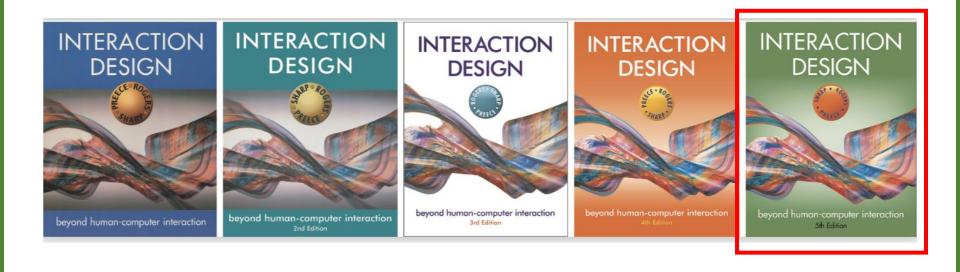
DES102: Introduction to Human Computer Interaction

Rajiv Ratn Shah
Assistant Professor
Departments of CSE and HCD
IIIT Delhi

rajivratn@iiitd.ac.in

Class Code: qzrt54j

https://classroom.google.com/c/NjE3NDY3NzEwNDEx?cjc=qzrt54j



Helen Sharp, Yvonne Rogers, and Jenny Preece (2019)

What we do in the class???



For more such videos, kindly visit...

https://www.youtube.com/playlist?list=PL9rvax0EIUA7KMhdCpjvAFroczbd_s7Z-

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Why do we need to study design?



Will it be fried eggs or a trip to hospital tonight?

Exercise

- Have you encountered any bad design?
- What problems did you face?
- Share your experience?
- Have you ever thought about the solutions?
- Is your solution optimal?
- How to find the best solution?
- How to ensure that your solves the problem indeed?
- Is your solution perfect?
- Is it the end?

"Everything will be okay in the end. If it's not okay, it's not the end." - John Lennon

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Good vs Bad Design (HCI)



Which digital product do you use in daily life?

Which digital interactive product do you use in daily life?

- How usable they are?
- How many are actually easy, effortless, and enjoyable to use?
- Take one example and discuss what one change you will do to make it better usable, enjoyable, easy to use, and effortless.
- To achieve this, we need to be able to understand how to reduce the negative aspects (such as frustration and annoyance) of the user experience while enhancing the positive ones (for example, enjoyment and efficacy).

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What is HCI?



Aims and Objectives

- Students will be able to discuss and distinguish human computer interaction, user experience design, and design thinking.
- Students will be able to apply user centered design, and techniques for gathering data, rapid prototyping, as well as conveying design concepts.
- Students will be able to assess usefulness and usability of interaction designs.
- Students will be able to ideate, prototype, and evaluate new design concepts as part of group projects.

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Tentative Schedule

Week#	Lecture Topic	
1	Introduction to HCI / Chapter 1	
2	What is Design (Pt. 1) / Chapter 1 & 2	
3	What is Design (Pt. 2) / Chapter 1 & 2	
4	What is Interaction (Pt. 1) / Chapter 3	
5	What is Interaction (Pt. 2) / Chapter 3	
6	What is the User Perspective (Pt. 1) / Chapters 4, 5, and 6	
7	What is the User Perspective (Pt. 2) / Chapters 4, 5, and 6	
	Mid-Term Exam	
	Mid Recess Break	
8	What is an Interface (Pt. 1) / Chapter 7	
9	What is Data Requirement, Gathering and Analysis / Chapters 8, 9,10, and 11	
10	Iterative Design (Pt. 1) / Chapters 12 and 13	
11	Iterative Design (Pt. 2) / Chapters 12 and 13	
12	Iterative Design (Pt. 3) / Chapters 12 and 13	
13	Evaluation / Chapters 14, 15, and 16	

Evaluation

Evaluation	% Contribution
Class Participation	10 + (5 Bonus)
Tutorial x 10	20
Quiz x 2	10
Project	25
Mid-term	15
End-term	20

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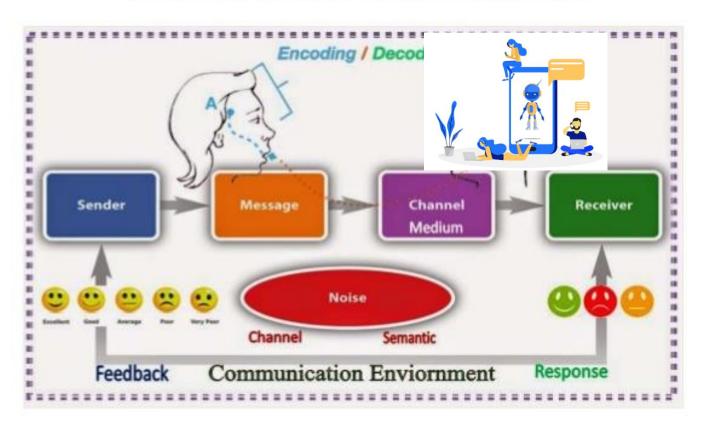
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HCAI/HCML Assisted Communication

Elements of Human Communication



"Human Communication", Joseph A. Deito, PEARSON, 13th Edition

HCAI/HCML Assisted Communication

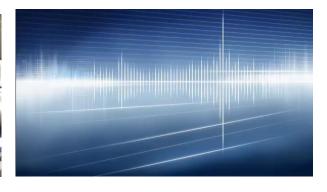
"It is concerned with how to design engaging interactions between people and technologies to support the activities that people want to do and the contexts in which they act."

