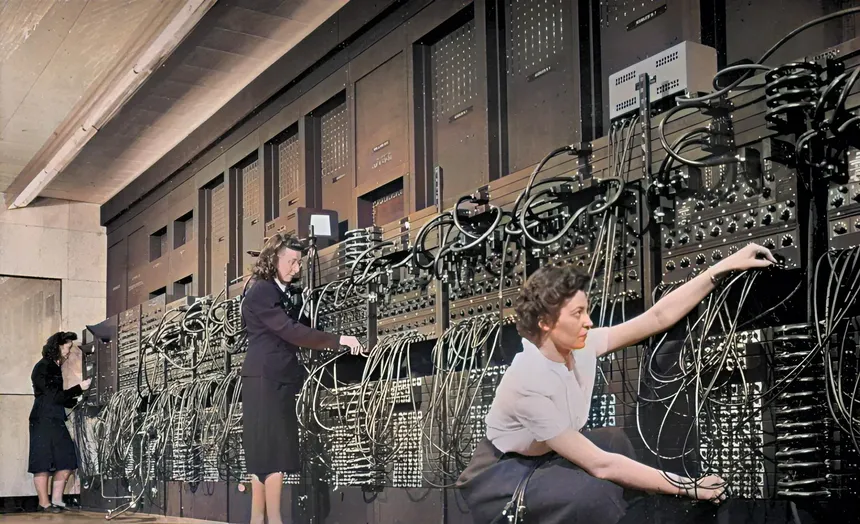
HUMAN-COMPUTER  
INTERACTION (HCI)

**INDEX**

- Manuel Marcelo Sánchez Salgado, 2DAW IES TEIS 2025-26

# 1. HISTORY OF HUMAN-COMPUTER INTERACTION

During the advent of computation in 1945, *Human-Computer Interaction* was known as Man-Machine Interaction, and was a necessity in the computation field as the earliest mainframes required a specialist team to be operated, closing conections with cables, cranking levers and flicking switches as the machine needed. This was not deliberate design, but a physical neccesity — the interaction was usually one-directional, except in the cases that the machines physically reacted to their input.

The ENIAC computer in 1946, being operated by closing connections between different points.

Systems like the ENIAC (Electronic Numerical Integrator and Computer, 1945) used rudimentary punchcards as physical inputs, yet its contemporary BINAC (BINary Automatic Computer, 1948) had a typewriter-keyboard unit that allowed the crew to input numbers from 0 to 7 directly into it’s systems – a second typewriter, electromecanically controlled by the BINAC, handled the output of the machine. This could be understood as the predecesor of keyboards and CLI output.