

**SALONE DELL'ORIENTAMENTO 2026**

**CORSO DI LAUREA MAGISTRALE**

# **INGEGNERIA INFORMATICA**

## *COMPUTER ENGINEERING*

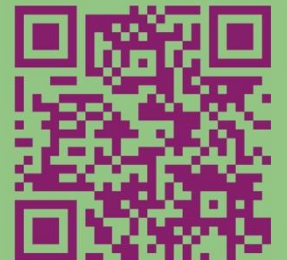
ORIENTAMENTO: **HUMAN-COMPUTER INTERACTION**

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CORSI DI STUDIO  
A.A. 2026/27  
[www.polito.it](http://www.polito.it)**



# Think of the last time technology made you *feel stupid*

- | A spinner with no sign of whether anything is actually happening.
- | An undo that didn't undo what you expected.
- | An app that lost your work without warning.

Not your fault. A design decision someone made and didn't think through.

**HCI is the field that engineers that out.**

# Why Choose This Track?

- 01 The moment is right.** Every product needs people who can design interactions that work. That skillset is undersupplied.
- 02 You will stand out.** Most engineers build systems. You will build systems *and* understand the people using them. Rare combination.
- 03 The work is tangible.** User research, prototypes, real people. Things that end up in the world.

# Engineering foundations. Human-centred methods.

**Brand-new track, offered for the first time in A.Y. 2026/27**

Goal: computer engineers who design and develop interactive systems that are **useful, usable, and meaningful**.

From everyday apps to AI to emerging interfaces.  
If people use it, HCI is relevant.

# Two years, **three** distinctive courses

## YEAR 1

### HCI Fundamentals

Sem. 1 - track course

### Human-AI Interaction

Sem. 2 - track course

### Shared Foundations

Computer Architectures ·  
Networks · Data Science ·  
Software Engineering · ...

## YEAR 2

### Future Interfaces

Sem. 1 - track course

### Security

Shared foundation

### 3 options + thesis

Web Apps II · Mobile · XAI ·  
Game design · ...

# What You Will **Actually** Do

Y1 S1

## HCI Fundamentals

Field study → prototype → test with real users.

A complete human-centred project from scratch.

Y1 S2

## Human-AI Interaction

Experiment new challenges and paradigms with AI.

A project addressing a human-AI challenge, using AI in the process.

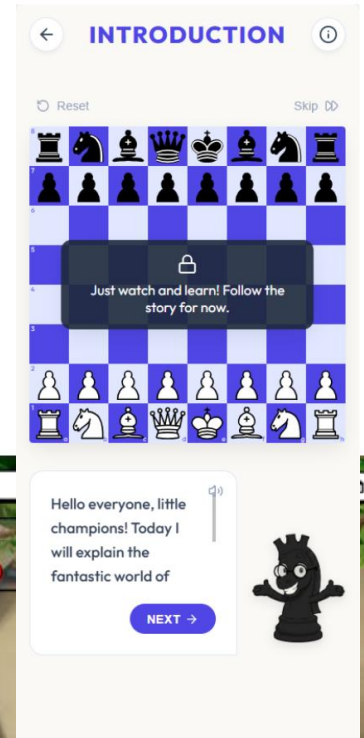
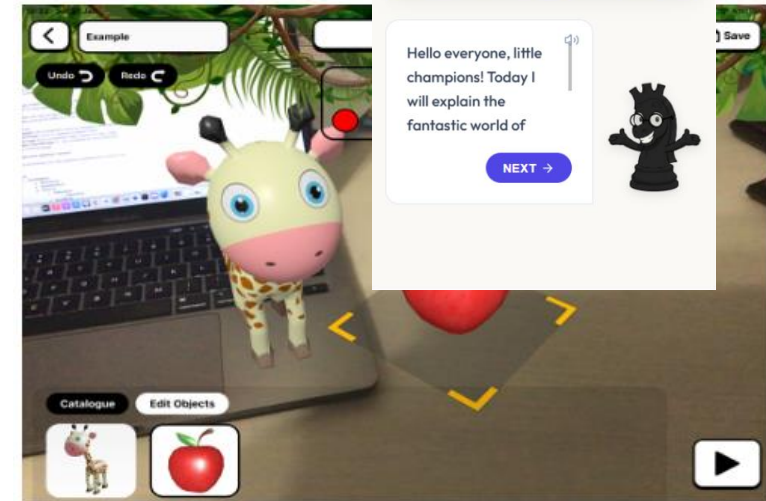
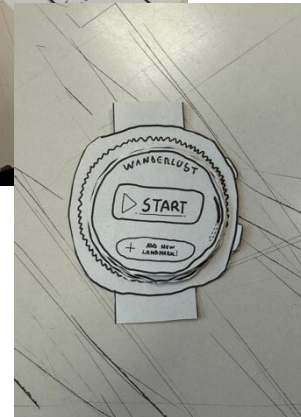
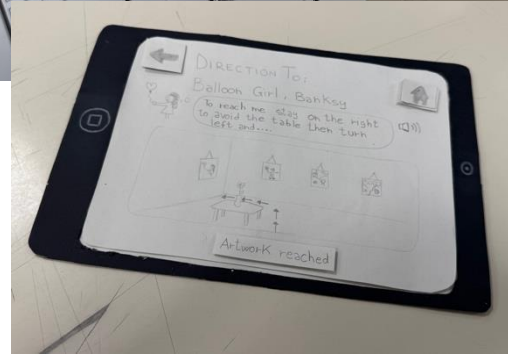
Y2 S1

## Future Interfaces

Wearables, tangibles, multimodal input, ...

Research-oriented. Beyond traditional interaction.

# HCI Fundamentals



# How You Will Do it

**In practice.** Theory informs practice and practice reinforces theory.

**Centred on you.** You will work on projects that start from your ideas or interests.

**Gradually.** Each course builds on the previous one.

# Where This Can Take You

## Industry

UX/UI Engineer

Front-end Developer

AI Interaction Engineer

## Academia and Research

PhD in HCI or Human-centred AI

In addition to the general Computer Engineering prospects:  
software engineer, tech lead, consultancy, ...

Technology is everywhere.  
Making it work for people  
is the *hard part*.

That problem isn't going away.

<https://t.me/+INbsLyYjXxVkyWNk>

Questions?

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