What you can currently do using digital technology?

Systems









When to meet:

Wednesday, 5:00 – 6:00 pm

Where to meet in person:

- Office: A409, R&D Block, IIIT-Delhi
- Lab: MIDAS Lab, A415, R&D Block

Where to meet virtually:

- https://twitter.com/ratnrajiv
- https://instagram.com/rajivratn
- https://www.linkedin.com/in/rajivratn/



Dr. Rajiv Ratn Shah rajivratn@iiitd.ac.in



Recap

- Introduction to course
- Need of good design?
- What is HCI?
- What to design interactive systems?

Human Computer Interaction (HCI)

"The strength and tradition of HCI has been in its human-centredness and usability concerns. HCI has evolved methods, guidelines, principles and standards to ensure that systems are easy to use and easy to learn."

Visual Speech Recognition

What is lipreading?

Lipreading is recognizing what is being spoken from video input only, without any audio. i.e.,

silent video -> text / audio/video with audio



- Lipreading a text
- · Lipreading as speech
- · Lipreading for pathology
- · Adding new classes in Lipreading



Let's put your lip reading abilities to test (SHOW OF HANDS)

MOBIVSR Predictions:



SPEECH 85%

BRITISH 10%

PRESSURE 2%

INFLATION 1%



Let's jump to MobiVSR difficulty level. Your options:

ABOUT ABSOLUTELY ABUSE ACCESS ACCORDING **ACCUSED ACROSS** ACTION **ACTUALLY AFFAIRS AFFECTED AFRICA AFTER AFTERNOON AGAIN AGAINST AGREE AGREEMENT AHEAD** ALLEGATION **ALLOW** ALLOWED ALMOST ALREADY **ALWAYS AMERICA AMERICAN AMONG AMOUNT** ANNOUNCED **ANOTHER ANSWER** ANYTHING **AREAS AROUND** ARRESTED **ASKED ASKING ATTACK ATTACKS** AUTHORITIE

BANKS

BECAUSE CLAIMS BECOME CLEAR **BEFORE** CLOSE **BEHIND** CLOUD **BEING** COMES **BELIEVE** COMING **BENEFIT** COMMUNITY **BENEFITS COMPANIES** COMPANY BETTER **CONCERNS** BETWEEN **BIGGEST** CONFERENCE BILLION CONFLICT **BLACK** CONSERVATIV **BORDER** BRING CONTINUE **BRITAIN** CONTROL **BRITISH** COULD **BROUGHT** COUNCIL **BUDGET** COUNTRIES BUILD COUNTRY BUILDING COUPLE **BUSINESS** COURSE BUSINESSES COURT CRIME CALLED **CRISIS** CAMERON CURRENT CAMPAIGN **CUSTOMERS** CANCER CANNOT DAVID CAPITAL DEATH CASES **DEBATE** CENTRAL DECIDED **DECISION CERTAINLY** CHALLENGE DEFICIT CHANCE **DEGREES** CHANGE **DESCRIBED CHANGES** DESPITE CHARGE **DETAILS CHARGES** DIFFERENCE DIFFERENT CHIEF CHILD **DIFFICULT** CHILDREN DOING CHINA DURING **EARLY**

EARLY EASTERN **ECONOMIC ECONOMY EDITOR EDUCATION ELECTION EMERGENCY ENERGY ENGLAND ENOUGH EUROPE EUROPEAN EVENING EVENTS EVERY EVERYBODY EVERYONE EVERYTHING EVIDENCE EXACTLY EXAMPLE EXPECT EXPECTED EXTRA FACING FAMILIES FAMILY FIGHT FIGHTING FIGURES** FINAL FINANCIAL **FIRST FOCUS FOLLOWING FOOTBALL FORCE FORCES FOREIGN FORMER FORWARD**

FOUND IMPACT **FRANCE IMPORTANT FRENCH INCREASE** FRIDAY INDEPENDENT FRONT INDUSTRY **FURTHER** INFLATION INFORMATION **FUTURE GAMES INQUIRY GENERAL** INSIDE **GEORGE** INTEREST **GERMANY** INVESTMENT **GETTING** INVOLVED GIVEN **IRELAND GIVING** ISLAMIC **GLOBAL** ISSUE GOING **ISSUES** GOVERNMEN ITSELF **GREAT JAMES GREECE JUDGE GROUND** JUSTICE GROUP **KILLED GROWING** KNOWN **GROWTH LABOUR** LARGE **GUILTY** HAPPEN LATER **HAPPENED** LATEST LEADER **HAPPENING HAVING LEADERS** HEALTH **LEADERSHIP HEARD** LEAST **HEART** LEAVE LEGAL **HEAVY HIGHER** LEVEL **LEVELS** HISTORY HOMES LIKELY HOSPITAL LITTLE HOURS LIVES HOUSE LIVING HOUSING LOCAL LONDON HUMAN **HUNDREDS** LONGER IMMIGRATION LOOKING

MOBIVSR Predictions:



DIFFICULT 40%

GIVING 20%

GIVEN 10%

EVERYTHING 5%