



HUMAN-COMPUTER INTERACTION

THIRD
EDITION

DIX
FINLAY
ABOWD
BEALE

HUMAN COMPUTER INTERACTION (H.C.I)

Introduction

References

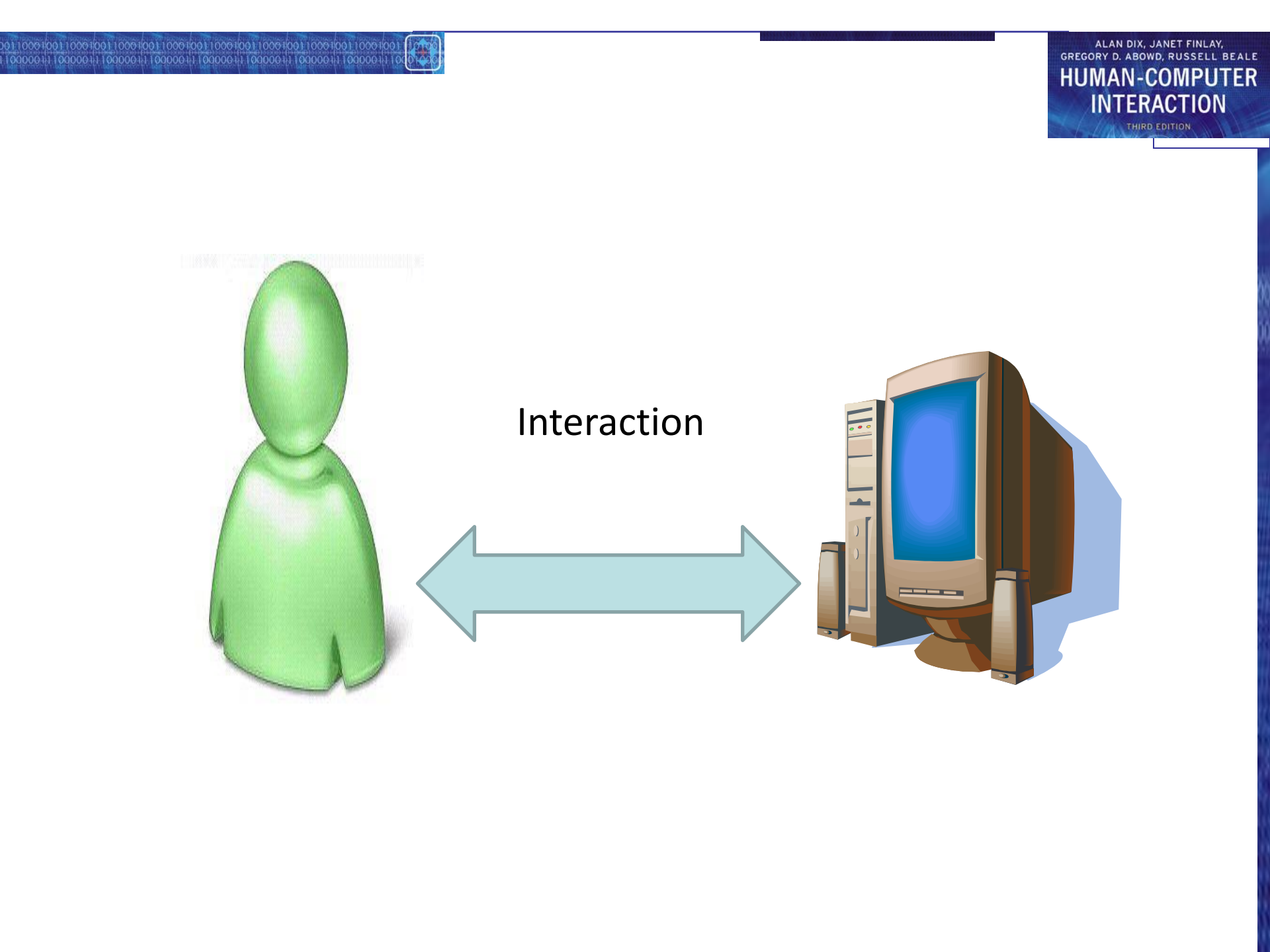
- Alan Dix, Janet Finlay, Gregory D. Abowd, Russell Beale, " Human Computer Interaction," Third Edition, Pearson Education Limited 2004.
- John Wiley & Sons, Inc "Interaction Design - Interaction Design - Beyond Human-Computer Interaction".

Grading

- Unknown Test and Assessments [5%]
- Mid Term [15%]
- Lab [20%]
- Final Exam [60%]
- **Total [100%]**

Historical Overview

- Systematic study of **human performance** began in earnest at the beginning of the last century in **factories**.
- The Second World War **provided** the impetus **for** studying the interaction between humans and machines.
- Ergonomists have been **concerned** primarily with the **physical characteristics of machines and systems**, and **how these affect user performance**.



What is HCI ?

- Human-Computer Interaction, often called HCI.
- HCI is a **sociotechnological** discipline whose **goal** is to bring the power of computers and communications systems to people in ways and forms that are both **accessible** and **useful** in our working, learning, communicating, and recreational lives.

What is HCI ?

- HCI is sociotechnological **because** it concerns how people, both as individuals and as groups, use and are affected by computer and communication systems.
- HCI is a discipline **concerned** with the design, evaluation and implementation of interactive computing systems in the context of the user's task and work.

