



Human Computer Interaction

Chapter 4: Basics & Principles of HCI

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Overview



- **01** Motivation
- O2 Principles to support Usability by Dix et al.
 - Principle 1: Learnability
 - Principle 2: Flexibility
 - Principle 3: Robustness
- 03 Principles for UI-Design by Shneiderman
 - Principle 1: Recognize User Diversity
 - Principle 2: Follow the Eight Golden Rules
 - Principle 3: Prevent Errors
- 04 References



Machine Learning and Data Analytics Lab (MaD) in Erlangen





Motivation

Motivation





© Twentieth Century Fox Home





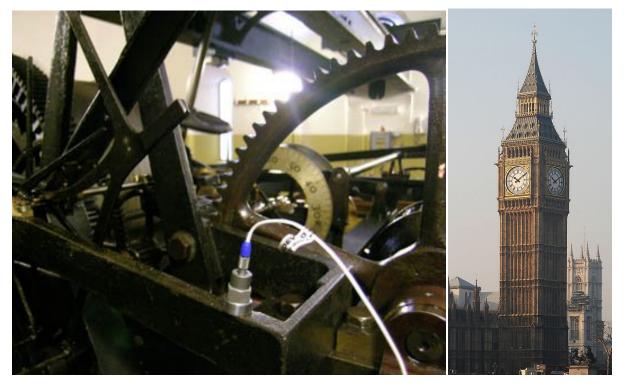
Users only see what is visible!

What the developer knows



- Users only see what is visible
- Users have little idea about
 - Architecture
 - State transitions
 - Dependencies
 - Application context
 - System restrictions
 - _

And users often do not know about it



http://resoundings.org/Pages/Speeds_of_Time.html,
Photo by Alvesgaspar http://en.wikipedia.org/wiki/File:Big_Ben_2007-1.jpg (CC BY-SA 3.0)

Practical Motivation

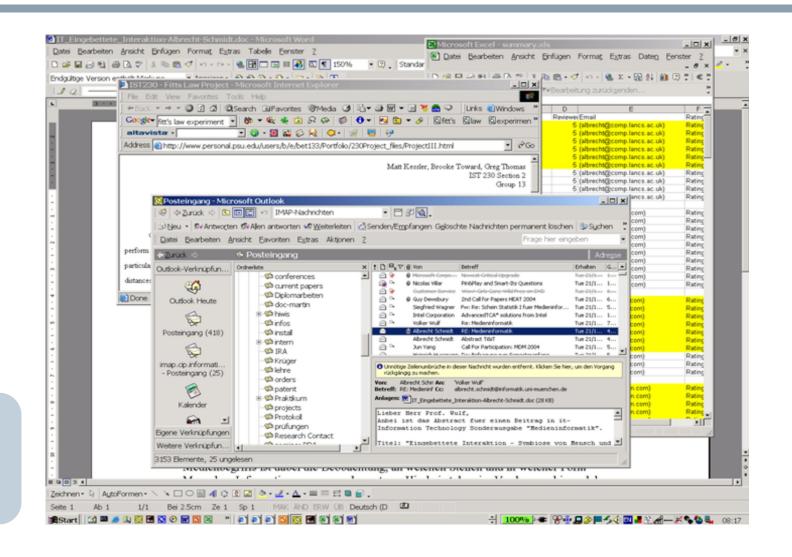




What ...

- ...do we see?
- ...is shown?
- ...is the meaning?

Why do you know the meaning?



Skilled Computer Users Answers



Win2000 desktop

Text and figures

Icons and toolbars

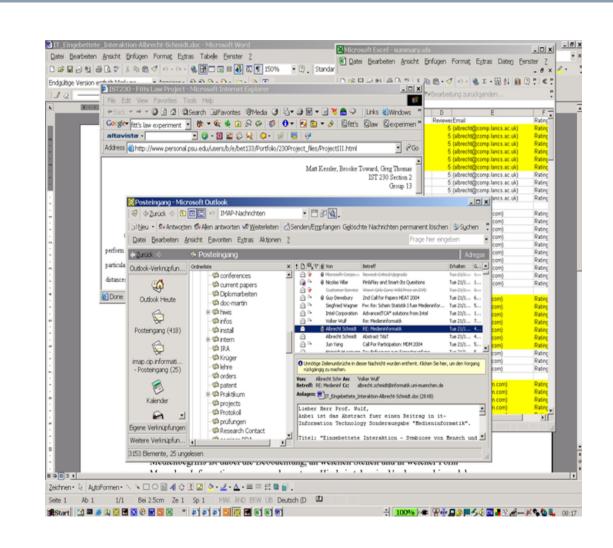
Overlapping windows

Scroll bars and menus

Task bar and status information

Handles and a pointer

Representations of documents



Basic (Naive) Technical Answers



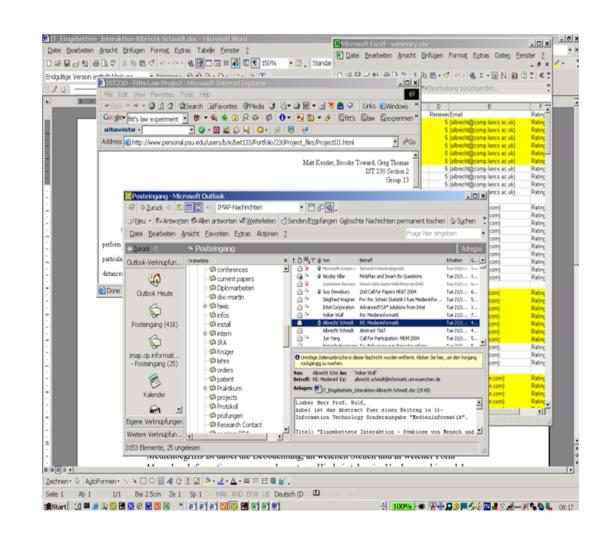
2-D surface

Controllable pixels

2D-Image with a resolution of 1400x1050 pixels

For each pixel the colour can be set

The change of colour can be controlled rapidly



Perfect User's Answers



My work environment

Meeting notes

Budget for next year

Request to write a technical article

Background information on a psychological phenomenon

