

## Human Computer Interaction HCI 252

Keith Chevrest, Alan Dix, Enrico Rukzio

alan@hcibook.com, rukzio@comp.lancs.ac.uk

## books



- Human-Computer Interaction 3rd edition. A. Dix, J. Finlay, G. Abowd and R. Beale. Prentice Hall, 2004.
- Interaction Design 2nd ed., Sharp, Preece, Rogers. Wiley, 2007
- Designing the User Interface, Shneiderman. Addison Wesley, 1997.
- Human-Computer Interaction Handbook. J. Jacko and A. Sears. Lawrence Erlbaum, 2003.

## what you will learn (we hope!)

- **facts** (read the book!)
  - about systems and about humans
- **analysis**
  - deep understanding of issues
- **design**
  - from understanding to solutions
- **attitude**
  - thinking about real use and real users

## what is HCI?

- an academic discipline
  - studying people interacting with (computer) technology
- a design discipline
  - designing interventions for systems involving people & computers

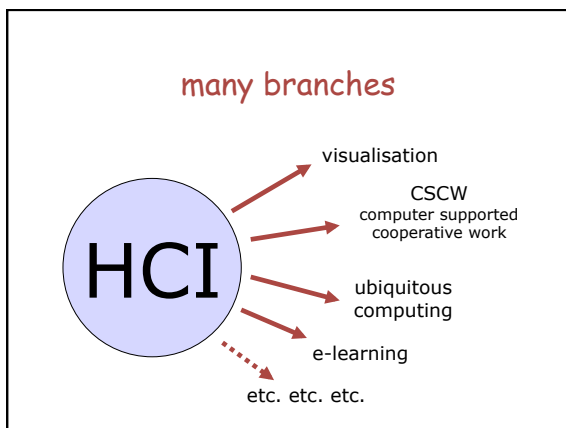
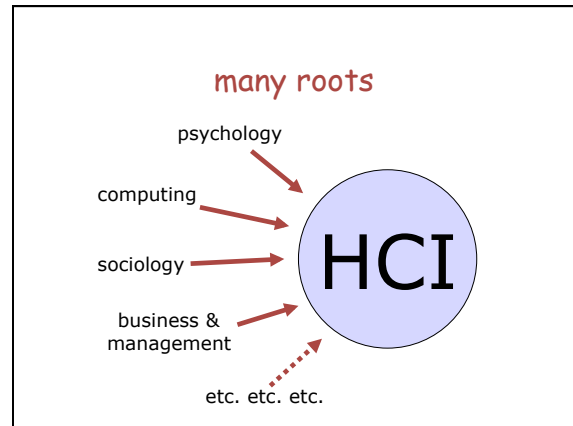
## topic areas for the course

- design basics
  - process, evaluation, experience
- underlying knowledge and theory
  - e.g. human perception/cognition
- implementation
  - architecture, practicals
- specific topics/domains
  - e.g. mobile, ubicomp

## where, when and what

- Lectures
  - Monday 9pm-11pm Cavendish LT
  - Tuesday 2pm-3pm Cavendish LT
  - FOCUS: underlying design, theories and principles
  - ASSESSED: largely in exam
- Labs
  - FOCUS: building GUIs etc.
  - ASSESSED: largely through coursework
  - do not skip labs ... you WILL FAIL!!!

the area



HCI

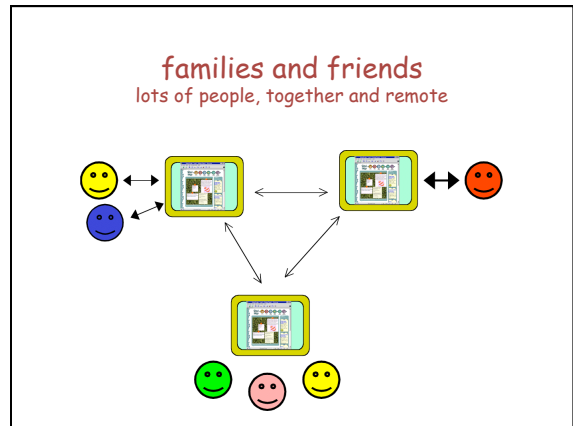
changes and trends

- increasing multiplicity
- 1980s - personal computers
    - one man and his machine
    - and they were men!

- increasing multiplicity
- 1980s - personal computers
  - late 1980's & 1990s - CSCW
    - lots of people
    - geographically remote
    - but ...
    - one person per machine
    - and ...
    - one machine per person

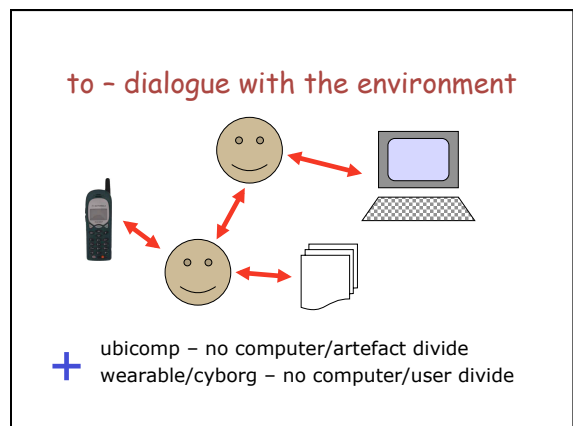
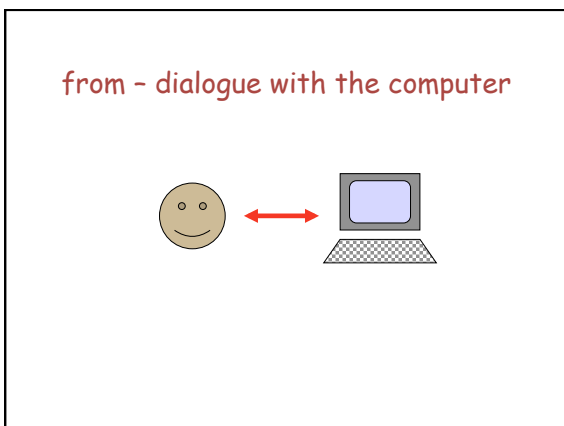
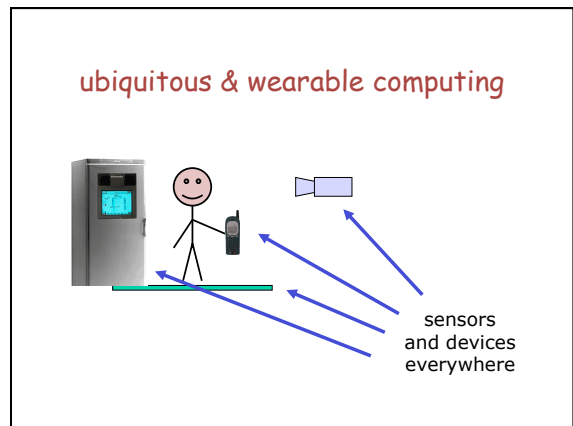
### increasing multiplicity

- 1980s - personal computers
- late 1980's & 1990s - CSCW
- family use, global networks, ubiquitous devices



### how many ...

- computers in your house?
- computers in your pockets?



### work and fun

- traditional HCI methods
  - tasks, goals, work, work, work
  - and the odd game
- now
  - e-shopping, communities, home
  - experience and enjoyment
  - more decision points

### useful, usable and used

- useful
  - functional, does things
- usable
  - easy to do things, does the right things
- used
  - attractive, available, acceptable to organisation