

Human-computer Interaction

Interakcija Človek-Računalnik

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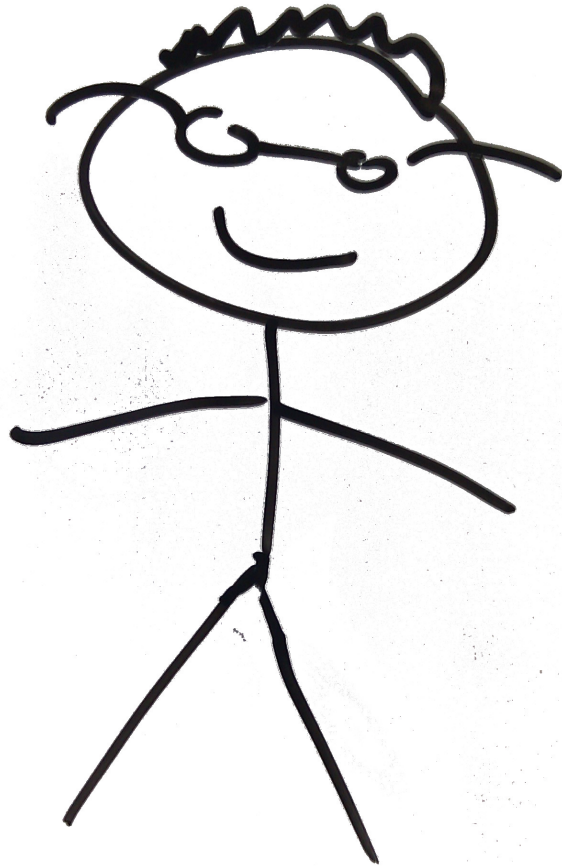
Lectures and practicals / Predavanja in vaje

▶ Lectures / Predavanja:

- ▶ Three times 45 minutes / Tri šolske ure
- ▶ Lecture room / Predavalnica: B7

▶ Practical / Vaje:

- ▶ Three groups / Tri skupine
- ▶ Two times 45 minutes / Dve šolski ure

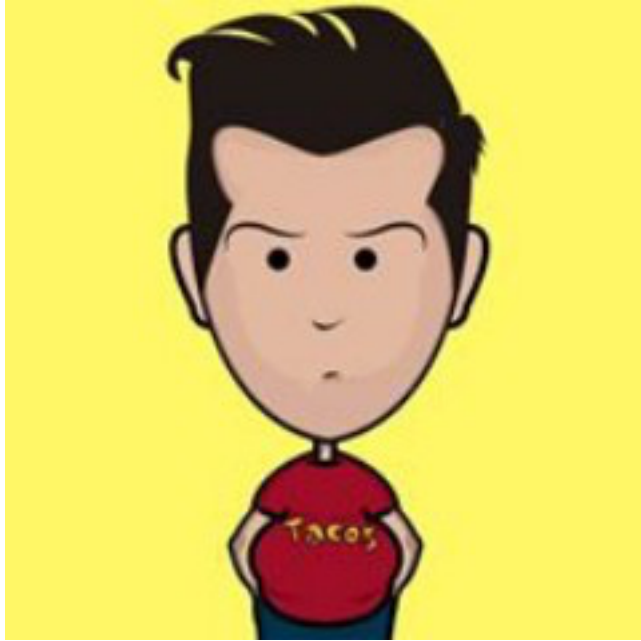


Lecturer / Predavatelj

- ▶ Matjaž Kljun
- ▶ matjaz.kljun@upr.si
- ▶ Office hours / Govorilne ure
- ▶ Kettejeva 1

Interests / Interesi

- ▶ Human-Computer Interaction
- ▶ Interaction design
- ▶ User experience and usability
- ▶ E-learning
- ▶ Personal Information Management
- ▶ Infoviz
- ▶ Interakcija človek-računalnik
- ▶ Oblikovanje interakcije
- ▶ Uporabniška izkušnja in uporabnost tehnoloških rešitev
- ▶ E-izobraževanje
- ▶ Upravljanje z lastnimi (zasebnimi) podatki
- ▶ Vizualizacija podatkov



Teaching Asistant / Asistent

- ▶ Cuauhtli Campos Mijangos
- ▶ cuauhtli.campos@famnit.upr.si
- ▶ Kettejeva 1

Interests / Interesi

- ▶ Human-Computer Interaction
- ▶ Augmented imagination
- ▶ Paper interfaces
- ▶ Human-paper interaction
- ▶ Interakcija človek-računalnik
- ▶ Dopolnjena domišljija
- ▶ Papirnati vmesniki
- ▶ Interakcija človek-papir

Presenting yourselves / Predstavite se

- ▶ Who are you?
- ▶ Where are you from?
- ▶ What are you studying?
- ▶ Kdo ste?
- ▶ Od kod ste?
- ▶ Smer študija?

Expectations / Pričakovanja

- ▶ What are you expecting from the course?
- ▶ Kaj pričakujete od predmeta?

Literature / Literatura

- ▶ Dix AJ, Finlay JE, Abowd GD, Beale R. Human computer interaction. 3rd ed. Pearson Education; 2003.
- ▶ Norman DA. Emotional Design: Why We Love (or Hate) Everyday Things. Basic Books; 2003.
- ▶ Carroll JM. HCI models, theories, and frameworks: Toward a multidisciplinary science. Morgan Kaufmann Pub; 2003.
- ▶ Suchman L. Human-machine reconfigurations: Plans and situated actions. 2nd Ed. Cambridge University Press; 2006.

