

Human-Computer Interaction

COMS30029

aka **#HCI_Theory**

Oussama Metatla and Dan Bennett

Week 3: 3rd Wave

Chunk 1: Is This Happiness?

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Understanding “Happiness” (and using it to exploit people?)

3rd wave of HCI

- 1990s-Present(?)
- Beyond efficiency
- Humanistic perspectives, ethics and values
- “Social Conscience”

3rd wave of HCI

How we'll cover the 3rd Wave

- Starting with local, and individual experience of happiness
- This week – build up to incorporate relatedness to others, and context-of-life
- By the end of next week, a more social perspective

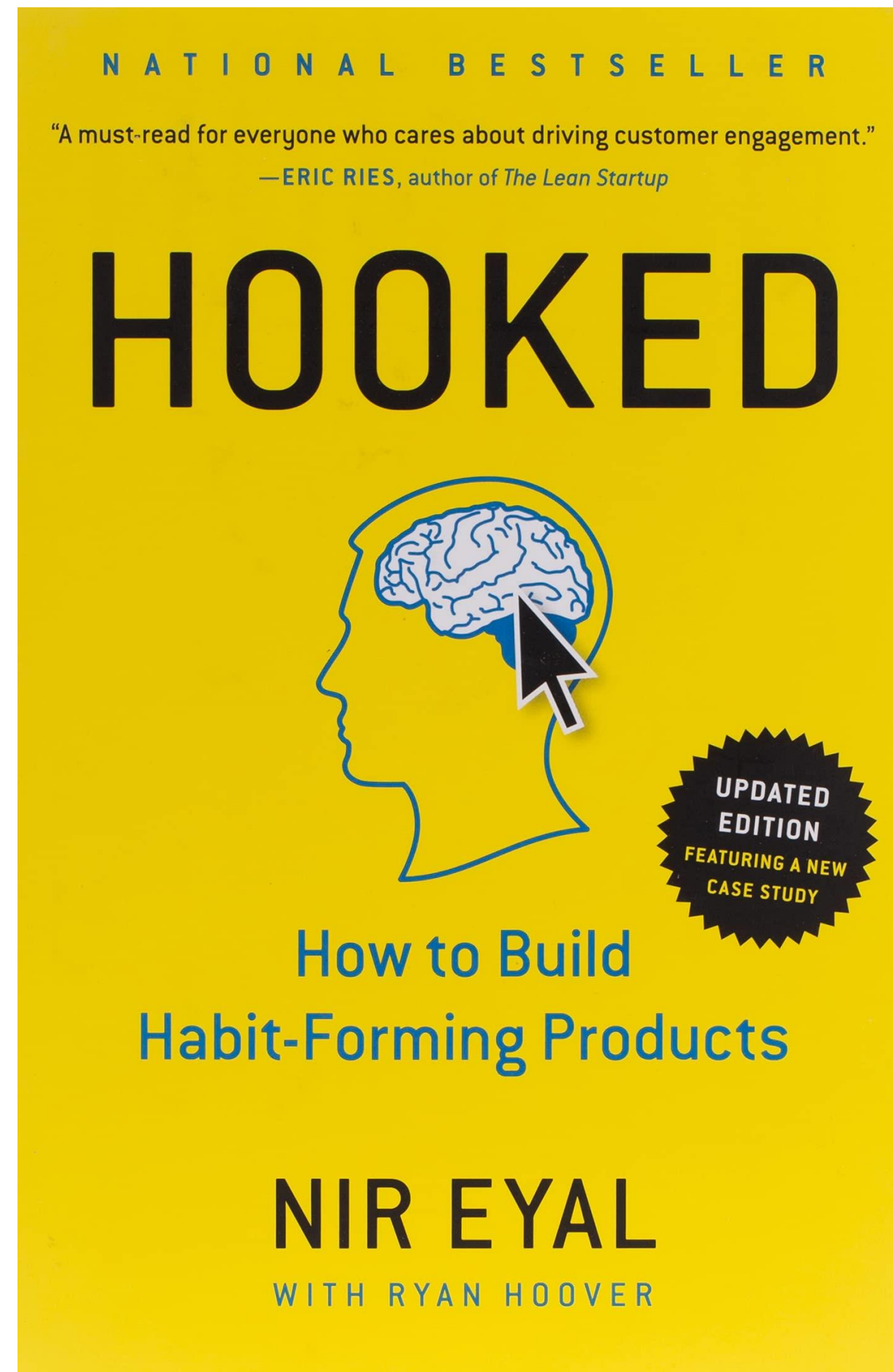




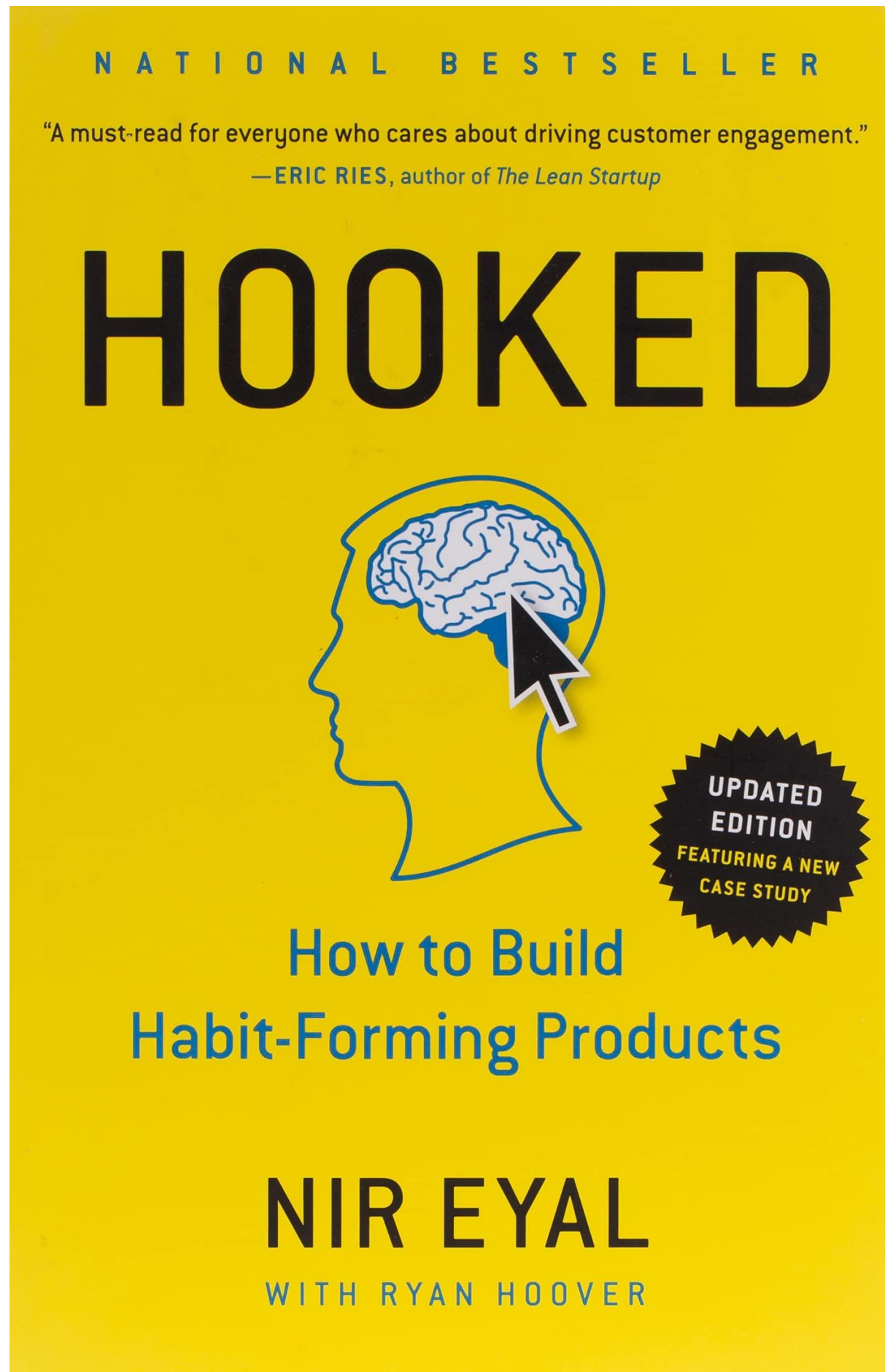
Happiness?

