**Chapter 1 Introduction**

Can Art History be compared to the field of HCI

* Art history can be compared to the field of HCI. Similar to how there are three periods of art history, HCI theory is influenced by the ideas and beliefs of the time period.

What fields comprise HCI

* HCI, also known as CSCW, is an umbrella field with many different fields. These are derived from various academic disciplines (e.g. informatics, psychology, social sciences) and design practices (e.g. graphic design, product design, film).

**Chapter 2 Backdrop to HCI Theory**

Why is HCI experiencing "growing pains"?

* With rapidly developing technology, HCI researchers have to decide between using past knowledge to improve their existing products, or to focus on designing and creating new products now that prototyping is cheaper and more affordable.
* Combining the two has caused growing pains that make it difficult to establish a clearly defined identity.

Are we entering a third paradigm with HCI?

* The current era is the third paradigm, and has replaced the first and second paradigms. However, there are various other ideas; since there have not been any profound changes. It is more of seeing HCI evolve and asking different questions about society’s pursuit of technological development.

Chapter 3 Role and Contribution of Theory to HCI

What is difference between Classical Modern and Contemporary?

* The Classical HCI period focused more on cognitive theory.
* The Modernist HCI period approached problems differently and used many theories, such as drawing from social, phenomenological, and cognitive science.
* The Contemporary HCI period was led more by values and societal-based perspectives.

**Chapter 4 Classical theories**

What is information processing theory?

* This theory is based on the idea that humans actively process data from their environment like a computer does. They learn when that information is interacted with whether it is recording, editing, or storing it.
* <https://lo.unisa.edu.au/mod/book/view.php?id=610988&chapterid=120209>
* <http://2018.hci.international/t05>

What are the three periods of HCI and a short definition?

* The Classical period refers to the 1980s, when classical cognitive theories were derived from cognitive psychology for modeling and analytic purposes.
* The Modern period refers to the 1990s and early 200s when theories and frameworks were taken from many disciplines to address problems.
* The Contemporary period refers to everything since then.

What is Cognitive Modeling?

* Cognitive modeling provides techniques for predicting and analyzing users cognitive tasks.
* It replaces a human user and helps predict human performance before the system is implemented.
* <https://uxdesign.cc/cognitive-model-for-better-user-experience-738930c02ed8>

Do you find GOMS usable?

* While GOMS is useful in helping make purchasing decisions about the effectiveness of new products, it is only able to model certain data-entry tasks. In addition, it does not allow for errors to be modeled and makes it difficult to predict user interaction.
* I do think that to an extent, GOMS is usable, but the user must be aware of its shortcomings and find a way to compensate for it.

**Chapter 5 Modern Theories**

What is ethnomethodology?

* Ethnomethodology focuses on how people interact with each other in different settings. Through this, the belief is that people shape their actions rather than their actions being shaped by environment.
* <http://510bds.pbworks.com/w/page/3863144/Ethnomethodology>

Do you agree with external cognition approach?

* External cognition is about the idea of computational offloading.
* I agree with this personally since I find it very difficult to focus when something is presented in a distracting way.

Describe Ecological Psychology

* Ecological psychology theory is the idea of how the human perception and action are affected by environmental structures.
* There are two most relevant parts; ecological constraints (structures that guide human actions) and affordances (relationship between human properties and perceptual properties of an object).
* <https://www.sciencedirect.com/topics/computer-science/ecological-psychology>

Do you think Situated Action applies today?

* This approach offers records of how people use technology in different contexts.
* This definitely applies today, since the way people interact with technology differs depending on their purpose and foreknowledge of the technology.

What is CSCW?

* Computer supported cooperative work focuses on how computer technologies can be designed for working collaboratively.
* CSCW consists of behavioral researchers and system builders at the intersection of collaborative behaviors and technology, and addresses how “different technologies facilitate, impair, or simply change collaborative activities”. There are six components of collaborative behavior:
  + Communication, information sharing, coordination
  + Focused on situations in real time, or asynchronously
* It is constructed from communication, identification, scheduling, sharing, product and administration spaces.
* <https://www.interaction-design.org/literature/book/the-encyclopedia-of-human-computer-interaction-2nd-ed/computer-supported-cooperative-work>
* <https://arxiv.org/pdf/0711.2760.pdf>

**Chapter 6 Contemporary Theory**

What are design values? Can you list some?

* Design values include values like social responsibility or ludic and playful ones that trigger more reflection in the user and have them think about how their perspective has changed.
* <https://interactions.acm.org/archive/view/march-april-1999/hci-standards1>

Is Critical Theory valid?

* Critical theory comprises film, literary, political, and psychoanalytic theory.
* It is the understandings, interpretations, and everyday practices of the people that the technology is being designed for.
* The criticism is that it might overly emphasize or gloss over concepts in the final product.
* This theory is valid, but thought must be given to the underrepresented concepts.
* <https://www.researchgate.net/publication/221437123_Critical_issues_in_interaction_design>

What is your level of interest in theory?

* I don’t particularly have interest in theory, but I understand that it is necessary to learn the theory to apply it.