

Week 1-1

Course Introduction

SFWRENG 4HC3/6HC3 Human Computer Interfaces

** Slides adapted from previous instructors of COMPSCI/SFWRENG 4HC3/6HC3*

Week 1 Goals

- **Wednesday**
 - **Course Introduction**
 - **Syllabus and Course Policies**
- **Friday**
 - **HCI and Human-Centered Design Process**

The Instruction Team: Instructor

Irene Yuan, Ph.D. (she/her)

- Irene, Dr. Irene, Professor Irene
- Email: irene.yuan@mcmaster.ca
- Office: ABB C529
- Office Hours: Fr 2:30PM-4PM
(additional times available by appointment)



The Instruction Team: TAs

Julian Woo, wooj10@mcmaster.ca

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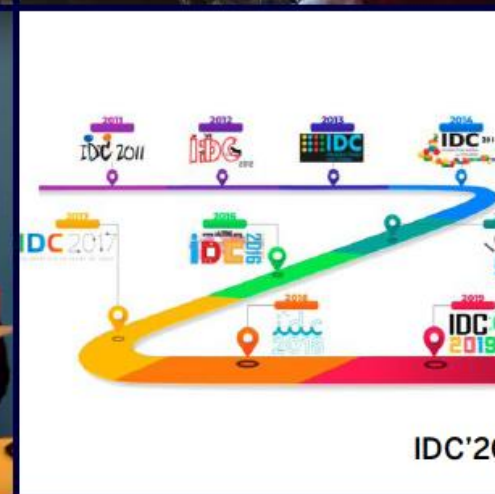
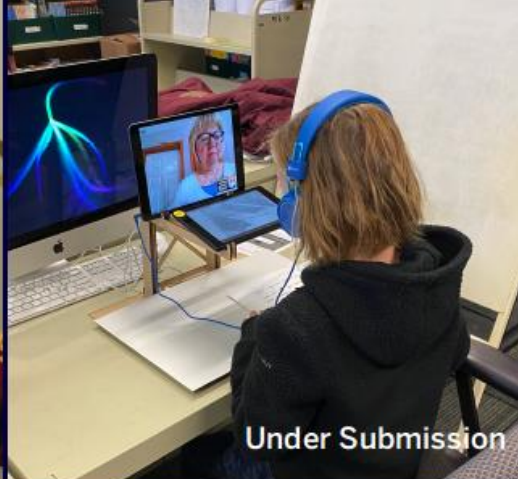
Natasha Atokolo, atokolon@mcmaster.ca

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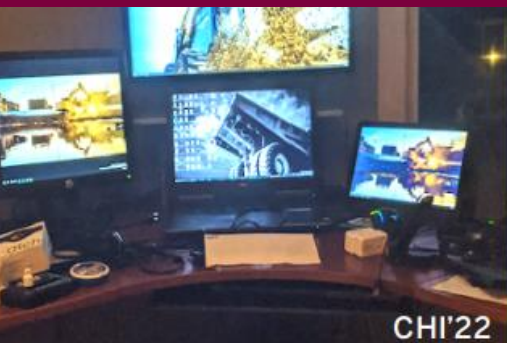
Zihang Zhu, zhu491@mcmaster.ca

TAs help provide direct feedback for your assignments, projects, guide you during tutorials, answer questions in Teams, and host office hours.



