. Wulf
<b>Course:</b> Human Computer Interaction (HCI)		<b>Class Type:</b> Placement
		<b>Exam:</b> Assessment of the results and the presentation
<b>Credits / Hours:</b> 9 CP / 270 h		<b>Study Semester:</b> 3
		<b>Type:</b> Compulsory module
<b>Module Elements:</b>	Project Paper MA (MA-HCI-P-2)	
<b>Requirements:</b>	No module-specific requirements according to examination regulations.	
<b>Module Grade:</b>	The module grade corresponds to the result of the final module examination.	
<b>Identification Number:</b> MA-HCI-P-2		
<b>Name of Module Element:</b> Project Paper MA		<b>Supervision:</b> HCI professors
		<b>Study Semester:</b> 3 (WS)
<b>Learning Targets:</b>	<p>Skills / knowledge on:</p> <ul style="list-style-type: none"> <li>▪ The students learn to solve a challenging practice and application-based task or problem in a given time.</li> </ul> <p>Based on this, the students are able to:</p> <ul style="list-style-type: none"> <li>▪ Convert theoretical knowledge into practical work</li> <li>▪ Train their soft skills through independent work and team work</li> <li>▪ Better assess their own methodical, technical, work and social skills</li> </ul>	
<b>Contents:</b>	<ul style="list-style-type: none"> <li>▪ The project is determined in an individual consultation with the students. It would be preferable if several students came together for a project, however a student may also take on a project alone.</li> <li>▪ The MA project paper is carried out at a company, with which the task has been agreed in advance, or within a research project.</li> </ul>	
<b>Bibliography:</b>	Based on topic	

<b>Identification Number:</b> MA-HCI-P-4		
<b>Module Name:</b> Master's Paper		<b>Module Convenor:</b> HCI university professors
<b>Course:</b> Human Computer Interaction (HCI)		<b>Class Type:</b> Final paper
		<b>Exam:</b> Master's paper and presentation
<b>Credits / Hours:</b> 30 CP / 900 h		<b>Study Semester:</b> 4.
		<b>Type:</b> Compulsory module
<b>Module Elements:</b>	Master's Paper (MA-HCI-P-4)	
<b>Requirements:</b>	Min. 70 CP and passed MA project paper.	
<b>Module Grade:</b>	The module grade corresponds to the result of the Master's paper.	
<b>Identification Number:</b> MA-HCI-P-4		
<b>Name of Module Element:</b> Master's Paper		<b>Supervision:</b> HCI professors
		<b>Study Semester:</b> SS
<b>Learning Targets:</b>	Skills / knowledge on: <ul style="list-style-type: none"> <li>▪ Independent handling of a problem of Human-Computer Interaction</li> <li>▪ Resolution of a problem within a given time</li> <li>▪ Application of scientific methods</li> </ul> Based on this, the students are able to: <ul style="list-style-type: none"> <li>▪ Explore a given problem with a scientific approach</li> <li>▪ Find a solution for the given problem within the given time</li> <li>▪ Document scientifically the whole process of the problem, solution-finding and the results</li> </ul>	
<b>Contents:</b>	The Master's paper is a test paper that completes the academic education. It should demonstrate that the student is capable of dealing with a problem from the specialist area independently with scientific methods and within a given deadline. The topic must be derived from the area of Human Computer Interaction.	
<b>Bibliography:</b>	Based on topic	