MSc / MRes AISD
2007

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

books


• Designing the User Interface, Shneiderman. Addison Wesley, 1997.

edited collections


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!

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
<table>
<thead>
<tr>
<th>work and fun</th>
<th>useful, usable and used</th>
</tr>
</thead>
</table>
| • traditional HCI methods  
  – tasks, goals, work, work, work  
  – and the odd game  
• now  
  – e-shopping, communities, home  
  – experience and enjoyment  
  – more decision points | • useful  
  – functional, does things  
• usable  
  – easy to do things, does the right things  
• used  
  – attractive, available, acceptable to organisation |