Selling Happiness

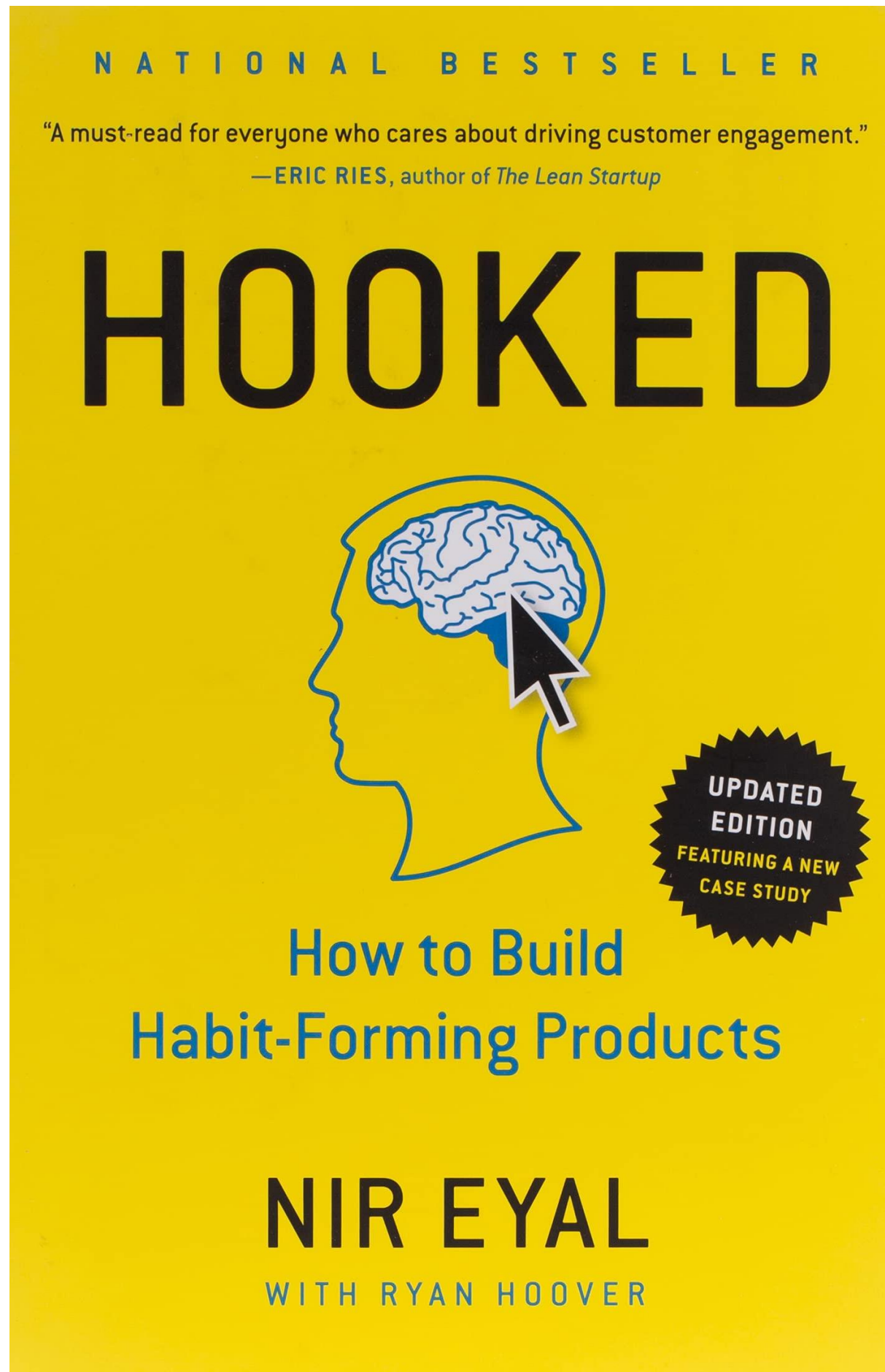




