	Human Computer Interaction
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01	Introduction of Human Computer Interaction (HCI)
02	Goals of Human Computer Interaction
03	Benefits and Functionalities of Human Computer Interaction Good and Poor Design
04	Components of Human Computer Interaction with Examples
05	Multidisciplinary Fields in Human Computer Interaction
06	User Centered Design (UCD) Process with Examples
07	Principles of Human Computer Interaction with Example
08	Input Output Channel in Human Computer Interaction with Examples
09	Human Memory Encoding and Retrieval Working Model of Memory with Example
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12	Type 3: Short Tem Memory with Examples
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15	Human Errors Types Sources safety with Examples
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40	Shneiderman's 8 Golden Rules with Examples
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42	User Interface Management System The Seeheim Model The PAC Model
43	Evaluation Techniques Evaluation Criteria with Examples
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46	Diagrammatic Dialog Design Notations Computer Mediated Communication
47	Identify and Observer Bad Designs The best of Tables of Courts of This section 1.
48	The Jugad: To Identify Creative Things
49	Feedback and Constraints (Identify Products Offering Feedback and Constraint)
50	Create Paper Based Prototype and Wire Frame Using Software Figma
51	Evaluation of Interface (Evaluate Products as Per Shneiderman's 8 Golden Rules)
52	Human Computer Interaction Research and Project Ideas