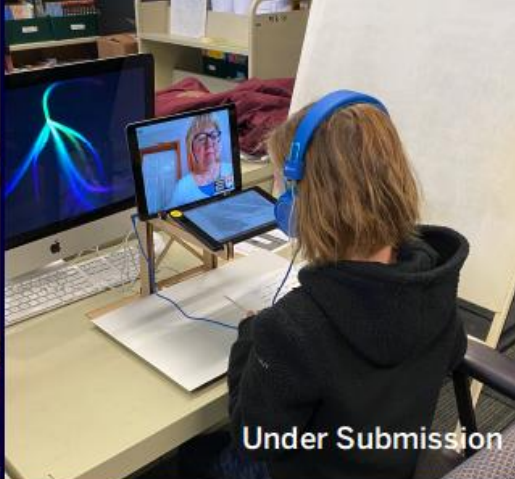
My Research in HCI

social and collaborative computing,
multi-device and multimodal interaction





CHI'19



Under Submission



CHI'21



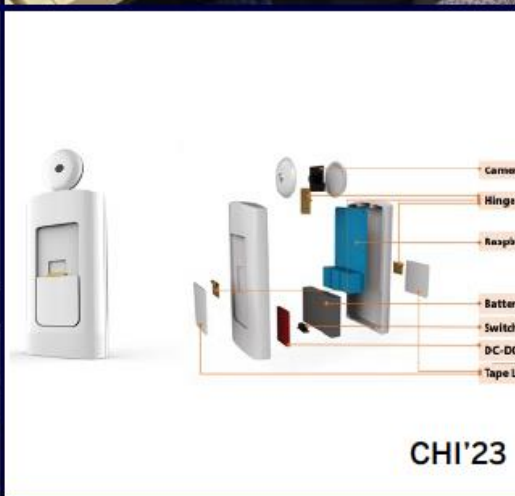
Under Submission



UbiComp'2



CHI'23



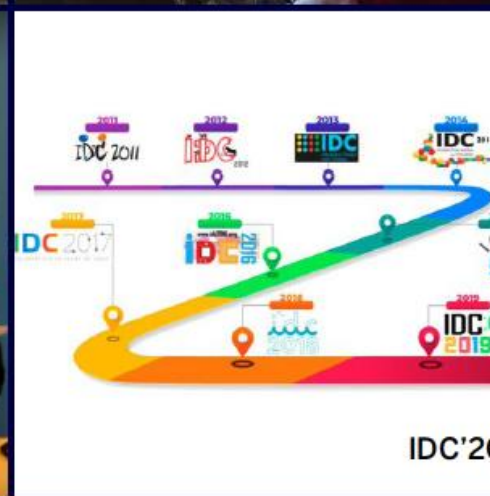
CHI'23



IDC'18



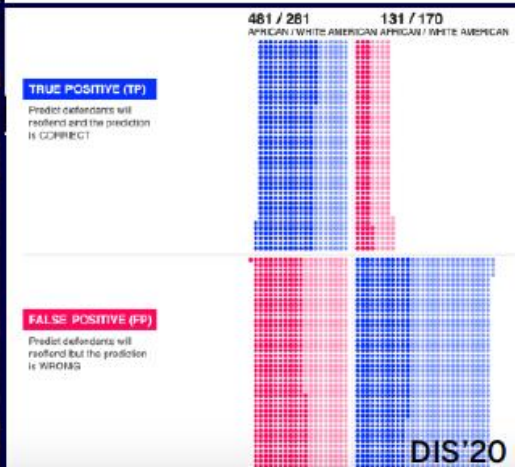
IDC'19



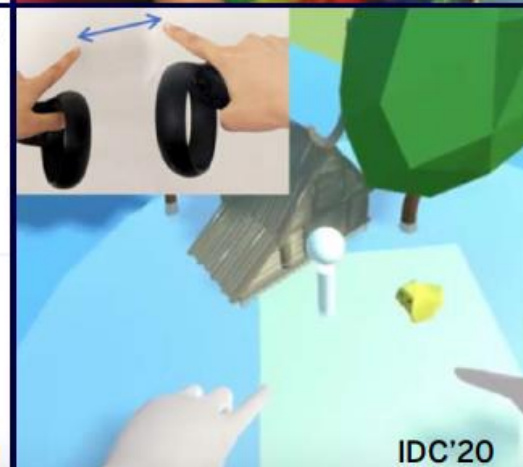
IDC'20



CHI'22



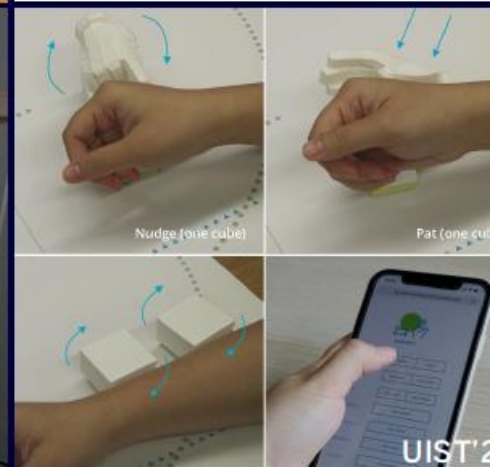
DIS'20



IDC'20



CSCW'20



UIST'2



What is HCI?

