

Human Computer Interaction

Core Lecture, Winter Term 2026/27

Organization

Timeslots

Tuesdays: 10:15 – 12:00

Wednesdays: 14:15 – 16:00

The Organizers

Prof. Dr. Jürgen Steimle - Lectures

David Wagmann - Organizing projects and assignments

hci2026@cs.uni-saarland.de



Tutors

Divya Gupta (digu00002@stud.uni-saarland.de)

Sriram Ravi Shankar (srra00001@stud.uni-saarland.de)

Aiza Islam (aiis00001@stud.uni-saarland.de)

Shehryar Saqib (shsa00009@stud.uni-saarland.de)

Gülin Alkan (gual00002@stud.uni-saarland.de)

Kevin Krämer (kekr00001@stud.uni-saarland.de)

Luis Henrique Bastos Tamura (luba00019@stud.uni-saarland.de)

Rafqa Gemma Kristiani (rakr00003@stud.uni-saarland.de)

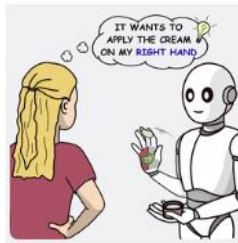
Pardis Rahbarsooreh (para00004@stud.uni-saarland.de)





Our mission is to contribute toward a future of user interfaces that seamlessly merge with the physical world and the human body. We develop advanced interactive technologies and investigate new user interface concepts to create more effective, expressive and engaging interactions with interactive systems. [\[read more\]](#)

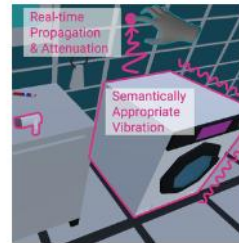
> FEATURED PROJECTS



Mirror Skin



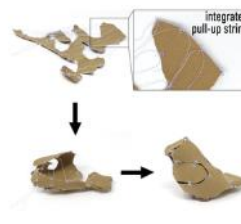
Forefeel The Move



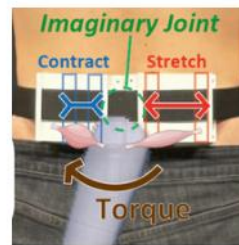
Scene2Hap



HaptEx



EmbroForm



Imaginary Joint



Move With Style!



GestureCoach



ExoKit

> NEWS

03/07/2026

Congratulations to Dr Madalina Nicolae on Successfully Defending Her PhD Thesis

05/03/2026

8 Papers at CHI'26 & Best Paper Award

23/01/2026

2 Workshops at CHI'26

02/12/2025

Summer Internships 2026

15/09/2025

5 Papers at UIST'25

27/05/2025

Invited Talk by Michael Beigl (KIT) on June 05

10/04/2025

Martin Schmitz receives prestigious Heinz Maier-Leibnitz Prize



And who are you?