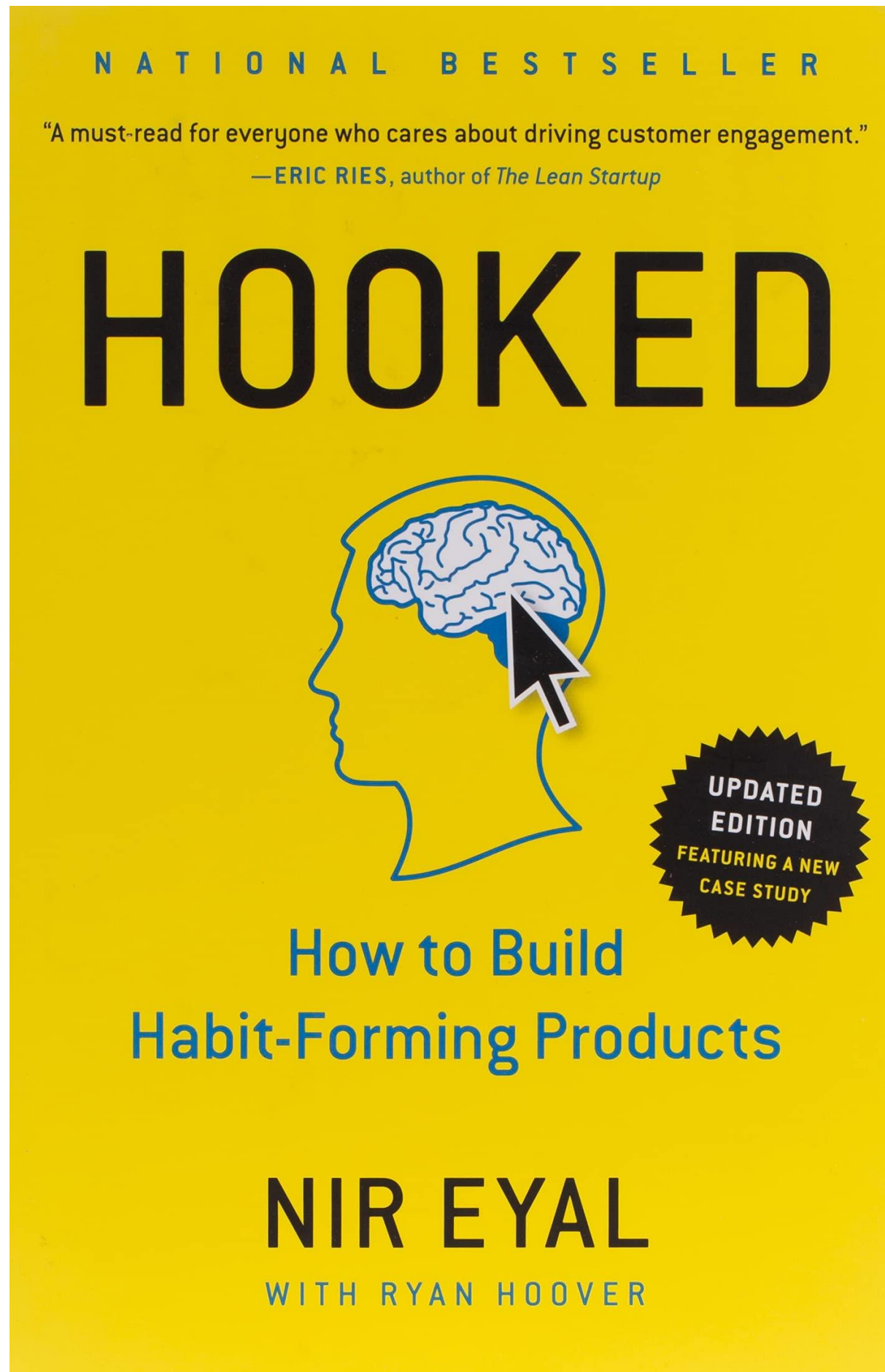
<https://www.nirandfar.com/how-to-manufacture-desire/>



