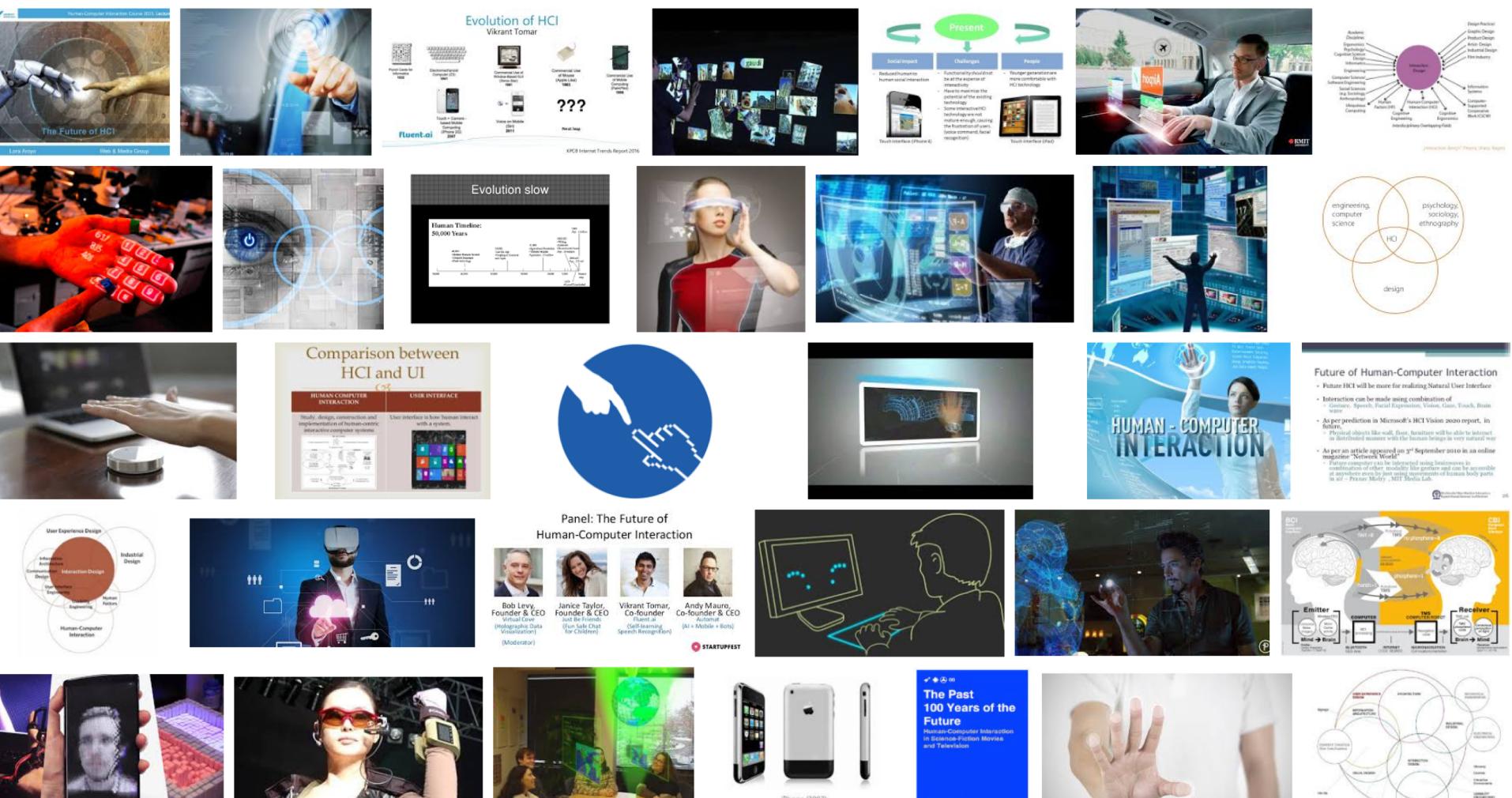


Human Computer Interaction

SOFTENG 350 Lecture 1. Intro to HCI / UX

Dr. Danielle Lottridge





GLASGOW, UK / MAY 4–9
WEAVING THE THREADS OF CHI

Intro to HCI / UX

- Introductions
- Basic concepts
- Course overview

Prof. Robert Amor



PhD Computer Science
...now a professor!