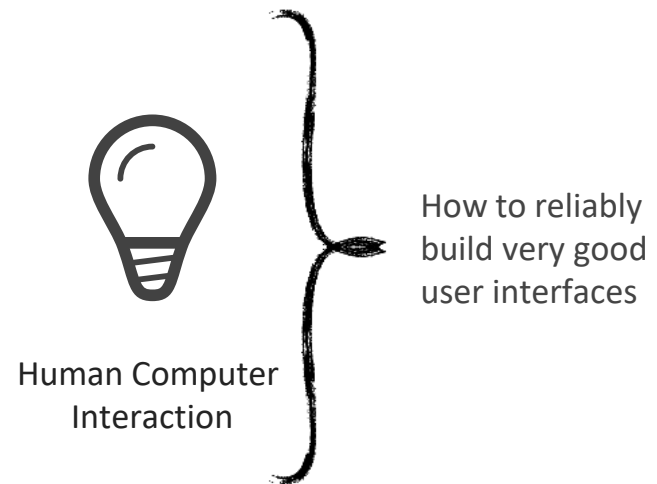
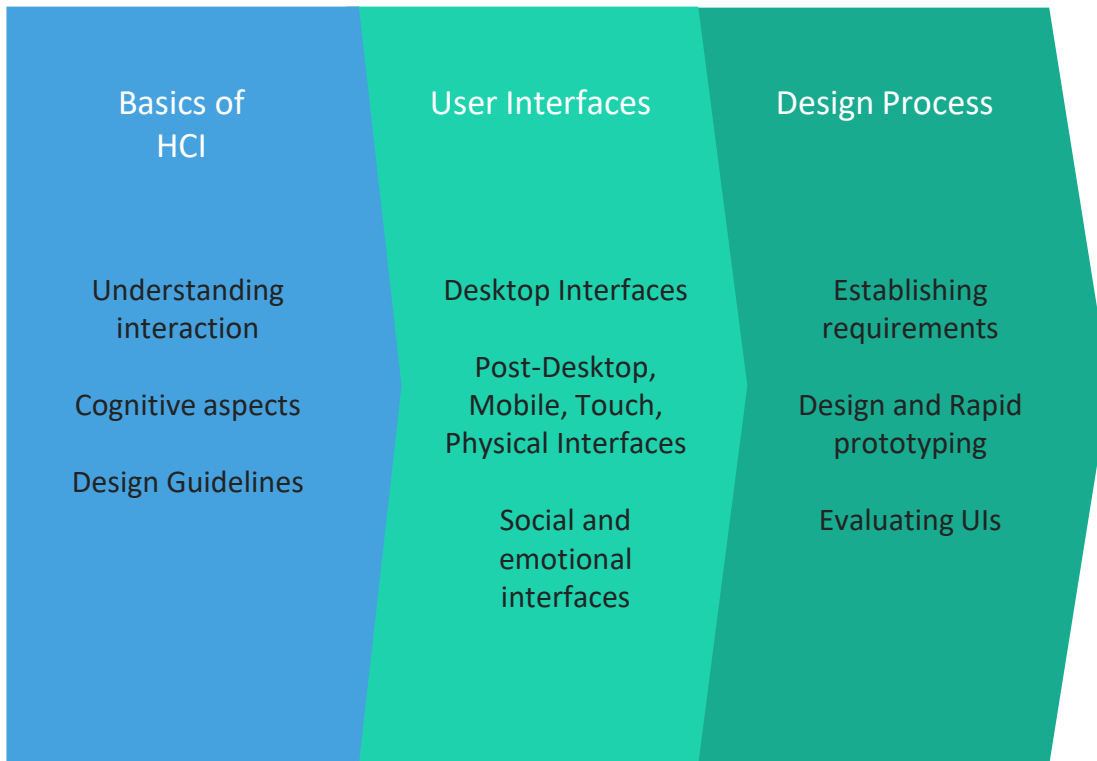


Have you already created a user interface?

