**MSc / MRes AISD**

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**timetable**

<table>
<thead>
<tr>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:00</td>
<td>Intro.</td>
<td>UIMS &amp; Arch.</td>
<td>Intro.</td>
<td>Group Talk</td>
</tr>
<tr>
<td>10:15</td>
<td>Design &amp; Scenarios</td>
<td>Web</td>
<td>Task Analysis</td>
<td>Group Talk</td>
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<tr>
<td>11:30</td>
<td>Group Work</td>
<td>Group Work</td>
<td>Group Work</td>
<td>Group Work</td>
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<tr>
<td>12:30</td>
<td>LUNCH</td>
<td>LUNCH</td>
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<tr>
<td>2:45</td>
<td>Widgets &amp; Things</td>
<td>3D Vision</td>
<td>10:15 pm start</td>
<td>Group Work</td>
</tr>
<tr>
<td>4:00</td>
<td>Group Work</td>
<td>Group Report Back</td>
<td>Rich Work Ecologies</td>
<td>Group Work</td>
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</tbody>
</table>

**books**


**edited collections**

- Perspectives on HCI. A. Monk and N. Gilbert. Academic Press, 1995 (hard to get hold of now)

**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

**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

HCI

psychology
computing
sociology
business & management
etc. etc. etc.

many branches

HCI

changes and trends

visualisation
CSCW
computer supported cooperative work
ubiquitous computing
e-learning
etc. etc. etc.

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

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