

TEXT BOOK

- Human-Computer Interaction
- Third Edition
 - Alan Dix
 - Janet Finlay
 - Gregory D.Abowd
 - Russell Beale

COURSE PAGE

- http://www.alamgirhossain.com/teaching/cse5503
- All the marks, lecture notes and other materials will provide in this URL

MARKS DISTRIBUTION

- Continuous Assessment
 - Class Test (20)
 - Research Paper Presentation(10)
 - Assignment (10)
- Final Examination (60)

CLASS TEST

• Lecture 1 to Lecture 4

RESEARCH PAPER PRESENTATION

- One Research Paper presentation (i will provide)
- Most of the paper will be in the are of HCI

ASSIGNMENT

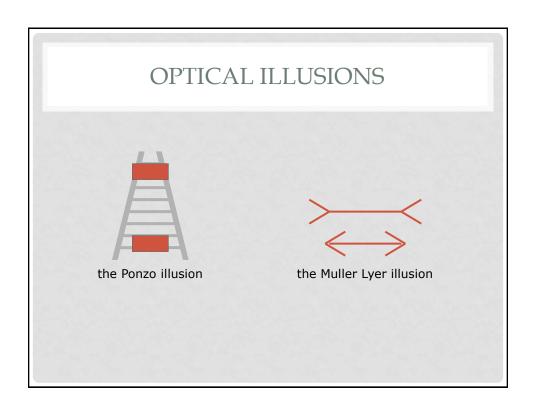
- Individual Assignment (Will provide next week in the course page)
- Most of the work will be some problems in the are of HCI
- The assignment should be research paper format
- Minimum 4 pages

WHAT IS HCI?

 Human-computer Interaction (HCI) involves the study, planning, and design of the interaction between people (users) and computers.

SHORT TERM MEMORY TEST

- 165397620853
- 44 113 245 8920



SHORT-TERM MEMORY (STM)

- Scratch-pad for temporary recall
 - rapid access ~ 70ms
 - rapid decay ~ 200ms
 - limited capacity 7± 2 chunks

EXAMPLES

212348278493202

0121 414 2626

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LONG-TERM MEMORY (LTM)

- Repository for all our knowledge
 - slow access ~ 1/10 second
 - slow decay, if any
 - · huge or unlimited capacity
- Two types
 - episodic serial memory of events
 - semantic structured memory of facts, concepts, skills

semantic LTM derived from episodic LTM

LONG-TERM MEMORY (CONT.)

- Semantic memory structure
 - provides access to information
 - represents relationships between bits of information
 - supports inference
- Model: semantic network
 - inheritance child nodes inherit properties of parent nodes
 - relationships between bits of information explicit
 - supports inference through inheritance

