### MSc / MRes AISD 2004

Alan Dix and Corina Sas  
alan@hcibook.com, c.sas@lancaster.ac.uk  
http://www.hcibook.com/alan/teaching/MScHCI/

### timetable

<table>
<thead>
<tr>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
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<tbody>
<tr>
<td>9.00</td>
<td>Introduction (xtra)</td>
<td>Task Analysis (ch. 5: 5.2–5.5)</td>
<td>User Modelling (I)</td>
<td>State &amp; Dialogue (xtra + ch16: 16.1–16.3.3)</td>
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<tr>
<td>9:30-10-30</td>
<td>Ethnography (David Martin)</td>
<td>Design and Scenarios (ch. 5: 5.2–5.5)</td>
<td>Rich Work Ecologies (ch. 18: 18.3)</td>
<td>Analysing Dialogue (ch. 16: 16.6)</td>
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<tr>
<td>11:30</td>
<td>Group Work</td>
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<td>12:30</td>
<td>LUNCH</td>
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<tr>
<td>1:30</td>
<td>Navigation &amp; Scenarios (xtra)</td>
<td>Top-down and Bottom-up Design (ch. 17, 18.4)</td>
<td>User Modelling (II) Practice &amp; Experience (ch. 17, 18.4)</td>
<td>Formative Evaluation (ch. 18, 19.1)</td>
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<tr>
<td>2:45</td>
<td>Implementation (UIMS &amp; Architecture (ch. 8: 8.3–8.5))</td>
<td>Visualisation (I)</td>
<td>Visualisation (II)</td>
<td>Group Presentations 7 x 10 mins</td>
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<tr>
<td>4:00</td>
<td>Web Architectures (ch. 21.6)</td>
<td>Group Report Back 7 x 5 mins</td>
<td>Intelligent Interfaces</td>
<td>Group Work</td>
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### 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**  
  - 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
- psychology
- computing
- sociology
- business & management
- etc. etc. etc.

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

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