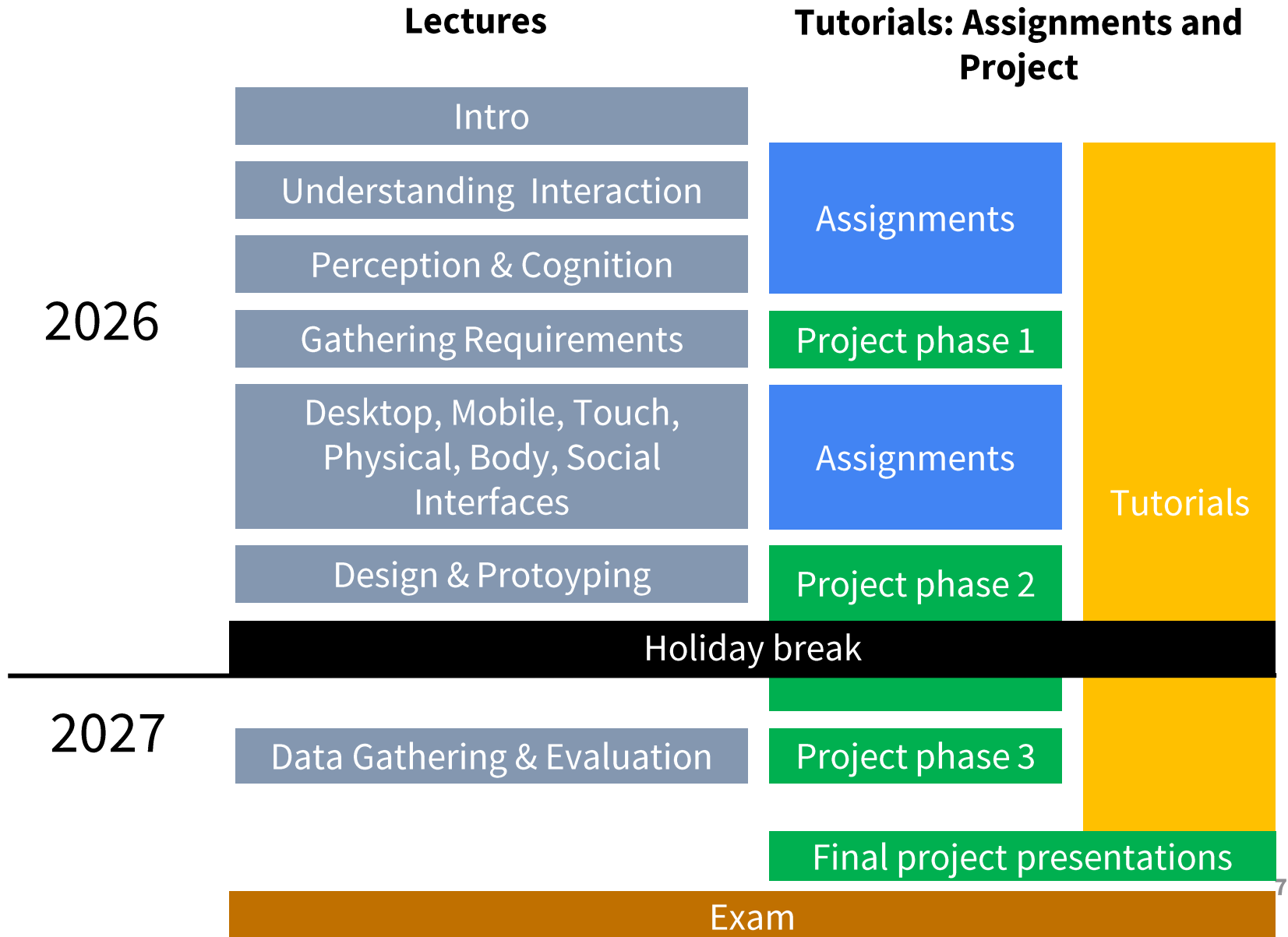


Which one?

Topics



Course Structure



Courses in the Area of HCI

Lecture HCI

- Conceptual basics of HCI & User Interfaces
- User interface design process
- not Technologies, not Implementation

Lecture Interactive Systems (next summer term)

- User Interface Technologies
- Implementation of User Interfaces
- Technical

Statistics with R (in winter terms)

- Statistics for user studies and beyond

Seminars on changing topics

- Focus on design & implementation of interactive systems in projects
- and/or conceptual work based on recent research results

Bachelor / Master Theses

- Work intensely on one specific area of HCI / interactive systems

Seminar:

Intelligent Multimodal Interaction in Augmented Reality

Explore how multimodality and AI can create intuitive, context-aware AR experiences

Format: paper readings, presentations, and a conceptual design task

Schedule: Thursdays 10:00 - 11:30 (Kickoff: 22.10.26)

