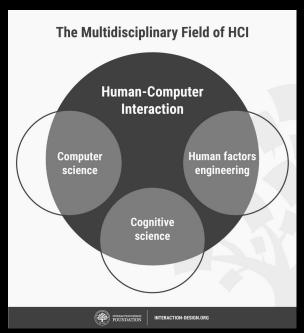
CURRENT TRENDS IN HCI

FIT5152 User Interface Design and Usability Lecture 12

HCI AND UX

- HCl tends to be more academic.
- UX tends to be more industry-focused.
- UX draws frequently from findings from HCI.



DESIGN THINKING

- User-centered methodology.
- Applies iterative process, rapid prototyping and brainstorming sessions
- Main strength: "Thinking outside the box".
- It is most useful to tackle problems that are not well defined.
- The main steps:
 - Empathy/Context (observing, engaging and empathising with users)
 - Define the problem
 - Ideate (generate many ideas)
 - Prototype
 - Evaluate/Test

Video https://www.youtube.com/watch?v=_r0VX-aU_T8

HCI 4 AI

- To design Human Al Interaction, we must understand these systems from a human perspective
- It involves:
 - studying and exploring human interactions with Alassistants
 - Studying ethical aspects and increasing trust and acceptance



MIXED REALITY WITH HOLOLENS

- Microsoft HoloLens
 - Mixed Reality Blends Holograms with the Real World
- Video

AUGMENTED REALITY (AR) GOOGLE ARCORE

- Adding depth to AR experiences.
 - Objects are included in the environment.
 - Remove the copy/paste effect.

<u>Video</u>

SIMPLE PAPER AS INPUT DEVICE

- A technique using RFID tags to convert a simple paper into a smart input device
- Video

HUMAN-COMPUTER INTEGRATION

- Closer integration between human and computer.
- Objects communicate dynamic use.
 - By actuating the user; e.g. through muscle stimulation.
- Video

INTERACTIVE ADVERTISING

- Coke Summer Interactive OOH (Out Of Home)
 Panels By Ansible Australia
- Video

HCI RESEARCH AT MONASH

 Department of Human-Centred Computing: https://www.monash.edu/it/hcc/research

THANK YOU AND GOOD LUCK IN YOUR EXAMS!