**HCI with Software Engineering**

Introduce the Topic

* What It Is
  + HCI (human computer interaction) is:
    - The study of how people interact with computers and to what extent computers are or are not developed for successful interactions with human beings
    - It is a science of design - it seeks to understand and support human beings interacting with and through technology
  + A graphical user interface (GUI) is how human interacts with a computer, and HCI goes beyond designing screens and menus that are easier to use and also studies the reasoning behind building specific functionality into computers and the long term effects that systems will have on humans
* It is a broad discipline that encompasses different specialties with different concerns regarding computer developer:
  + **Computer Science** is concerned with the application design and engineering of the human interfaces
  + **Sociology and Anthropology** are concerned with the interactions between technology, work and organization and the way that human systems and technical systems mutually adapt to each other
  + **Ergonomics** is concerned with the safety of computer systems and the safe limits of human cognition and sensation
  + **Psychology** is concerned with the cognitive processes of humans and the behavior of users
  + **Linguistics** is concerned with the development of human and machine languages and the relationship between the two
* As computers become more and pervasive in culture, designers are increasingly looking to ways to make interfacing with devices easier, safer and more efficient

History

* Though there are earlier instances Engineering Psychology had roots in World War I but gained momentum during World War II as simple design flaws of aircraft controls and escape hatches caused aircraft losses and thousands of personnel casualties
  + Two computing legacies of WWII were the respect for the potential of computing (code-breaking) and interest in behavioral requirements for design.
    - During WWII, aviation engineers, psychologists, and physicians formed the Aeromedical Engineering Association to discuss and examine these issues.
* After WWII, the terms “human engineering” and “human factors” came into use (ergonomics was primarily used in Europe)
* ENIAC (1946)
  + First electronic general purpose computer that was Turing-complete, digital, and capable of being reprogrammed to solve a “large class of numerical problems”
    - Originally designed to calculate artillery firing tables for the US Army.
    - Heralded as the “Giant Brain” that took up and entire room and was debugged by programmers crowing inside the structure and finding bad tubes
  + Interaction was limited to engineers and scientists manually turning function tables and knobs
* Punch Cards
  + In the 1950’s and 60’s, the new development to interact and input information into computers used was punch cards
    - Took punched cards, operator fed the cards to the machine and pressed “RUN”, wait for printed output.
    - Operators interacted directly with the system via a teletype: Typed commands interleaved with computer responses and status messages were printed on paper that scrolled up one line at a time
* The Mother of All Demos
  + Bart Engelbart, December 9, 1968
    - Showed the oN-Line System
      * 90-minute live presentation in which Engelbart demonstrated a monochrome presentation using the first ever mouse, a live video conference, keyboard, text document, desktop to show the possibility for graphical user interface
* As personal computers became more pervasive, the need for people-oriented systems became an important concern.
* Software Psychology
  + The goal was to establish the utility of a behavioral approach to understanding software design, programming and the use of interactive systems, and to motivate and guide system developers to consider the characteristics of human beings
    - Inaugurated a variety of technical projects pertaining to usability of systems and software
      * Assessing the relative complexity of syntactic constructions in programming languages
* The Great Divide
  + Two roles assigned to software psychologists were problematic and resulted in a division of labor
    - Researchers were mainly in universities and developed general descriptions of users and framed them as general guidelines
    - Human-factors specialists in industry tried to apply these guidelines in specific projects
  + This approach created unrepresentative situations and researchers created outrageous contrasts and psychologists grew frustrated trying to get the industry to use their guidelines
* Origins of HCI in software psychology posed two central problems:
  + To better describe design and development work and to understand how it could be supported
  + To better specify the role that psychology –particularly social and behavioral science- should play in HCI
* HCI arose as a field from intertwined roots in computer graphics, operating systems, human factors, ergonomics, industrial engineering, cognitive psychology and the systems part of computer science
* Computer graphics was born from the use of CRT and pen devices very early in the history of computers
  + This led to the development of several HCI techniques
* Out of this line of development came a number of important building blocks for HCI
  + Some of these building blocks include the mouse, bitmapped displays, personal computers, windows, the desktop metaphor, and point and click editors

Present details about it (including code and non code based examples)