Requirements: completed HCI or Interactive Systems

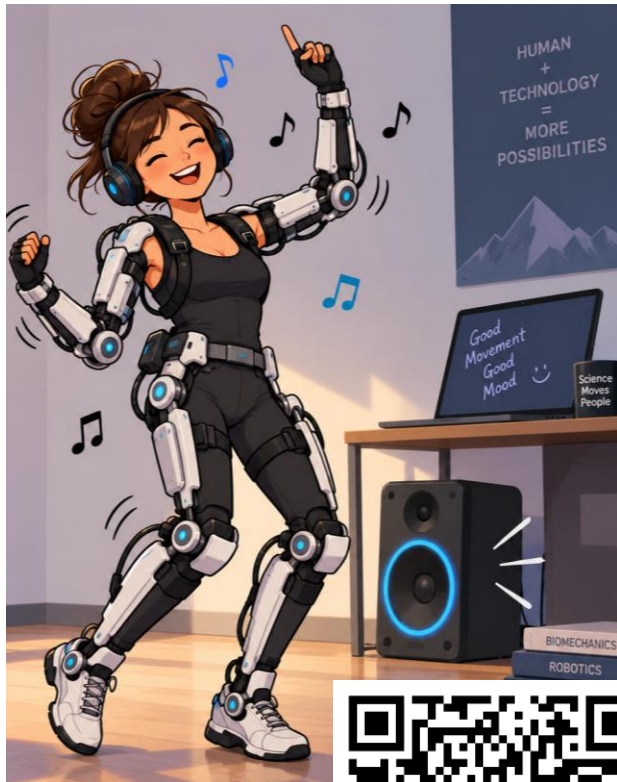


Scan for more
information!

Block Seminar:

Movement Transfer and Human-Machine Improvisation via Body-actuating Technologies for Artistic Performance

by Martin Hennecke, Marie Muehlhaus, David Wagmann, Jürgen Steimle



What?

- How can body-actuating systems connect performers, musicians & audience?
- Explore novel artistic interaction concepts & build a functional prototype

When?

- Kick-off: Jan 25
- Project Phase: Feb 22 – Mar 12 (full-time)
- Final Presentations: Mar 24

Requirements

- Attended HCI and/or Interactive Systems course (by February 2027)
- Experience with electronics, e.g., Arduino & 3d printing are useful
- Creativity & willingness to work collaboratively
- On-site presence during the seminar

Online Resources

Web page

- <https://hci.cs.uni-saarland.de/core-lecture-human-computer-interaction-winter-term-2027/>

CMS platform

- Course managed using the CMS platform; https://cms.sic.saarland/hci_2627/
- Slides & assignments will be made available on CMS
- The lecture schedule (dates, room changes, etc.) will be made available on CMS, too
- Use the CMS forum for questions, discussions, and forming teams for tutorials

Registration

This class has a maximum capacity of 250 seats

1) Apply on LSF for obtaining a seat

- You must **apply** for the course by registering on LSF **by 13th of October**, 23:59 (today).
- You will be informed by 16th of October about whether you have been assigned a seat.
- Students for whom HCI is a mandatory course (e.g., BSc Media Informatics) must register, too, but have a seat guaranteed.

2) If you have obtained a seat: register for the course & tutorials on CMS

- Next, you must select a tutorial and form a tutorial group:
- Register for the course on CMS and indicate your preferences for tutorials **by 20th of October**, 23:59
- We will use CMS to assign tutorials based on the preferences. Mutually agreed group-switching between students after the assignment can be discussed via the CMS forum.

Both are hard deadlines that we cannot extend

The Logistics

Tutorials

- Thursday 10-12 (E1.1, SR206), Tutor: Divya
 - Thursday 12-14 (E1.1, SR206), Tutor: Sriram
 - Thursday 14-16 (E1.1, SR206), Tutor: Aiza
 - Thursday 16-18 (E1.1, SR206), Tutor: Shehryar
 - Friday 10-12 (E1.1, SR206), Tutor: Gülin
 - Friday 10-12 (E1.3, SR013), Tutor: Kevin
 - Friday 12-14 (E1.1, SR206), Tutor: Luis
 - Friday 14-16 (E1.1, SR206), Tutor: Rafqa
 - Fridays 14-16 (E1.3, SR013), Tutor: Pardis
 - First tutorials: **29th Oct.**
-
- Tutorials cover topics covered in the same week, discuss solutions to prior assignments, and you can ask open questions about lecture content and your project
 - Attendance is optional but strongly recommended throughout the term.
 - Attendance is **mandatory** for your **final project presentation**

The Logistics

Assignments

Assignments (Optional)

- Assignments are done in **teams of 3**.
- **All members of one team must be in the same tutorial.**
- Assignments given out weekly on CMS on Wednesday, 16:00
- Unless otherwise instructed, assignments are due on the following Wednesday, before midnight.
- Submission via CMS
- **Assignments** are **optional**. They prepare you better for the exam but they are no longer a criterium for exam admission.