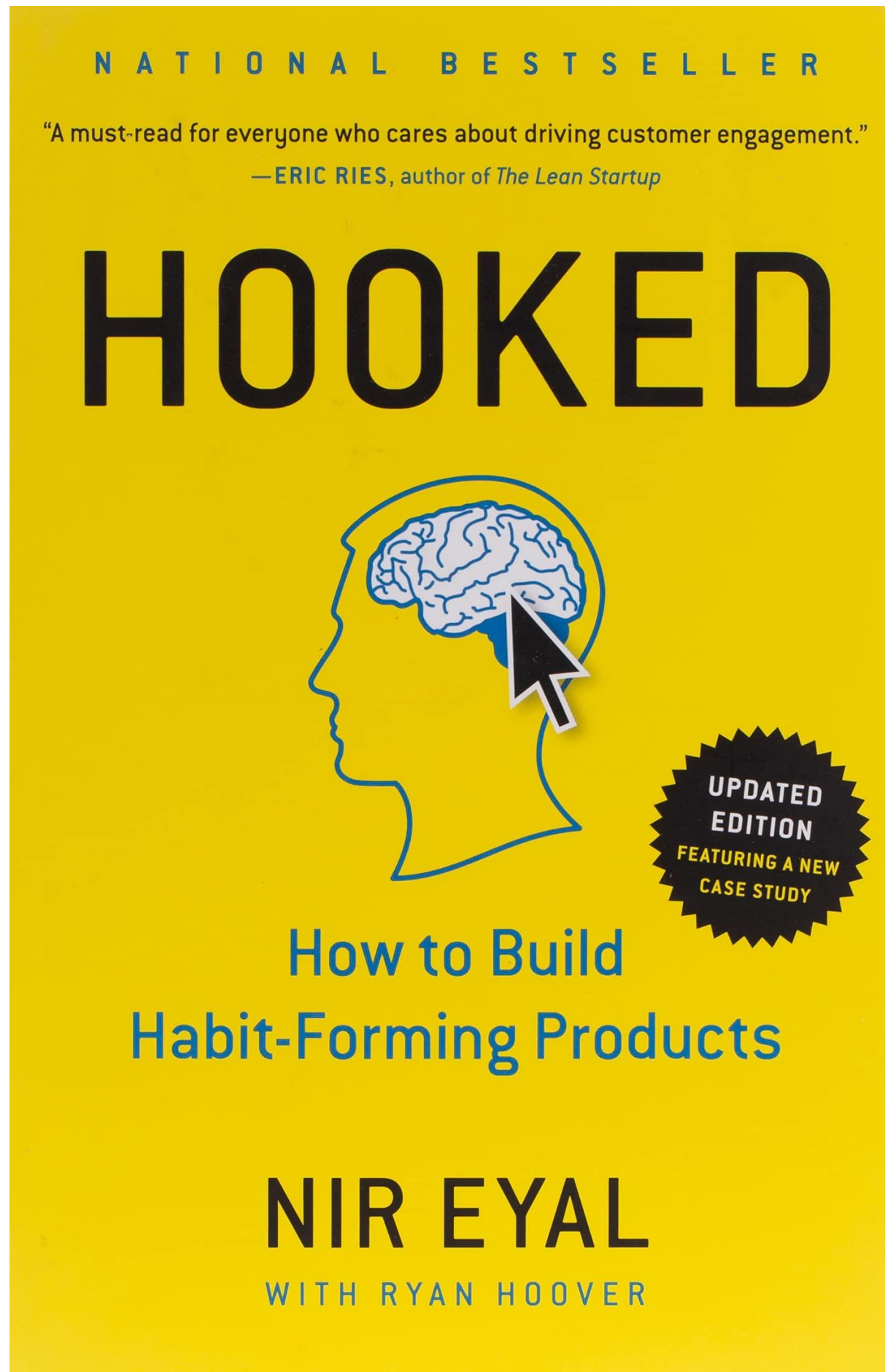
- **TRIGGER**
- **ACTION**
- **VARIABLE REWARD**
- **INVESTMENT**