Co-founder



Forwards



Forwards



Backwards



Rotate right



Rotate left



Menu



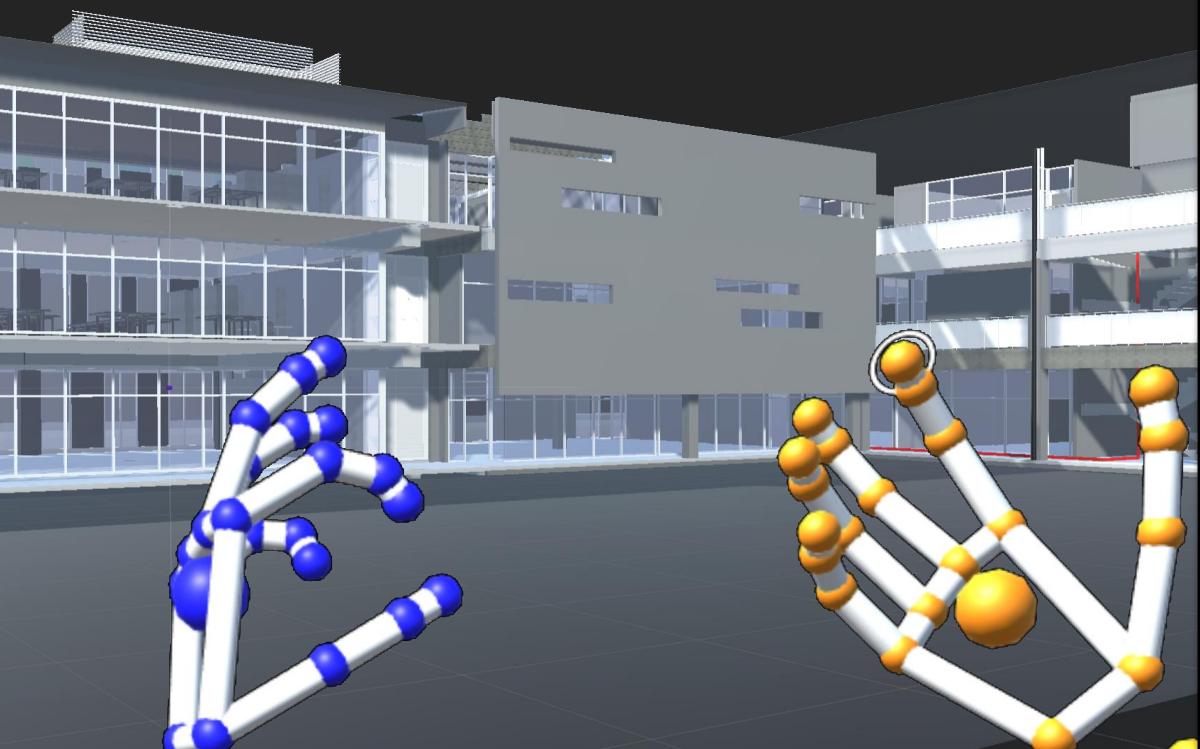
Up a floor



Down a floor

Gesture-based Navigation for VR buildings

with Amor and Part IV students Cissé and Gandhi



Dr. Gerald Weber



Dipl-Math. (FU Berlin)
PhD Computer
Science



Senior Lecturer



Co-founder

Dr. Danielle Lottridge



HonBSc HCI
PhD Human Factors
Engineering



Postdoctoral fellow

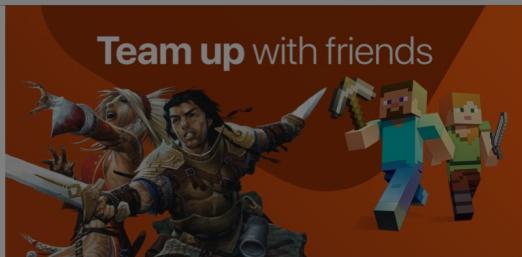


Sr. User Experience
Researcher



Senior Lecturer

Featured



New apps we love

[See All >](#)

Cabana —
Hang out, w...
Social Netw...