The Logistics Project

3 practical project phases (Mandatory!)

- **Same groups of 3** as for the assignment sheets
- **The project is mandatory for the exam admission.**
- Phases:
 - Establishing requirements
 - Design & prototyping
 - Testing with users
- **No lectures during project phases**
- **After each phase**, you will submit a **written report**.
- Tutors will give you feedback
- You will give a **mandatory final presentation** at the end of the semester

The Logistics

Exam

- Final written exam on **February 10, 2027 (14:00 sharp)**
- Written re-exam on **March 11, 2027 (10:00 sharp)**

Formal registration required for exam.

Check what deadline applies for your study program!

Separate registration for re-exam required.

- To obtain the ECTS you have to pass the exam
- **Requirements for admission to the exam:**
 - **Submission of all 3 project parts**
 - **Min. 50% of project points obtained**
 - **Gave the final project presentation**

The Logistics

Bonus Points

Total of **4 bonus points** obtainable that count towards the exam grade (**for those who passed the exam**):

- Project points above 70% will give bonus for exam
0.5 exam points per 5% above 70% → Total max. **3 points** can be obtained
- Plus: Tutors **randomly give you the option to present solutions** for assignment sheets during the tutorial sessions. (Don't worry you'll not be forced to present). If you present a satisfactory exercise solution you'll be granted **1 additional bonus point**.

Grades Transfer from Previous Year

If you have passed the assignments & project last year, but not passed the exam:

- You can directly register for the exam, without re-doing the assignments and project.
- In this case:
 - Directly enroll in *Human Computer Interaction* course on CMS (and NOT on LSF!)
 - Indicate you want to transfer grades by sending a mail to **David Wagmann** (**hci2026@cs.uni-saarland.de**) no later than the **16th of October 2025**, 23:59.
 - You will have to formally register for the exam on LSF later in the semester
- This only applies to last year, not to earlier editions of the lecture.
- Note that your bonus points from last year are not transferrable

Closed Laptop

Take notes however you like. Everything else can wait until the break.

Attention is shared. A screen in the room pulls the eyes of people sitting behind you, too.

Questions are welcome at any time during the lecture.



Plagiarism

Plagiarism is a serious breach of academic principles. It is therefore most strictly prohibited

- Plagiarism includes:
 - Copying of verbatim text from non referenced sources, e.g., Wikipedia, Instructables, scientific articles, etc.
 - Copying of image or video material without referencing.
 - Copying from other students, from same course or different years' course (including source code).
 - Generating content with AI tools such as ChatGPT
- **Rule-of-thumb: if it is not yours, cite it!**

Beware:

- We routinely use a tool for checking for plagiarism
- If you plagiarize, you will be expelled from the course. And we will report any case of plagiarism to the dean of studies and the examination office (they might take further action).

The Exercises and Project are your Training Ground - Don't let AI take it from you

Struggling is where the learning happens. Reading a solution isn't the same as finding one.

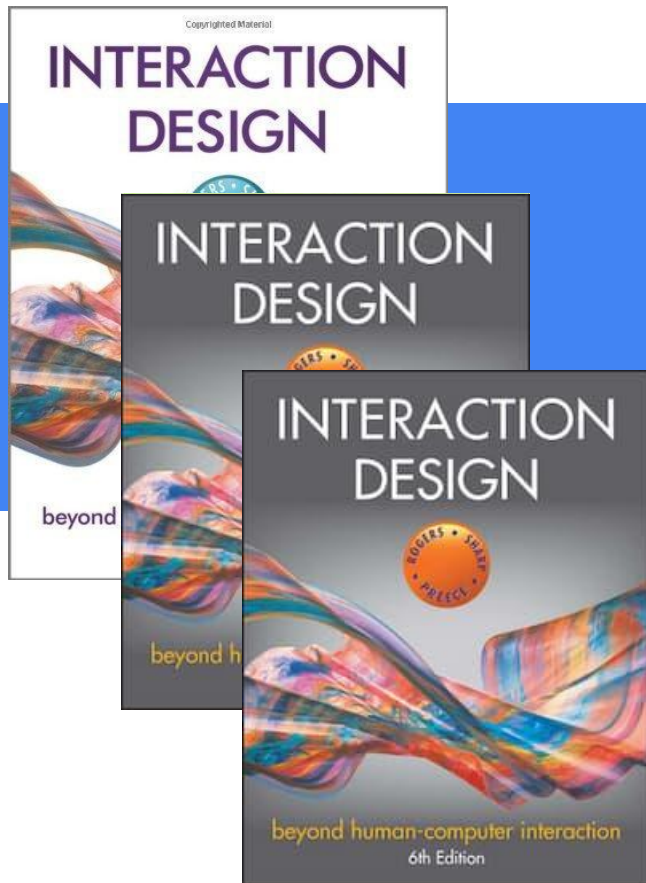
Analogy: going to the gym vs taking the elevator.

