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| Human Computer Interaction | |
| **SOURCE: 01** | **Human Computer Interaction (HCI)** | |
| 01 | [Introduction of Human Computer Interaction (HCI)](https://www.youtube.com/watch?v=uB9LaBIAcRs&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=1&pp=iAQB) | |
| 02 | [Goals of Human Computer Interaction](https://www.youtube.com/watch?v=IWlyZ1DLiIE&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=2&pp=iAQB) | |
| 03 | [Benefits and Functionalities of Human Computer Interaction | Good and Poor Design](https://www.youtube.com/watch?v=A1cKfcVbNmw&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=3&pp=iAQB) | |
| 04 | [Components of Human Computer Interaction with Examples](https://www.youtube.com/watch?v=_v25vDViSlw&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=4&pp=iAQB) | |
| 05 | [Multidisciplinary Fields in Human Computer Interaction](https://www.youtube.com/watch?v=NECAVHy4gYA&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=5&pp=iAQB) | |
| 06 | [User Centered Design (UCD) Process with Examples](https://www.youtube.com/watch?v=dRIavYjuXek&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=6&pp=iAQB) | |
| 07 | [Principles of Human Computer Interaction with Example](https://www.youtube.com/watch?v=v__Yhk1U94k&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=7&pp=iAQB) | |
| 08 | [Input Output Channel in Human Computer Interaction with Examples](https://www.youtube.com/watch?v=UzDUQNLolLE&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=8&pp=iAQB) | |
| 09 | [Human Memory | Encoding and Retrieval Working | Model of Memory with Example](https://www.youtube.com/watch?v=Sv8AolXA3Vk&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=9&pp=iAQB) | |
| 10 | [Sensory Memory (Iconic, Echoic and Haptic Memory) with Example](https://www.youtube.com/watch?v=mV5i4dIhjqs&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=10&pp=iAQB) | |
| 11 | [Long Term Memory (Episodic and Semantic Memory) with Example](https://www.youtube.com/watch?v=xDaPsr0Izeo&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=11&pp=iAQB) | |
| 12 | [Type 3: Short Tem Memory with Examples](https://www.youtube.com/watch?v=auI7TQBxyE4&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=12&pp=iAQB) | |
| 13 | [General Factors Affecting on Human Memory with Examples](https://www.youtube.com/watch?v=emRS0rJmf5E&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=13&pp=iAQB) | |
| 14 | [Human Emotions with Examples | Emotions Recognitions](https://www.youtube.com/watch?v=CbCpm3SIRWM&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=14&pp=iAQB) | |
| 15 | [Human Errors | Types | Sources | safety with Examples](https://www.youtube.com/watch?v=NITIjFlGau4&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=15&pp=iAQB) | |
| 16 | [Individual Differences with Examples](https://www.youtube.com/watch?v=HJhx_jyXrDM&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=16&pp=iAQB) | |
| 17 | [Thinking and Reasoning | Deductive | Inductive | Abductive Reasoning with Examples](https://www.youtube.com/watch?v=GAfvSQFApwM&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=17&pp=iAQB) | |
| 18 | [Problem Solving (Gestalt, Problem Space and Analogy Theory) Types with Examples](https://www.youtube.com/watch?v=WU111xfRWdU&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=18&pp=iAQB) | |
| 19 | [Psychology, Design and Career Goals in Human Computer Interaction](https://www.youtube.com/watch?v=90dSeG6TZhQ&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=19&pp=iAQB) | |
| 20 | [Interaction in Human Computer Interaction | Interaction Goals, Scope, Design](https://www.youtube.com/watch?v=vd6q1ozonik&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=20&pp=iAQB) | |
| 21 | [Models of Interaction Framework (Abowed and Beale’s Model) with Example](https://www.youtube.com/watch?v=eXLnd2N2zok&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=21&pp=iAQB) | |
| 22 | [Donald Norman’s Model (Execution and Evaluation Loop Framework) with Example](https://www.youtube.com/watch?v=_RnuN-e1wsk&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=22&pp=iAQB) | |
| 23 | [Ergonomics with Examples | Ergonomics vs Human Factors](https://www.youtube.com/watch?v=clEamOgt7X8&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=23&pp=iAQB) | |
| 24 | [Interaction Styles Part-1 (Command Line Natural Language, Menu, Queries)](https://www.youtube.com/watch?v=3fZAG4sXaXk&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=24&pp=iAQB) | |
| 25 | [Interaction Styles Part-2 (Form Fills, Spreadsheets, Point)](https://www.youtube.com/watch?v=VAvjNzWTxAw&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=25&pp=iAQB) | |
| 26 | [WIMP (Windows, Icons, Menus and Pointers) Interface with Examples](https://www.youtube.com/watch?v=BNx8CyHGaM8&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=26&pp=iAQB) | |