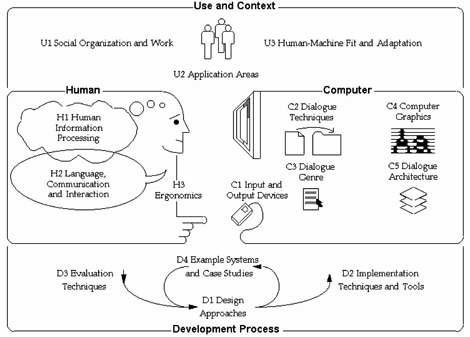
* Impact of HCI on Society, the economy and culture
  + History shows that past computer makers where unaware and not focused on HCI
    - made their product non human friendly
    - make it hard to use
    - limit the amount of people having access to a computer
    - make it hard to understand and use/manage the computer
  + Now companies and corporations spend millions on research into how they can improve their HCI
    - Provide a better experience for the user
    - Allow mostly anyone easy use of the device
  + Society
    - Has a huge impact on HCI
      * HCI designers and developers making and improving computers, tablets and mobile phones
    - Modern electronics don’t require the user to have much training in order to control the functions of the computers
      * Whereas past generation, users has to use command line interfaces
  + UI Designers
    - Main focus is to make sure the input and output processes are as simple and easy for the user
    - Ex: touch screens and voice recognitions
      * Allows uses to command the phone like a personal assistant with just their voice
  + Pros
    - Affected the usability of products and make them easier to use
    - Help the economy
      * Ex: companies using voice input to direct the caller to a representative
        + Save time and money
    - Help the culture
      * Ex: household appliances change how culture work and live
        + Simple idea of adding wheels to the vacuum cleaning makes it easier to use
    - Easier to communicate with people via the internet
      * Reduce the need to talk face to face
  + Cons
    - Youngsters using and learning from touch screen will prevent them to understand how to operate a physical keyboard effectively
      * Will feel lost when trying to use a computer in the workplace
    - With voice command, limit the ability to find information themselves
      * Will become dependent on technology to do their thinking and other tasks
    - Will limit their creativity and thinking process
    - Not being able to talk face to face lead to the loss of professionalism
  + Economy
    - HCI impacted the economy by improving peoples productivity in the work place
    - Improvement of robotics
      * Allowed manufacturers to have full robotic operated factories that carry out manual labor for free, fast and efficiently
    - Communication between companies are easily transferable and exchanged through the internet
  + Culture
    - HCI impacted the culture by taking down the language barrier
    - Helpful for having a conversation with someone from a difference tongue
    - Helps companies communicate to other international when making business deals or checking on reports and manufacturing
    - Don’t have to wash clothes with our hands since machines such as washing machines are available
    - Younger children exposed to a lot of technology don’t play a lot with toys that older generation used to
    - Hard books are being taken over by electronic version that will never damage the book

Provide Pointers to additional material on the topic for interested readers

* CU Boulder Course about HCI
  + <http://hcc.colorado.edu/courses/>
* ACM Conference on Human Factors in Computing Systems (CHI)
  + Series of academic conferences and is considered the most prestigious in the field of human computer interaction
  + One of the top ranked conferences in computer science
  + Held annually in spring each year
  + http://chi2016.acm.org/wp/

Example of HCI

* developing a prototype of an interface that is evaluated and then rebuilt and reassessed iteratively until the final interface has been designed
* the user is seen as being integral to this process
* many issues are highly debated such as: methods that are most effective or economical, the point at which these methods should be applied or the value of prescribing a methodology at all
* Three major design approaches within HCI
  + User centered design
  + Cognitive modeling
  + Participatory design



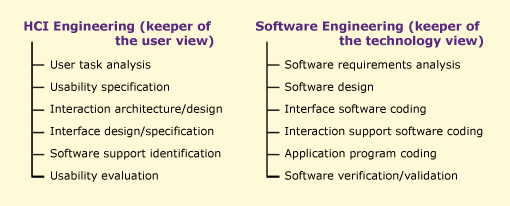
* Interaction between users and computes occurs at the user interface, which includes both software and hardware
* Figure shows how the humans interact with the computers
  + From computer science perspective, the focus is on interaction and specifically on interaction between one or more humans and one or more computational machines
  + The classical situation that comes to minds is a person using an interactive graphics program on a workstation
  + Because HCI studies human and a machine in communication, it draws from supporting knowledge on both the machine and the human side
  + On the machine side, techniques in computer graphics, operating systems, programming languages, and development environments are relevant
  + O the human side, communication theory, graphic and industrial design disciplines, linguistics, social science, cognitive psychology, and human performance are relevant
  + Of course, engineering and design methods are relevant

Why should software developers care about this topic?

* Software engineering must work together with HCI to produce a product
  + methodologies should reveal the relevant points of contact between the disciplines
* Methodologies produced by the two disciplines vary greatly in their effectiveness in providing direction for combining methods (or techniques) from both disciplines
* HCI is seen as useful for the development of the software requirements
* Software Engineering, Usability and Programming Languages is a multi-perspective group focusing on a single problem: how to help people develop software that is effective and accurate
* Interaction with human beings is increasingly recognized and promoted as an important aspect of software systems and products
* More and more professionals in the computing industry call for integrating HCI engineering with software engineering

Other information

* Engineering Development Life – cycle with Added HCI Practitioners and Specialists
  + Task analysis, user modeling, formal interface specifications, dialogue design tools, formal evaluation techniques and standards for documents are used to produce useful interactive software
* The waterfall approach will not work for the development of user interfaces since a user interface can’t be specified without repeated testing with users
* An experimental approach is necessary because there is not a sufficiently firm theory of human cognition and behavior from which a theoretically based interface design could be constructed



* Many computer users today would argue that computer makers are still not paying enough attention to making their products “user-friendly”
  + However, computer system developers might argue that computers are extremely complex products to design and make and that the demand for the services that computers can provide has always outdriven the demand for ease of use

References

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