Practice results with AI support can mislead. Exam is written without AI.

You need to judge the answer. In HCI, many tasks are judgment calls, and AI output is fallible, so the skill is knowing when it's right.

Literature

What you should read



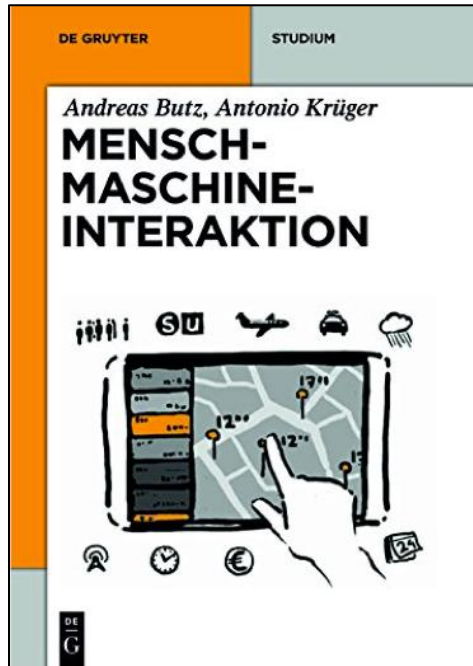
Interaction Design - beyond human-computer interaction

Rogers, Y., Sharp, H., Preece, J.,
Published by John Wiley & Sons
3rd edition (2011), 5th edition (2019),
6th edition (2023)

- Parts of the lecture will be based on this book available in the „Semesterapparat“ & full text online at the CS library

Literature

What you may want to read



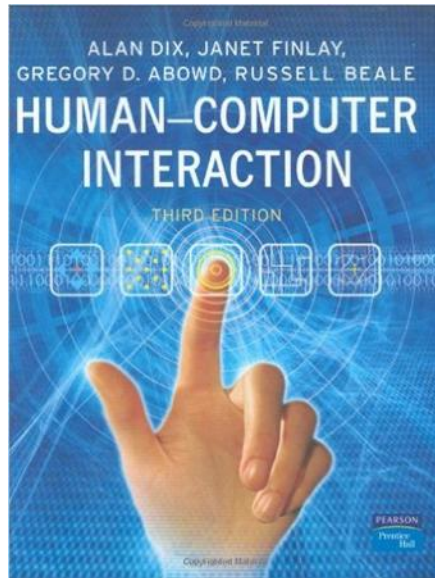
**Butz, A., Krüger, A.,
Mensch-Maschine-Interaktion
Published by De Gruyter (2014).**

