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# **Unit 4.8**

# **Human Computer Interaction**

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# LO1:

# 1.1: Evaluates the principles of HCI

# Human computer interaction (HCI)

Human computer interaction is a multidisciplinary field of study relying on how humans interact with computers. Generally, any technology which allows a person to interact with a computer qualifies as an instance of a human computer interaction.

There are variety of following concerning HCI:

* Graphical user interface
* Voice user interface
* Touch user interface
* User experience design
* Brain computer interface
* Virtual reality
* Augmented reality
* Input devices
* Output devices

# 1.2: Critique interface design using the principles of HCI

# 1.3: Evaluate user interaction when using different IT applications

# LO2:

# 2.1: Plan an interface for a specified application to meet a brief

**Marvel app sketches of screen**

The paper porotypes were sketched and screenshots were taken. Following are the paper sketches of the screen:

Marvel app interactives porotypes https://marvelapp.com/211d5966

# 2.2: Apply user interface design techniques to meet a brief

# 2.3: Justify planned use of HCI principles and techniques against industry standards

# LO3

# 3.1: Generate a user interface for a specified product using planning documents

# 3.2: Critique user experience of a prototype user Interface

# 3.3: Revise user interface in line with feedback