

Module Layout COS614 / Adaptive and Interactive Systems

Faculty	ΣΘΕΕ	Faculty of Pure and Applied Science	
Programme of Study	COS	M.Sc. in Cognitive Systems	
Module	COS614	Adaptive and Interactive Systems	
Level of Study	Undergraduate		Graduate
		Master	Doctoral
		X	
Language of Instruction	English		
Mode of Delivery	Distance		
Module Type	Required		Electives
			X
Number of Group Consulting Meetings	Total	Physical Presence	Online
	12 + 1 revision	-	12 + 1 revision
Number of Assignments	1 Assignment / Project and 12 Interactive Activities		
Final Grade Calculation	Interactive Activities	Assignment / Project	Final Exam
	24 %	26 %	50 %
Number of European Credit Transfer System (ECTS)	10		

Module Description

This interdisciplinary course aims to underline the importance of incorporating human factors in the design and development of adaptive interaction systems. Incorporating cognitive and emotional human factors into adaptive applications and processes enhances the user experience, usability and satisfaction while users interacting with hypermedia environments. Main thematic areas emphasize upon the convergence of psychological theories and contemporary research on computer-mediated information processing. It will initially cover topics in the field of cognitive psychology, to the extent that there is an analogy with hypermedia information; on psychological issues with regards to the role of cognitive processing and emotions on information assimilation and learning performance capabilities; on emotional intelligence within the context of Web-based interaction, etc. At a second level, topics on personalization; adaptivity; user modelling; multi-modal interactions; task and user analysis; (adaptive) user interface design principles; user interface evaluation and usability testing; will be covered, to support the adaptation issue in various application levels.

Pre-requisite Modules

Co-requisite Modules

Grading Scheme

Assessment Method	Percentage on Final Grade	Workload	
		Hours	ECTS
Interactive Activities	24 %	25-30	1
Assignment / Project	26 %	50-50	2
Final/Repeat Examination	50 %	3	-
Total	100%	Total	Total

Grading Rules and Assessment methods

- Passing rate
 - 50% of the Interactive Activities
 - 50% of the Assignment / Project
 - Students are allowed to participate in the final exam of a Module if they have overall earned the minimum grade ($\geq 50\%$) in both their Assignment / Project and Interactive Activities
 - 50% of the Final Exam
- If a student earns a grade with decimal points, then it is rounded to the nearest half unit.