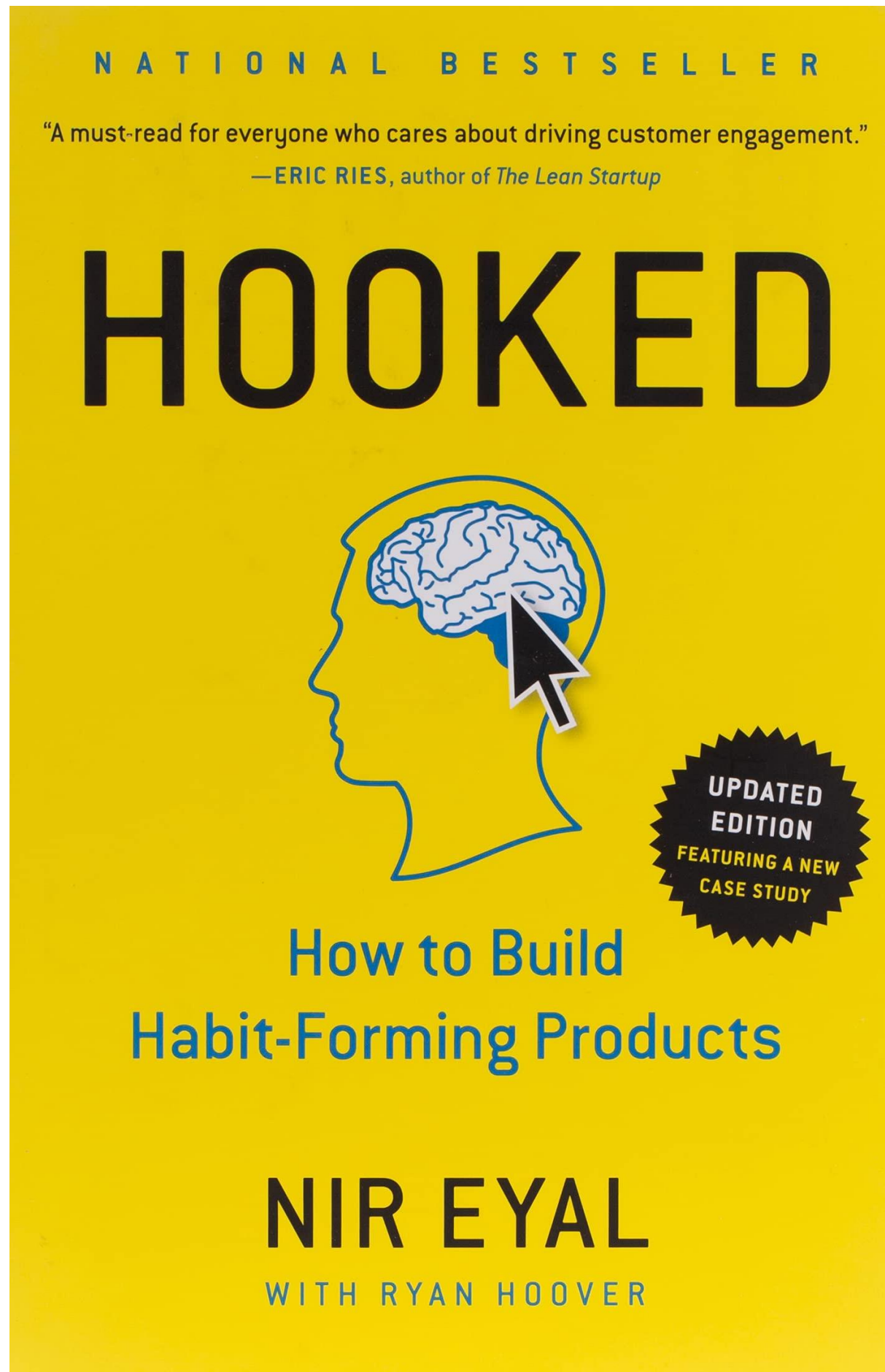
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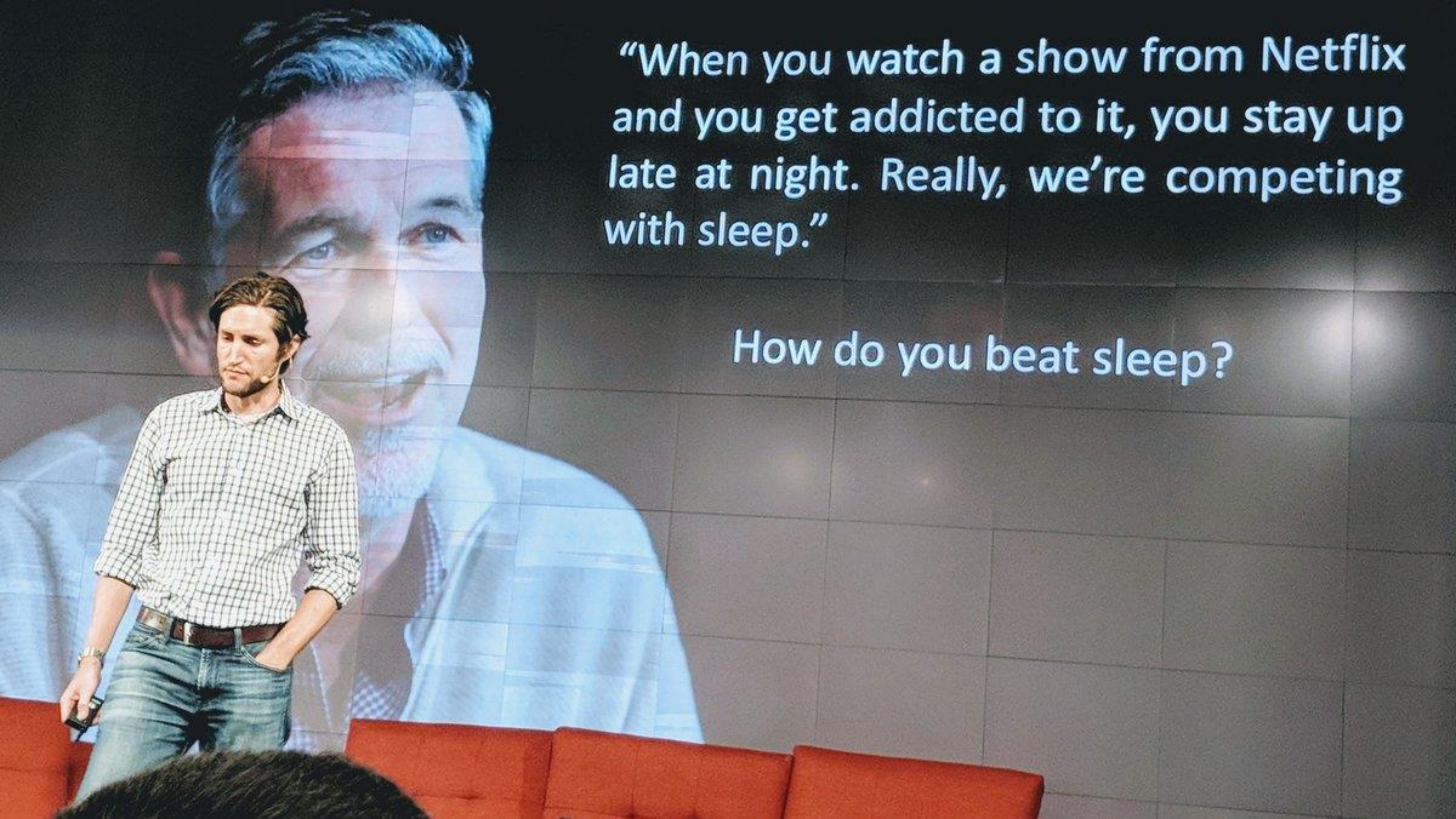
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A man with dark hair, wearing a checkered shirt and jeans, stands on a stage. Behind him is a large projection of a man's face, which appears to be the same man as the speaker. The background wall is made of large, light-colored tiles. The text is projected onto the wall in a light blue color.

“When you watch a show from Netflix and you get addicted to it, you stay up late at night. Really, we’re competing with sleep.”

How do you beat sleep?

Next...

Week 5: The 3rd Wave

Chunk 2: Hedonism and FUN

**#HCI
_Theory**