ICT used / Uporabljen IKT

- ▶ E-classroom / E-učilnica: <http://e.famnit.upr.si/>
 - ▶ Lectures / Predavanja
 - ▶ Submitting homeworks / Oddajanje nalog
 - ▶ Possibly weekly questionnaires / Morebiti tedenski vprašalniki

E-mail / Elektronska pošta.

Topics / Obravnavane teme

- ▶ HCI: introduction, what is it about, what is measured and how
- ▶ Needfinding: observing, interviews, designing design goals
- ▶ Interaction design: process, personae, designing navigation, designing screen
- ▶ Human perception and cognition
- ▶ HCI: uvod, pogled na tematiko, kaj merimo in kako
- ▶ Iskanje potreb uporabnikov: opazovanje, intervjuji, oblikovanje oblikovnih ciljev
- ▶ Oblikovanje interakcije: proces oblikovanja, Personae, oblikovanje navigacije, oblikovanje zaslona
- ▶ Človeška percepcija in kognicija

- ▶ Emotions and experience
- ▶ Prototyping
- ▶ Visual design and information design
- ▶ Heuristic Evaluation
- ▶ Designing experiments
- ▶ UX - user experience
- ▶ Persuasive tech & Seductive design

- ▶ Čustva in izkušnje
- ▶ Prototipiranje
- ▶ Vizualno oblikovanje in oblikovanje podatkov
- ▶ Hevristično vrednostenje
- ▶ Oblikovanje eksperimentov
- ▶ Uporabniška izkušnja
- ▶ Prepričljive tehnologije

Prekrivanje snovi / Topics overlap

- ▶ Teme vaj in predavanj se ne nujno prekrivajo.
- ▶ Na vajah ne predpostavljajte, da je potrebno ponoviti snov iz predavanj.
- ▶ Na vajah se predpostavlja, da pokrito snov predavanj razumete.
- ▶ The topics of the practicals and lectures do not necessarily overlap.
- ▶ Do not expect that you'll cover theory during practicals that has been covered during lectures.
- ▶ It is expected of you that during practicals you understand the content already covered in lectures.

Cilji predmeta

- ▶ Understand the different meanings of "usability"
- ▶ Design useful products, interfaces and related data.
- ▶ Understand cultures and attitudes as two important factors in understanding the product or interface as being useful.
- ▶ Understand how people can use or abuse a product and / or an interface.
- ▶ Razumeti različne pomene »uporabnosti«
- ▶ Oblikovati uporabne izdelke, vmesnike in podatke povezane z njima.
- ▶ Razumeti kulture in stališča kot dveh pomembnih dejavnikov pri razumevanju izdelka ali vmesnika kot uporabnega.
- ▶ Razumeti, kako lahko ljudje uporabljajo ali zlorabljajo izdelek in/ali vmesnik.

- ▶ Learn how to analyse users, tasks they perform, and the information they need to perform these tasks.
- ▶ To appreciate the importance of usability; if the product / interface is not usable, none of the other qualities come to light.
- ▶ Learn how to design, implement, and analyse usability.
- ▶ Find out that there are endless possibilities, visions and ideas to create better interfaces.
- ▶ Have fun while attaining these goals.
- ▶ Naučiti se analize uporabnikov, nalog, ki jih opravljajo, in informacij, ki jih potrebujejo za opravljanje teh nalog.
- ▶ Ceniti pomen uporabnosti; če izdelek/vmesnik ni uporaben, nobena od ostalih kvalitete ne pride do izraza.
- ▶ Naučiti se oblikovanja, izvajanja in analiziranja uporabnosti.
- ▶ Ugotoviti, da obstaja neskončno možnosti, vizij in idej za oblikovati boljše vmesnike.
- ▶ Zabavati se med tem doseganjem navedenih ciljev.

Ocenjevanje

Grade:

- ▶ Homeworks 40%
 - ▶ Project 30%
 - ▶ Lecture's assignments 15%
 - ▶ Oral exam 15%
- or
Written exam
(possibly regular quizzes)
covering lecture's topics

OCENA:

- ▶ Domače naloge 40%
 - ▶ Projekt 30%
 - ▶ Naloge na predavanjih 15%
 - ▶ Ustni izpit 15%
- ali
Pisni izpit
(možno sprotni kvizi),
ki pokriva vsebino predavanj

Obligations / Obveznosti

- ▶ Home works need to reflect the work invested otherwise they are considered as not turned in or graded with a negative mark.
- ▶ All home works need to be submitted and graded with a positive mark for the final grade.
- ▶ The project needs to be submitted and graded positively as well.
- ▶ The attendance to the practicals needs to be 80% or higher.
- ▶ The home works and projects from last year will not be taken into consideration for the grade.
- ▶ 80% of all assignments given during lectures need to be submitted.
- ▶ Kratke domače naloge morajo pokazati vložen trud oz. izvirno idejo (v nasprotnem primeru se šteje kot neoddano ali pa bodo ocenjene negativno).
- ▶ Vse domače naloge morajo biti oddane in pozitivno ocenjene za končno oceno
- ▶ Končni projekt mora biti ravno tako oddan in pozitivno ocenjen.
- ▶ Udeležba na vajah mora biti preko 80%.
- ▶ Domače naloge in projekti prejšnjih let se ne upoštevajo.
- ▶ 80% vseh nalog dodeljenih na predavanjih morate oddati.

Questions / Vprašanja?