**Shneiderman, B., Plaisant, C.,
Designing the User Interface
5th ed., Published by Pearson
(2014).**



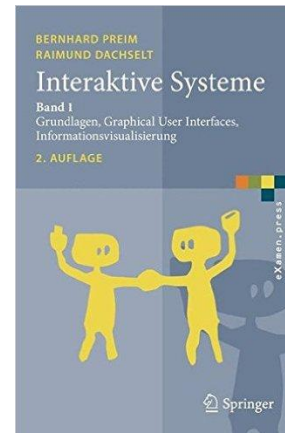
Literature

What you may want to read



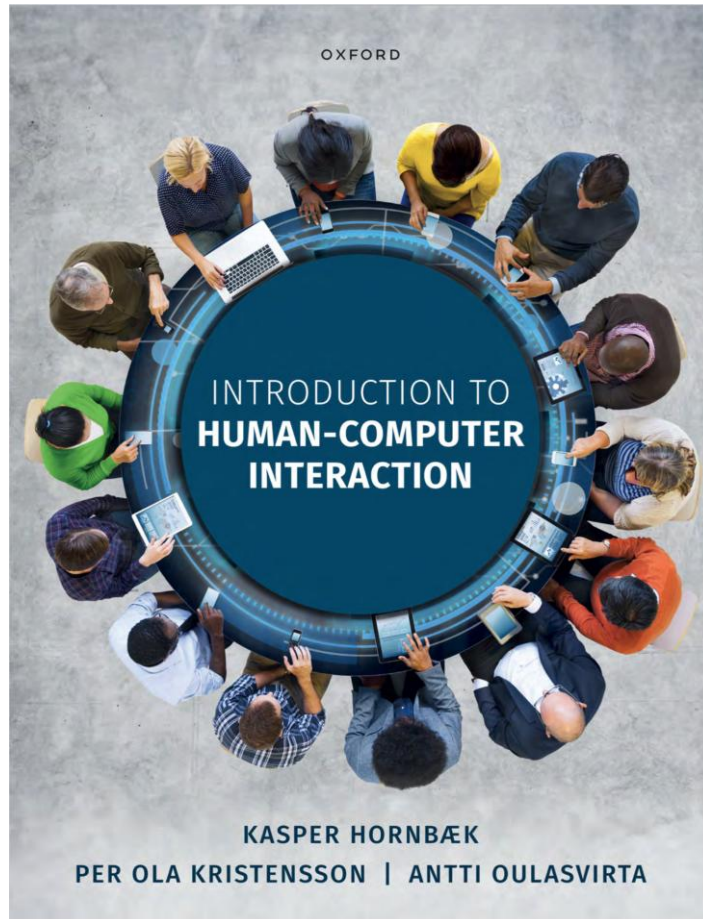
Dix, A. et al.:
Human-Computer Interaction
3rd ed., Published by Pearson
(2004).

Preim, B., Dachzelt, R.,
Interaktive Systeme
2nd ed., Published by Springer
(2010 & 2015).
Two volumes
Available online in the campus
network.



Literature

What you may want to read



**Hornbaek et al.,
Introduction to Human-Computer
Interaction
Published by Oxford University
Press (2025)**

Open access book:
<https://introductiontohci.org/>

**Printed copies available in CS
library**

Literature

additional materials

Interesting material around the topic of interaction & user interface design:

- The Design of Everyday Things, Norman, D.
Basic Books, 1988
- Mobile Interaction Design, Jones, M. & Marsden, G.
Wiley & Sons, 2006
- Designing Interactive Systems, Benyon et al.
Addison-Wesley, 2005
- Mobile User Interfaces, Lindholm & Kainonen
McGraw-Hill, 2003



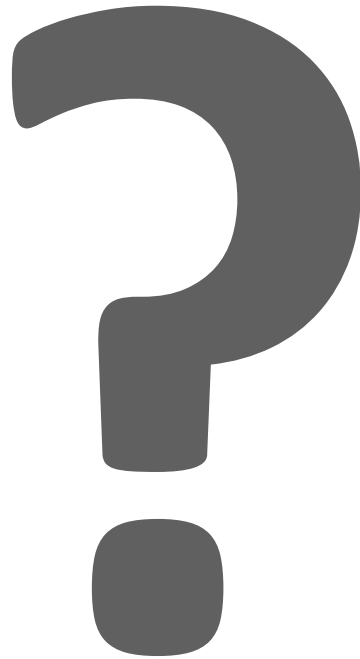
*Seminal, very good book about
the basics of interaction design.
An easy and very insightful read.*

Further Questions?

If possible, ask your question in the CMS forum. Check if the question was already answered in the forum before

For sensitive topics, e.g., regarding your project, or if things could not be resolved on CMS, please **contact your tutor** via e-mail

As a last resort, write to David Wagmann (hci2026@cs.uni-saarland.de)



Questions?