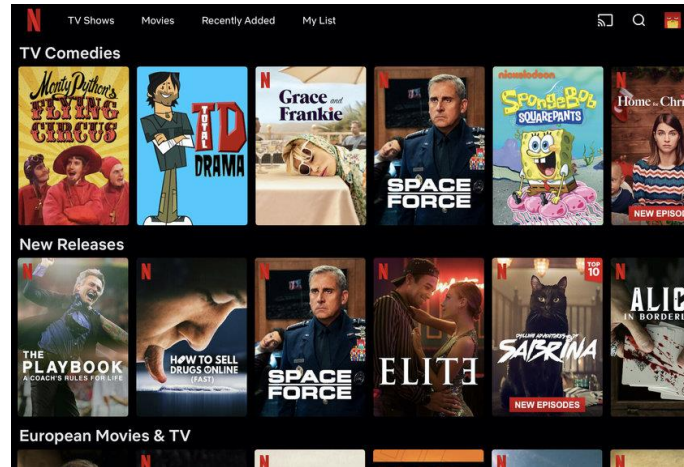
“Human-computer interaction is a discipline concerned with the **design, evaluation and implementation of interactive computing systems for human use** and with the study of **major phenomena surrounding them.**”

**ACM definition*

What is an interface?



Human-Computer Interfaces



Tablet/Computer
Cloud Servers

Users

Course Overview

This course introduces you to human-centered design:

- You will develop **a vocabulary** for evaluating **interface designs** from the perspective of their **intended users**.
- You will **apply** this knowledge to interaction designs for **user goals and/or tasks** based on data gathered from intended users.
- You will **evaluate** your designs with user evaluation techniques.



Course Structures

Lectures (in-person)

- Introduce new concepts and content
- In-class exercises to practice and record participation
- Scheduled to be recorded*

Tutorials (in-person)

- Project working time
- Project check-ins (graded)

Course Goals

By the end of this course students will be able to:

1. **Analyze** interaction and interface design solutions from a critical perspective including fundamental design principles, human needs, and capabilities.
2. **Apply** design research methods and data analysis skills to inform and guide interaction and interface design processes.
3. **Develop** user-focused requirements, task analysis, scenarios, and storyboards to visualize and plan user interactions with the interface.
4. **Produce** prototypes with appropriate fidelities and iterate on design solutions based on user feedback and testing



Any Questions?

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Graded Components Overview

Component	Weight
2 Individual Assignments	20%
4 Group Project Milestones	45%
2 Group Evaluations	5%
10 In-class Exercises	5%
1 Final Exam	25%

Read the syllabus for details (there might be quiz questions)

Late Days Policy

Things will happen...

- A total of **6 late days** (3x2) for individual assignments
- A total of **12 late days** (3x4) for group assignments (per group)
- Tracked in Avenue
- No penalty within this amount



Generative AI

Using Generative AI (e.g., ChatGPT, MidJourney) for any assignments **is not** allowed and will be considered **academic dishonesty**.

You will practice and learn how to **effectively communicate** your ideas through writing, visuals, and other formats during this course.

(But generative AI is an interesting and definitely HCI topic! We might discuss it during the class/have guest lecture on this topic if people are interested)

Communication

- Post content related questions to **this course's Teams channels**
- **Emails** only for individual accommodation requests and grading related inquiries
 - Include course title in the email [SFWRENG 4HC3/6HC3]
- Allow up to **one day** for reply on posts and emails, **two days** during weekends



Avenue

- Central hub for **all materials** in this course
- Arranged by different components and in reversed chronological order (**latest materials are on the top**)
- **Announcement** is used for class-wide broadcasting

General Expectations

Be Professional

- Show up **on time** and actively participate
- Be a **collaborative team member** who contributes positively to group activities
- **Engage in peer learning** by supporting others and providing helpful, constructive feedback

Be Respectful

- **Listen actively** to the instructor and your classmates
- **Mute** your mobile devices and put them away unless instructed
- **Limit and be mindful** of your computing device usage

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- ~~Wednesday~~
 - ~~Course Introduction~~
 - ~~Syllabus and Course Policies~~
- **Friday (1:30PM in ITB AB102)**
 - **HCI and Human-Centered Design Process**