

Human–Computer Interaction as it was, as it is, and as it may be

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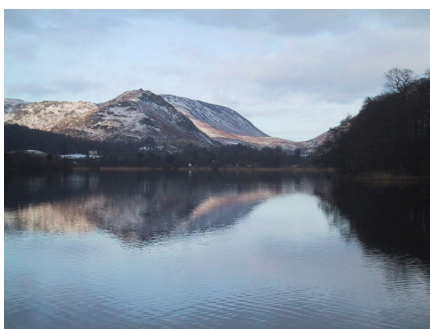
www.hcibook.com/alan

www.alandix.com/blog



... about me

I work in Lancaster
and been living in Cumbria
The Lake District



St Andrews, Nov. 2008

... but

I am not English

I am **Welsh**

rydw i'n Cymraeg



St Andrews, Nov. 2008

... and have sabbatical year so

moving to Tíree

... in fact ½ way there now





what I'm going to talk about

Human–Computer Interaction (HCI)

... but what's that?

Human–Computer Interaction

as it was

whose computer is it anyway?

HCI what it is and where it came from

as it is

the great escape

state of the art

as it may be

connected, but under control? big, but brainy?

some of my stuff



Human–Computer Interaction:
as it was, as it is, and as it may be

Whose Computer Is It Anyway?



every computer system is for people

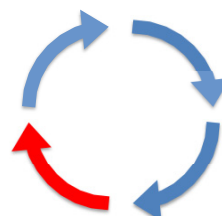
so all computing is part of HCI

Human–Car Interaction (HCri)?

all about the driver

so is mechanics just HCri?

scale
context
interaction



roots

industry – Shackel, etc.

- CS + ergonomics

innovation – Englebart, PARC

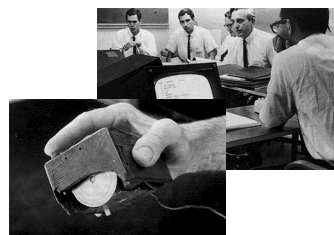
- CS + psychology ... later sociology, etc.

impact – Apple, PC

- bottom-line benefits

ideas

- CS, erg., psych. ... later sociology, anthropology, ...



a boundary discipline

the frontier is always where the action is

by exploring the boundaries
you understand the heart

contrasts

practice
design



academic
theory

formal
cognitive
reductionist



informal
social
holistic

areas

understanding
design
evaluation
technology
implementation
formalism

understanding

design
evaluation
technology
implementation
formalism

- 
- physiological
 - cognitive
 - situated action
 - phenomenological (ethnographic)

understanding

design

evaluation

technology

implementation

formalism



- desktop metaphor
- direct manipulation
- GUI
- principles
- guidelines
- methods

understanding

design

evaluation

technology

implementation

formalism



- lab vs. field
- heuristics
simplify for practical use
- find a cusséd user

understanding
design
evaluation
technology
implementation
formalism

- 
- mouse ...
nose mouse
 - pen interfaces
 - speech
 - VR
 - stereoscopic displays
 - whatever you imagine

areas

understanding
design
evaluation
technology
implementation
formalism

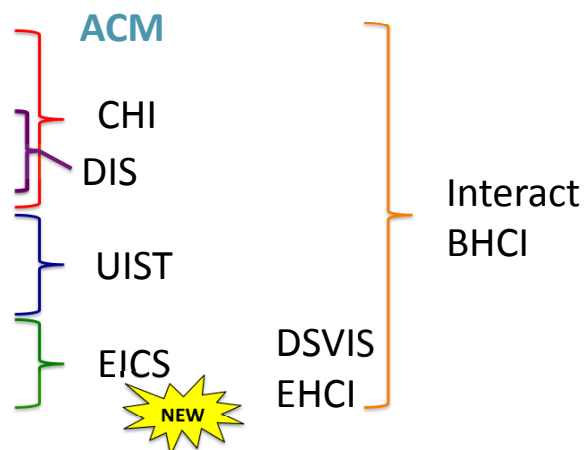
- 
- toolkits
 - architecture (Seeheim, MVC)
 - algorithms

understanding
 design
 evaluation
 technology
 implementation
formalism

- 
- specify systems
 - understand issues

communities and conferences

understanding
 design
 evaluation
 technology
 implementation
 formalism



but above all ...

attitude

someone is going to
use this system

the really useful system

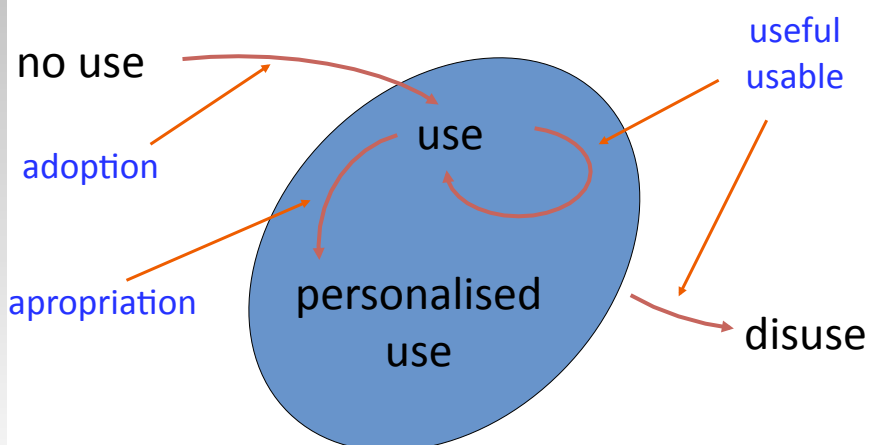
I made a great system

why doesn't anyone use it?

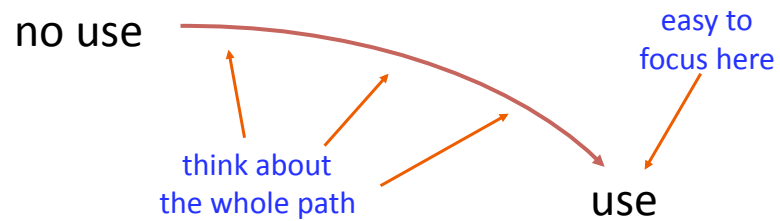
three use words

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

dynamics of use



managing the path



- marketing life cycle: 'early adopters', etc.
- how 'design' it in
- just think