Animal World
- Animal So...
Education
\$2.99



Charge
Running
Health & Fit...
\$2.99



AutoSleep.
Auto Sleep...
Health & Fit...
\$2.99



Art
Mal
Edu

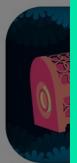
New games we love



Marvel's
Guardians o...
Games
\$4.99



CATS: Crash
Arena Turbo...
Games

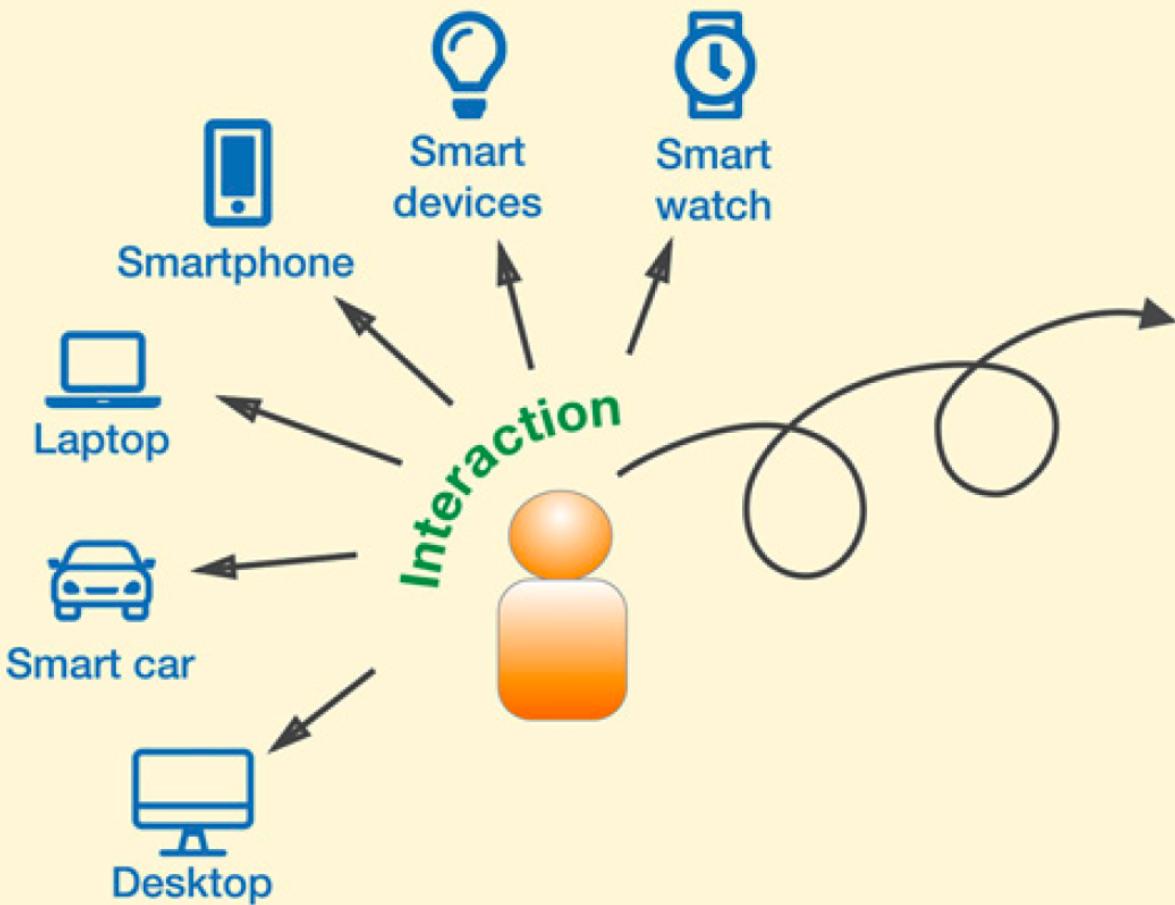


Vigne...
Game
\$2.99

What we're playing today

A beloved project
from my Yahoo days:
videochat app getting
some luv from Apple.
I call it my UX baby

what is interaction?



The user experience:
The totality of effects
felt by the user as a
result of interaction

what is ux?



