

MSc / MRes AISD 2006

Alan Dix and Keith Cheverst

alan@hcibook.com, kc@comp.lancs.ac.uk

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

Timetable

see spreadsheet ...

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

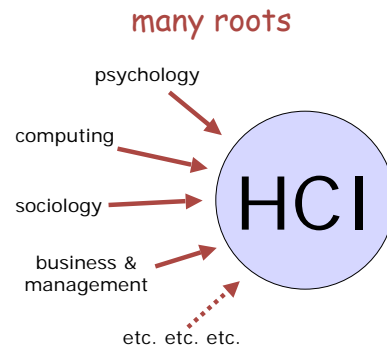
what you will learn (I hope!)

- **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

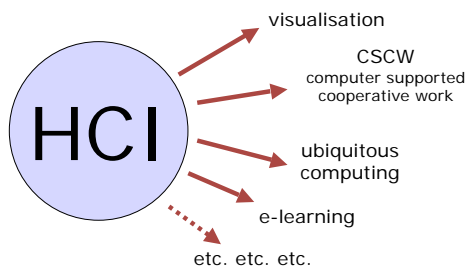
what is HCI?

- 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

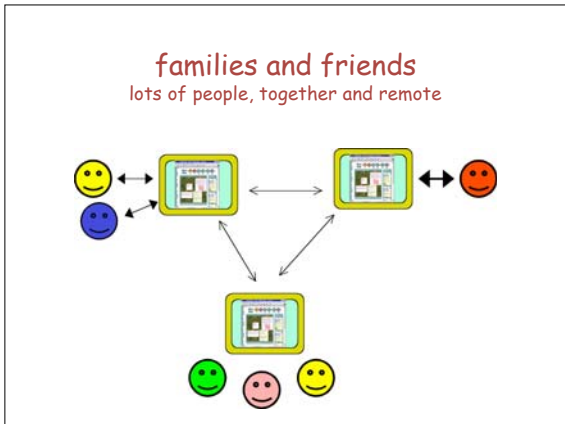
- 1980s - personal computers
 - one man and his machine
 - and they were men!

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

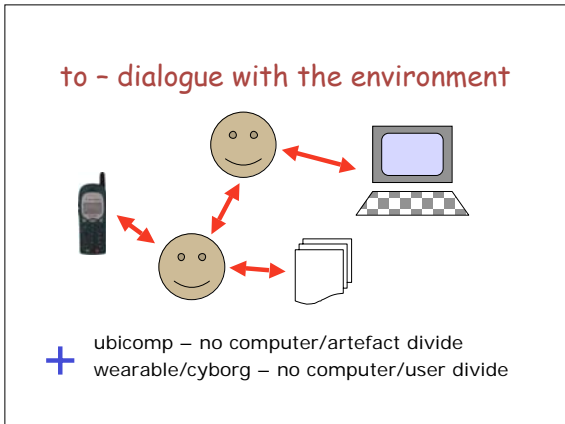
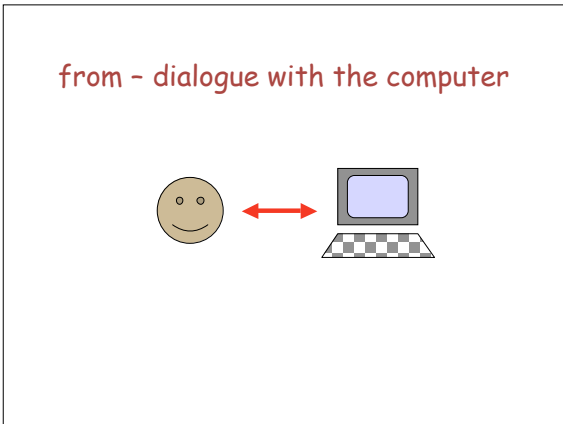
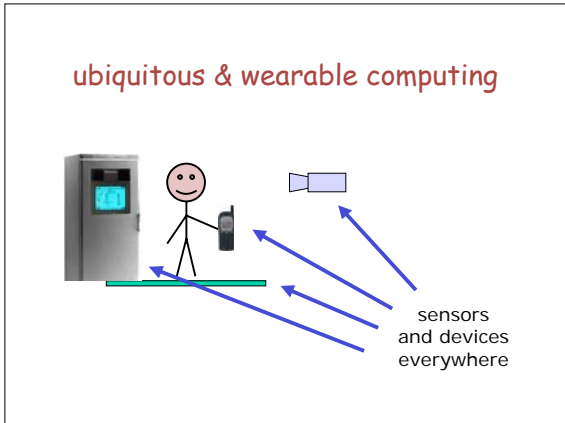
increasing multiplicity

- 1980s - personal computers
- late 1980's & 1990s - CSCW
- family use, global networks, ubiquitous devices



how many ...

- computers in your house?
- computers in your pockets?



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