MSc / MRes AISD
2007

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http://www.hcibook.com/alan/teaching/MScHCI/

Timetable

see spreadsheet …

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books

- Human-Computer Interaction 3rd edition.
  A. Dix, J. Finlay, G. Abowd and R. Beale.
  Prentice Hall, 2004.

- Interaction Design 2nd ed., Preece et al. Wiley, 2007
- Designing the User Interface, Shneiderman. Addison Wesley, 1997.
- Human-Computer Interaction. Preece et al. Addison Wesley, 1994.

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edited collections

- *Human-Computer Interaction Handbook.*
  J. Jacko and A. Sears. Lawrence Erlbaum, 2003.
- *HCI Models, Theories, and Frameworks: Toward an Interdisciplinary Science.* J. Carroll. Morgan Kaufmann. 2003.
- *Funology: From Usability to Enjoyment.* M. Blythe, A. Monk and P. Wright. Kluwer, 2003.
- *The Handbook of Task Analysis for Human-Computer Interaction.* D. Diaper & N. Stanton (eds.). Lawrence Erlbaum Associates, 2003
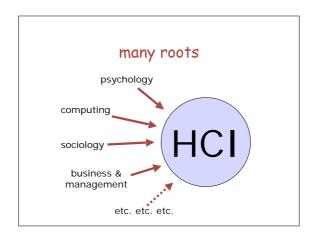

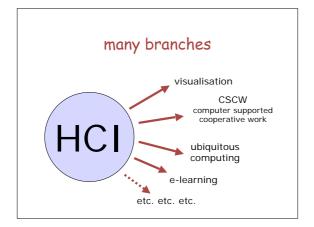## what you will learn (I hope!)

- 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

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what is HCI?

- an academic discipline
  - studying people interacting with (computer) technology

- a design discipline
  - designing interventions for systems involving people & computers

the area

many roots

psychology

computing

sociology

business & management

etc. etc. etc.

HCI

many branches

visualisation

CSCW
computer supported cooperative work

ubiquitous computing

e-learning

etc. etc. etc.

HCI

HCI

changes and trends
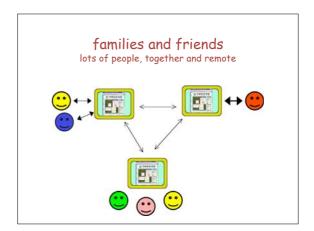
increasing multiplicity

- 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

families and friends
lots of people, together and remote

how many …

• computers in your house?

• computers in your pockets?

ubiquitous & wearable computing

sensors and devices everywhere

from – dialogue with the computer

to – dialogue with the environment

+ ubicomp – no computer/artefact divide
wearable/cyborg – no computer/user divide

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