User experience

=

Usability

Productivity, efficiency,
ease of use, learnability

Usefulness

Ability to use system or
product to accomplish
goals of work

**Emotional
impact**

Affective component of
user experience and user
feelings, user satisfaction

Meaningfulness

Long-term personal
relationship with product





Assoc. Prof. Deb
Polson Head of
Design UoA



your example of good ux?
your example of bad ux?

screenshot and/or sketch ‘em
chat with a peer



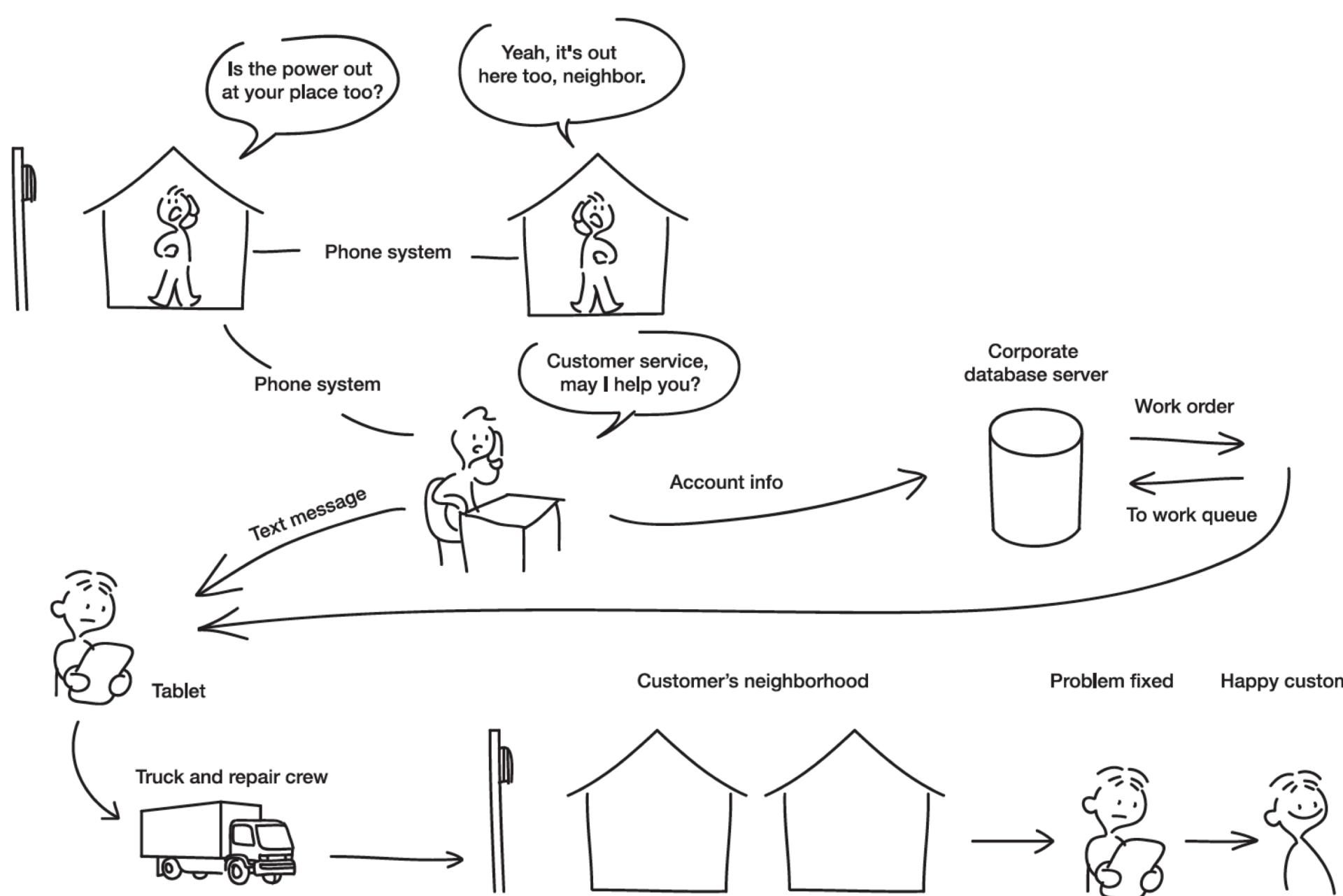
CHI 2018

Engage with CHI

Montréal, Canada

April 21-26

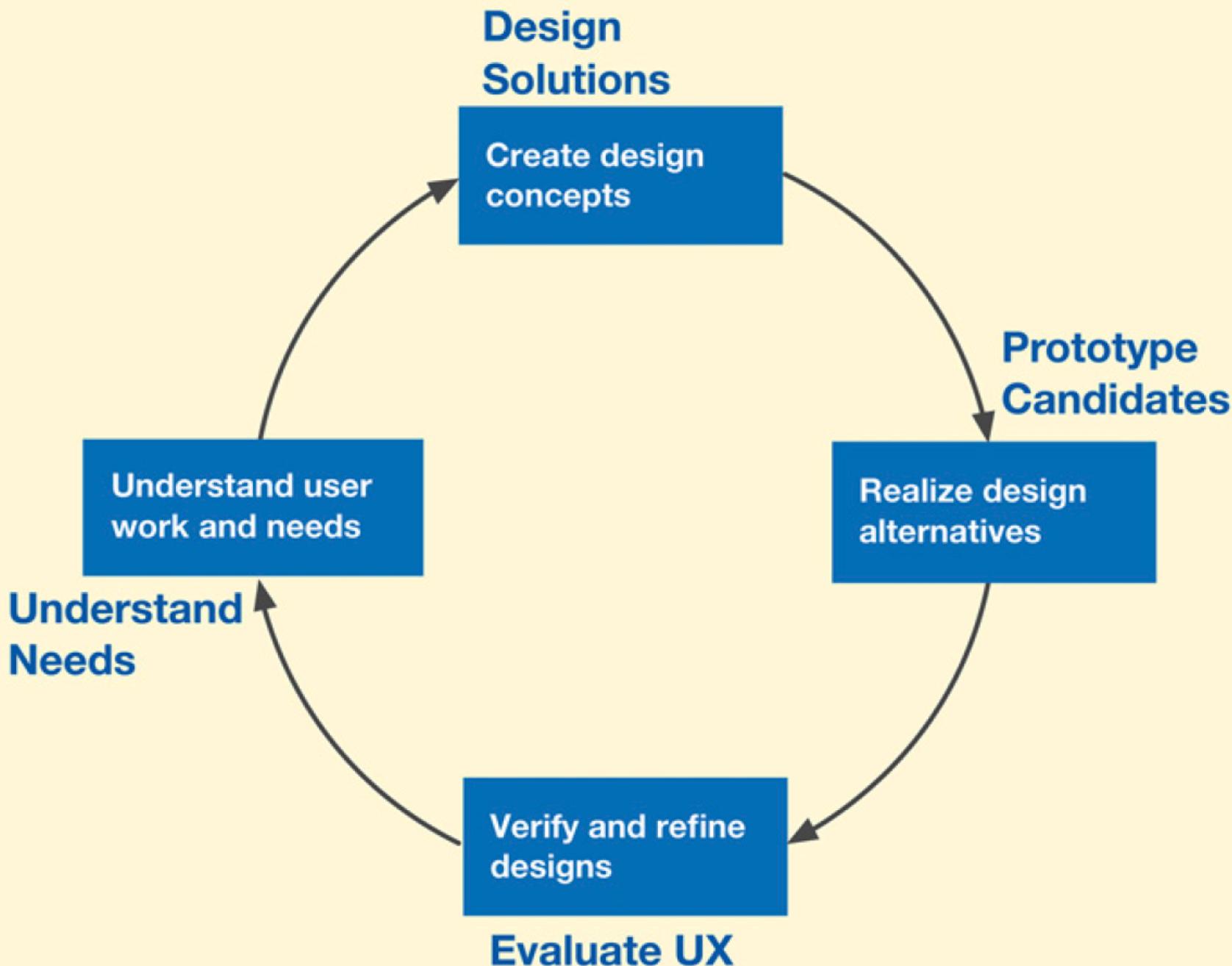
chi2018.acm.org

