**Course Syllabus**

Academic year: 2020-2021

|  |  |
| --- | --- |
| Institution | University of Petroşani |
| Faculty | Mechanical and Electrical Engineering |
| Field of study | Computers and Information Technology |
| Level | Bachelor |
| Program of study | Computers Engineering |

|  |  |
| --- | --- |
| Course | **Human-machine interaction** |
| Code | 2CC5OS31 |
| Year of study (semester) | III(I) |
| Number of hours | 56 |
| Number of credits | 5 |
| Professor | Lecturer eng. Sirb Vali, Ph.D. |

|  |  |
| --- | --- |
| **No.** | **Topic** |
|  | Principles of realizing human -machine interfaces. |
|  | Design of human-machine interfaces. |
|  | Hardware. Input devices. Output Devices. Software. Schemes to interact. |
|  | Making graphical machine- human interfaces. |
|  | Examples of environments for developing human-machine interfaces for industrial processes. |
|  | WinCC development environment. |
|  | Designing interfaces using WinCC. |