

MSc / MRes AISD 2004

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

timetable

	Monday	Tuesday	Wednesday	Thursday	Friday
9:00	Introduction (extra)	Task Analysis (ch. 15: 15.3)	User Modelling (I)	State & Dialogue (extra + ch16: 16.2-16.3)	9:30-10:30 Ethnography (David Martin)
10:15	Design and Scenarios (ch. 5: 5.2-5.5)	Rich Work Ecologies (ch. 18: 18.3)		Analysing Dialogue (ch. 16: 16.6)	(N.B. some time for group work around these)
11:30	Group Work	Group Work	Group Work	Group Work	11-12-ish arts stuff (Peter Phillips)
12:30	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1:30	Navigation & Layout (ch5: 5.6-5.7)	Low-Intention and Sensor-Based Interaction (ch 18: 18.4)	User Modelling (II)	Formal Modelling (ch. 17, early bits)	Value and Experience
2:45	Implementation UI/MS & Architecture (ch. 8: 8.3-8.5)	Visualization (I)	Visualization (II)	Widgets and Little Things (extra)	Group Presentations 7 x 10 mins
4:00	Web Architectures (ch. 21.6)	Group Report Back 7 x 5 mins	Intelligent Interfaces	Group Work	

books



- Human-Computer Interaction 3rd edition. A. Dix, J. Finlay, G. Abowd and R. Beale. Prentice Hall, 2004.
- Interaction Design, Preece et al. Wiley, 2002
- Designing the User Interface, Shneiderman. Addison Wesley, 1997.
- Human-Computer Interaction. Preece et al. Addison Wesley, 1994.

edited collections

- *Human-Computer Interaction Handbook*. J. Jacko and A. Sears. Lawrence Erlbaum, 2003.
- *Perspectives on HCI*. A. Monk and N.Gilbert. Academic Press, 1995 (hard to get hold of now)
- *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

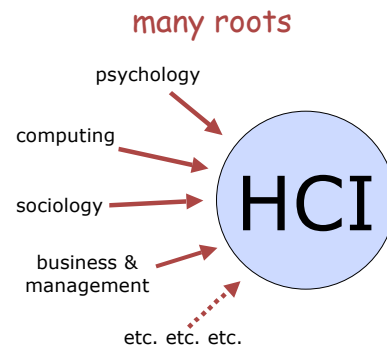
what you will learn (I hope!)

- **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

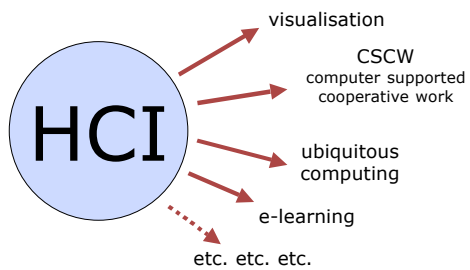
what is HCI?

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

the area



many branches



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