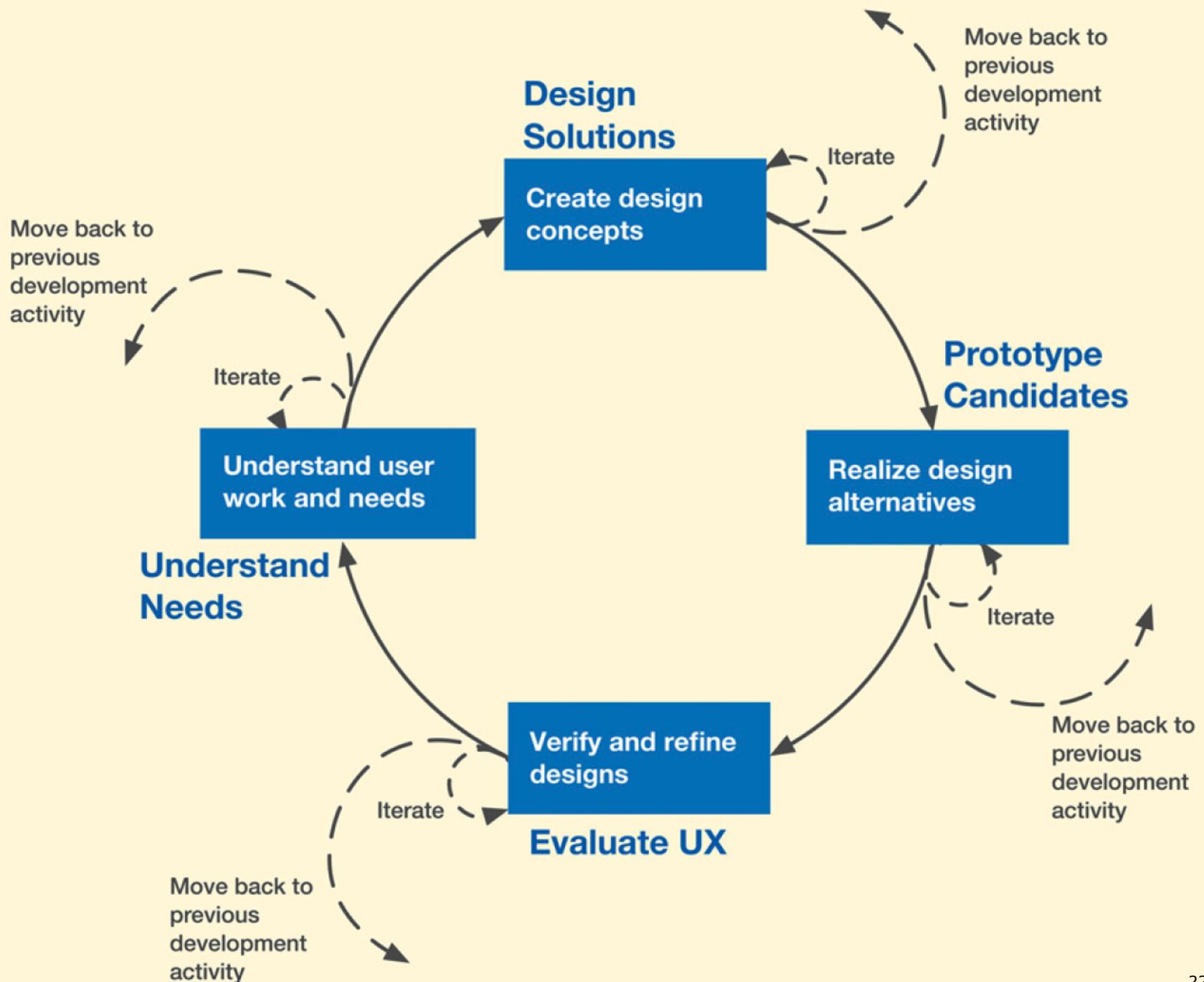


On the UX side, Wixon and Whiteside were ahead of their time while at Digital Equipment Corp in the 1980s and put it this way (Whiteside & Wixon, 1985), as quoted in Macleod, Bowden, Bevan, and Curson (1997):

Building usability into a system requires more than knowledge of what is good. It requires more than an empirical method for discovering problems and solutions. It requires more than support from upper management and an openness on the part of all system developers. It even requires more than money and time. Building usability into a product requires an explicit engineering process. That engineering process is not logically different than any other engineering process. It involves empirical definition, specification of levels to be achieved, appropriate methods, early delivery of a functional system, and the willingness to change that system. Together these principles convert usability from a “last minute add on” to an integral part of product development. Only when usability engineering is as much part of software development as scheduling can we expect to regularly produce products in which usability is more than an advertising claim.

how to do ux design?



