MSc / MRes AISD 2006

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Timetable

see spreadsheet ...

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
- 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!
- 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