HCI MST SYLLABUS

Chapter1

1.3 Human Memory

- 1.3.2 Short-term memory
- 1.3.3 Long-term memory
- 1.4 Thinking: Reasoning and problem solving
  - 1.4.1 Reasoning
  - 1.4.2 Problem solving
  - (Worked exercise pg no. 45)

Chapter 2

2.1 Introduction

- 2.2 Text Entry Devices
  - 2.2.1 The alphanumeric keyboard
  - 2.2.2 Chord Keyboard
- 2.3 Positioning, Pointing and Drawing
  - 2.3.1 The Mouse
  - 2.3.2 Touchpad
  - 2.3.4 Joystick and keyboard nipple
  - 2.3.5 Touch-sensitive screens (touchscreen)
  - 2.3.7 Digitizing tablet
  - 2.3.8 Eyegaze
- 2.7 Paper: Printing and Scanning
  - 2.7.1 Printing (Common type of dot-based printers)
  - 2.7.2 Fonts and page description languages
    - (Paper-based interaction) (Worked Exercise pg no. 105)
- 2.8 Memory
  - 2.8.1 RAM and Short-term memory
  - 2.8.2 Disks and long-term memory
  - 2.8.3 Understanding speed and capacity
  - 2.8.4 Compression
  - (Worked Exercise pg no. 114 and 119)

Chapter 3

3.2 Models of Interaction (All 3 points)

3.4 Ergonomics (All 5 points)

(Design Focus pg no 133)

3.5 Interaction Styles (All 8 points)

3.6. Elements of the WIMP Interface (3.6.1, 2, 3, 4, 5 points)

Chapter 5

5.1 Introduction

5.2 What is Design? (All points 1, 2, 3)

5.3 The Process of Design

5.4 User Focus

5.5 Scenarios

5.6 Navigation Design (5.6.1, 2, 3)

5.7 Screen Design and Layout (All 3 points)

Chapter 6

6.2 The Software life cycle (All 4 Points)

6.3 Usability Engineering

6.4 Iterative Design and Prototyping

6.4.1 Techniques for Prototyping

6.5 Design Rationale (6.5.1, 6.5.2)

(Worked Exercise pg no 255)

Chapter 7

7.2 Principles to Support Usability (All 3 points)

(Worked exercise pg no 273)

7.4 Guidelines

(Worked Exercise pg no 281)

7.5 Golden Rules and Heuristics