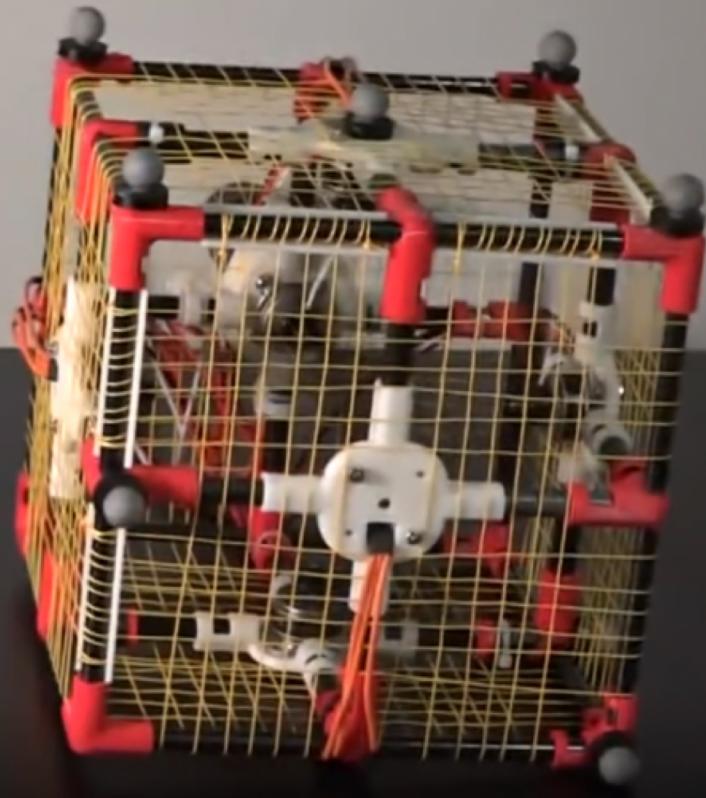


what isn't ux design?

“In most people’s vocabularies, design means veneer. It’s interior decorating. It’s the fabric of the curtains and the sofa. But to me, nothing could be further from the meaning of design. Design is the fundamental soul of a man-made creation that ends up expressing itself in successive outer layers of the product or service.

- Steve Jobs, 2000

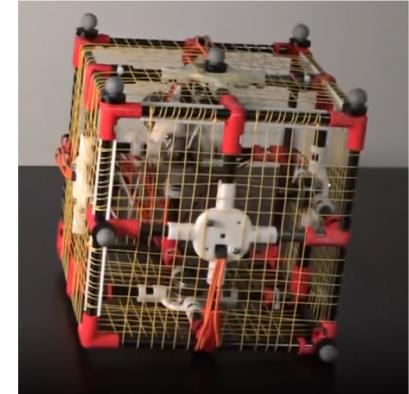




Thor's Hammer: An Ungrounded Force Feedback Device Using Propeller Propulsion

Seongkook Heo, Christina Chung, Geehyuk Lee, Daniel Wigdor

Thor's Hammer is a novel insight from the _____ phase of ux design, and supports ux through _____.



- a) evaluate ux, usefulness
- b) evaluate ux, meaningfulness
- c) design concept, pride-based design
- d) design concept, emotional impact

this course

Logistics

- Syllabus
- Lecture recordings
- Online submission for tutorials and assignments

Rhythm of the course

- Assignments due Mondays at 8am
- Tutorial worksheets due at end of tutorial or by Fridays 6pm

What's coming up

- Lecture 2 on Friday: Design walkthroughs
- Read Chapter 25

Upcoming

- Tutorials start next week
- Assignment 1 due Monday March 30 8am