| 27 | [Paradigms of Interaction with Examples](https://www.youtube.com/watch?v=zL3egU_kYV4&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=27&pp=iAQB) | |
| 28 | [Interactivity and Context of Interactions with Examples](https://www.youtube.com/watch?v=m2AsX6A_sv0&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=28&pp=iAQB) | |
| 29 | [Users Experience and Elements of User Experience with Example](https://www.youtube.com/watch?v=SoTLNrkDN4U&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=29&pp=iAQB) | |
| 30 | [Career / Future in Human Computer Interaction Field](https://www.youtube.com/watch?v=_5FVbWHSaQo&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=30&pp=iAQB) | |
| 31 | [Design and Interaction Design Process | Golden Rules and Frameworks](https://www.youtube.com/watch?v=lynY6tW7FSo&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=31&pp=iAQB) | |
| 32 | [HCI in Software Design Process (Models and Life Cycle)](https://www.youtube.com/watch?v=QCUnjApFSfs&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=32&pp=iAQB) | |
| 33 | [User Focus, Scenarios, Navigation Design, Screen Design and Layouts in HCI](https://www.youtube.com/watch?v=X8hJ2RzgWK8&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=33&pp=iAQB) | |
| 34 | [Prototyping Techniques with Examples Part-1](https://www.youtube.com/watch?v=VsdsrQMzsFQ&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=34&pp=iAQB) | |
| 35 | [Type of Prototyping Techniques (Low, Medium and High Fidelity) with Example Part-2](https://www.youtube.com/watch?v=LsEas9PeSrQ&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=35&pp=iAQB) | |
| 36 | [Rapid Prototyping (online and Offline) Technique with Example Part-3](https://www.youtube.com/watch?v=g-4kh362rlQ&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=36&pp=iAQB) | |
| 37 | [Wire-Framing Technique with Examples](https://www.youtube.com/watch?v=-0-At_dg8sA&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=37&pp=iAQB) | |
| 38 | [Model-View-Controller (MVC) Working with Examples](https://www.youtube.com/watch?v=p8S79aWZdcQ&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=38&pp=iAQB) | |
| 39 | [Principles That Supports Usability | Design Standards and Design Guide Lines](https://www.youtube.com/watch?v=lDnDVnMiA8c&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=39&pp=iAQB) | |
| 40 | [Shneiderman’s 8 Golden Rules with Examples](https://www.youtube.com/watch?v=Eo8PYiTAgSA&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=40&pp=iAQB) | |
| 41 | [Norman’s 7 Principles | Nielsen’s 10 Heuristic Design Principles with Examples](https://www.youtube.com/watch?v=2iRHTWUxIeg&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=41&pp=iAQB) | |
| 42 | [User Interface Management System | The Seeheim Model | The PAC Model](https://www.youtube.com/watch?v=-tA1IztHLNQ&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=43&pp=iAQB) | |
| 43 | [Evaluation Techniques | Evaluation Criteria with Examples](https://www.youtube.com/watch?v=cyr9Cm0ayrw&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=44&pp=iAQB) | |
| 44 | [Goal and Task Hierarchies Model | Linguistic Model | Physical and Device Model](https://www.youtube.com/watch?v=alq5NxW_HK0&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=45&pp=iAQB) | |
| 45 | [Hierarchical Task Analysis (HTA) Model with Examples](https://www.youtube.com/watch?v=ZVCwynpdCn8&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=46&pp=iAQB) | |
| 46 | [Diagrammatic Dialog Design Notations | Computer Mediated Communication](https://www.youtube.com/watch?v=H3DChgIMptg&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=47&pp=iAQB) | |
| 47 | [Identify and Observer Bad Designs](https://www.youtube.com/watch?v=HoD1wiRuwZo&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=50&pp=iAQB) | |
| 48 | [The Jugad: To Identify Creative Things](https://www.youtube.com/watch?v=WT9sKKG-Vgw&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=51&pp=iAQB) | |
| 49 | [Feedback and Constraints (Identify Products Offering Feedback and Constraint)](https://www.youtube.com/watch?v=l4lXJsa8uAw&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=52&pp=iAQB) | |
| 50 | [Create Paper Based Prototype and Wire Frame Using Software | Figma](https://www.youtube.com/watch?v=dLDzSp-F14g&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=53&pp=iAQB) | |
| 51 | [Evaluation of Interface (Evaluate Products as Per Shneiderman’s 8 Golden Rules)](https://www.youtube.com/watch?v=OFm0t1v7saU&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=54&pp=iAQB) | |
| 52 | [Human Computer Interaction Research and Project Ideas](https://www.youtube.com/watch?v=E908IQrayPI&list=PLQ-nEJNYlEV1CfTcLCx_S7D2of3QAsvTT&index=55&pp=iAQB) | |