Human–Computer Interaction OHP Masters

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OHP masters for Human Computer Interaction

This pack is intended as an aid to those teaching coarses where the course text book is Human–Computer Interaction^{† 1} It consists of a series of masters which can be used to produce slides or overhead transparencies for use during lectures.

The slide pack follows very closely the structure of the book, and is organised chapter by chapter. They can be used in a variety of ways depending on how closely to the book structure you wish to work. In producing this pack, we have made an effort to include a large number of the examples and diagrams from the book.

The simplest way to use the pack is to simply select those chapters which are required for the course and use the slides as they come. This is obviously the easiest approach and may be most suitable for someone teaching a course for the first time.

Those who wish to teach a different structure to the book can be more selective. Many of the slides can be extracted in individually or in small groups and rearranged giving a tailor made course. Thus with the addition of perhaps a few overview and linking slides a complete course can be designed to your own structure.

Finally, you may wish to design virtually all your own course material, especially if you wish to make use of colour transparencies or slides. In this case it is possible to extract from the pack small sections which are particularly onerous to reproduce (examples and diagrams). This selection may be of individual slides or even 'cut and paste' of particular figures.

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The authors would be very grateful to hear any suggestions or comments as to how this slide pack, the teacher's notes and the book itself could be made more useful to you. Please send any such comments to the authors through Prentice Hall.

¹ † Human-Computer Interaction, A. Dix, J. Finlay, G. Abowd and R. Beale, Prentice Hall, 1993.