

Introduction to CITS3201 Human-Computer Interaction

Lecture 1 part 1

Outline

1. What to expect in CITS3201
2. Over to the text-book slides

Human-Computer Interaction

Involves:

- human factors,
- software engineering,
- psychology and
- computer science.

- The user's experience is central!

HCI Lectures

- Lectures/Text will present an *overview of problems, theory, and techniques* for selected topics in HCI
- Lectures are supported by essential *core reading* in the text book **Interaction Design: Beyond Human-computer Interaction** by Sharp, Rogers and Preece (SRP).
- You are advised to obtain a copy of SRP.

Topics

- Interactions
- Users
- Collaboration
- Affective Issues
- Interfaces
- Data Gathering
- Data Analysis
- Interface Design
- Requirements
- Prototypes
- Evaluation
- Usability

HCI Practicals (labs/tutes)

- o Weekly 1 hour class for applying HCI design and evaluation techniques
- o Lab 2.01, 3pm Wednesdays (NOT week 1)
- o Pre-class preparation not (usually) required, so handouts will be distributed in class, but further work after the class is sometimes required
- o Class work often in groups

HCI Projects/Assignments

- Like the practicals, but larger scale exercises with some independent study also required
- Time constrained – apx 25 hours over 5 weeks
- 2 Assignments worth 15% each

HCI Class Test and Exam

- Each chapter defines the unit syllabus and scope
- Short and long answer questions will test your understanding of *key points*
- See relevant text book chapter questions and sample papers which will be available closer to the time
- Class test worth 10%
 - 5 short answer questions, 25 mins, Weds 8th Apr
- June exam worth 60%
 - 10 short answer (20%) 2 long answer (40%), 120 mins plus reading time

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