

## MSc / MRes AISD

Alan Dix  
Dorothy Rachovides

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

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

## timetable

	Monday	Tuesday	Wednesday	Thursday	Friday
9:00	Introduction (extra)	Implementation UMS & Architecture (ch. 8: 8.3-8.5)	Task Analysis (ch. 15: 15.3)	State & Dialogue (extra + 16.1-16.3.3)	? Gathering and Analysing Literature
10:15	Design and Scenarios (ch. 5: 5.2-5.5)	Web Architectures (ch. 21.6)	Time (extra)	Analysing Dialogue (ch. 16: 16.6)	... or something
11:30	Group Work	Group Work	Group Work	Group Work	Group Work
12:30	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
1:30	Navigation & Layout (ch. 5.6-5.7)	Seeing Colour (extra)	Cakes Talk	Low-Intention and Sensor-Based Interaction	
2:45	Widgets and Little Things (extra)	3D Vision (extra)	3:15 pm start	(ch 18: 18.4)	Group Presentations 10 x 10 mins
4:00	Group Work	Group Report Back 10 x 5 mins	Rich Work Ecologies (ch. 18: 18.3)	Group Work	

## 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

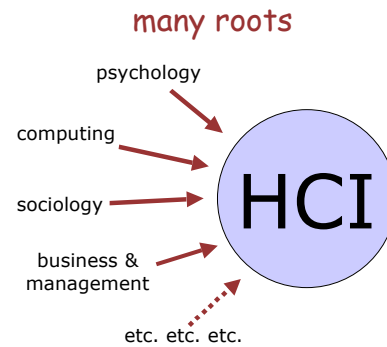
## what you will learn (I hope!)

- 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

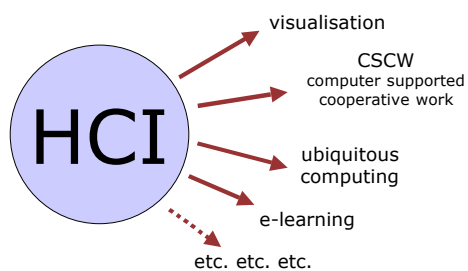
## what is HCI?

- 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

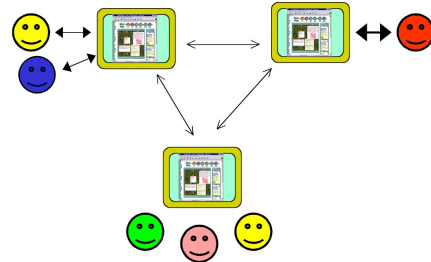
- 1980s - personal computers
- late 1980's & 1990s - CSCW
  - lots of people
  - geographically remote
  - but ...
  - one person per machine
  - and ...
  - one machine per person

### increasing multiplicity

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

### families and friends

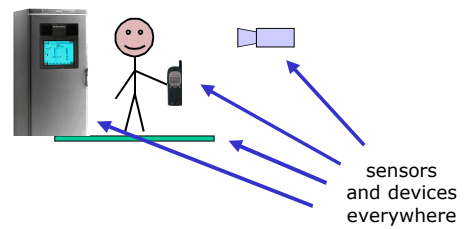
lots of people, together and remote



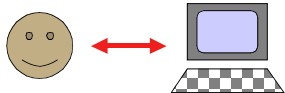
### how many ...

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

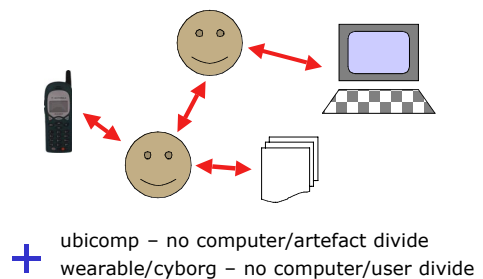
### ubiquitous & wearable computing



### from - dialogue with the computer



### to - dialogue with the environment



### 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