What is HCI ?

- **The computer** means any technology ranging from the general desktop computer to a large-scale computer system, a process control system or an embedded system.
- **The interaction** means any communication between a user and computer. It may be it direct or indirect.
 - **Direct interaction** involves a dialog with feedback and control throughout performance of the task.
 - **Indirect interaction** may involve batch processing or intelligent sensors controlling the environment.

What is HCI ?

- **Systems analysis** has traditionally concerned itself with the influence of technology in the workplace, and fitting the technology to the requirements and constraints of the job. They are also the **concern** of HCI.
- **HCI** is an essential part of the design process for systems design.

Who is Involved in HCI?

- HCI is undoubtedly a **multi-disciplinary** subject.
- The ideal designer of an interactive system would have expertise **in a range of topics:**
 - **Psychology and cognitive science**
 - to give him knowledge of the user's perceptual, cognitive and problem-solving skills
 - **Ergonomics**
 - for the user's physical capabilities
 - **Sociology**
 - to help him understand the wider context of the interaction
 - **Computer science and engineering**
 - to be able to build the necessary technology

Who is Involved in HCI?

- The ideal designer of an interactive system would have expertise **in a range of topics:**
 - **Business**
 - to be able to market it
 - **Graphic design**
 - to produce an effective interface presentation
 - **Technical writing**
 - to produce the manuals
 - **Etc**

Who is Involved in HCI?

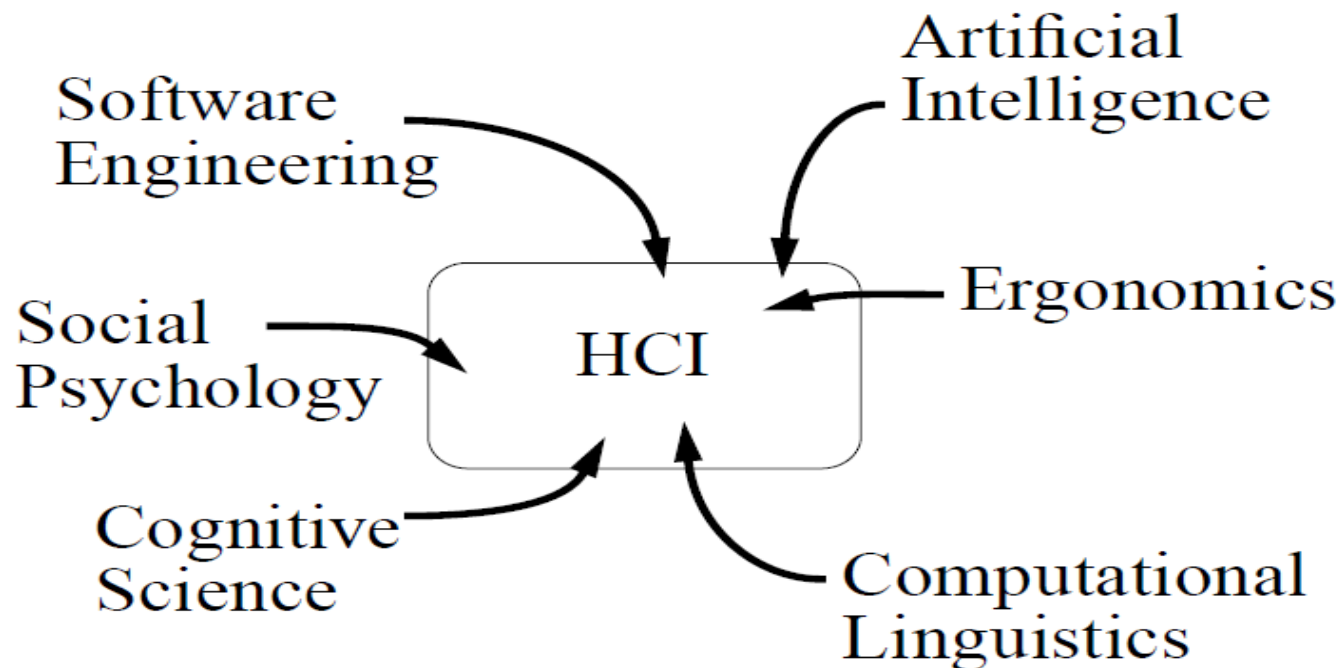
- It is not possible to design effective interactive systems from one discipline in isolation.
- Input is needed from all sides.
- To make computer and communications systems ever **more usable** in **carrying out** tasks as diverse.
- **For example**, a beautifully designed graphic display may be unusable if it ignores dialog constraints or the psychological limitations of the user.

HCI is Multidisciplinary

- Within computer science there is already a large subdiscipline that **addresses** the management and technical issues of the development of software systems – **called software engineering**.
- The **cornerstones** of software engineering is the software life cycle.
- **Software Life Cycle** is describes the activities that take place from the initial concept formation for a software system up until its eventual phasing out and replacement.

HCI is Multidisciplinary

- Following figure depicts the involved fields of HCI



Techniques Commonly Used in HCI

- Technologies such as:
 - graphical user interface .
 - virtual environments.
 - speech recognition.
 - gesture and handwriting recognition.
 - multimedia presentation.
 - cognitive models of human learning and understanding.
- All this technologies are developed and applied as part of HCI research agendas.

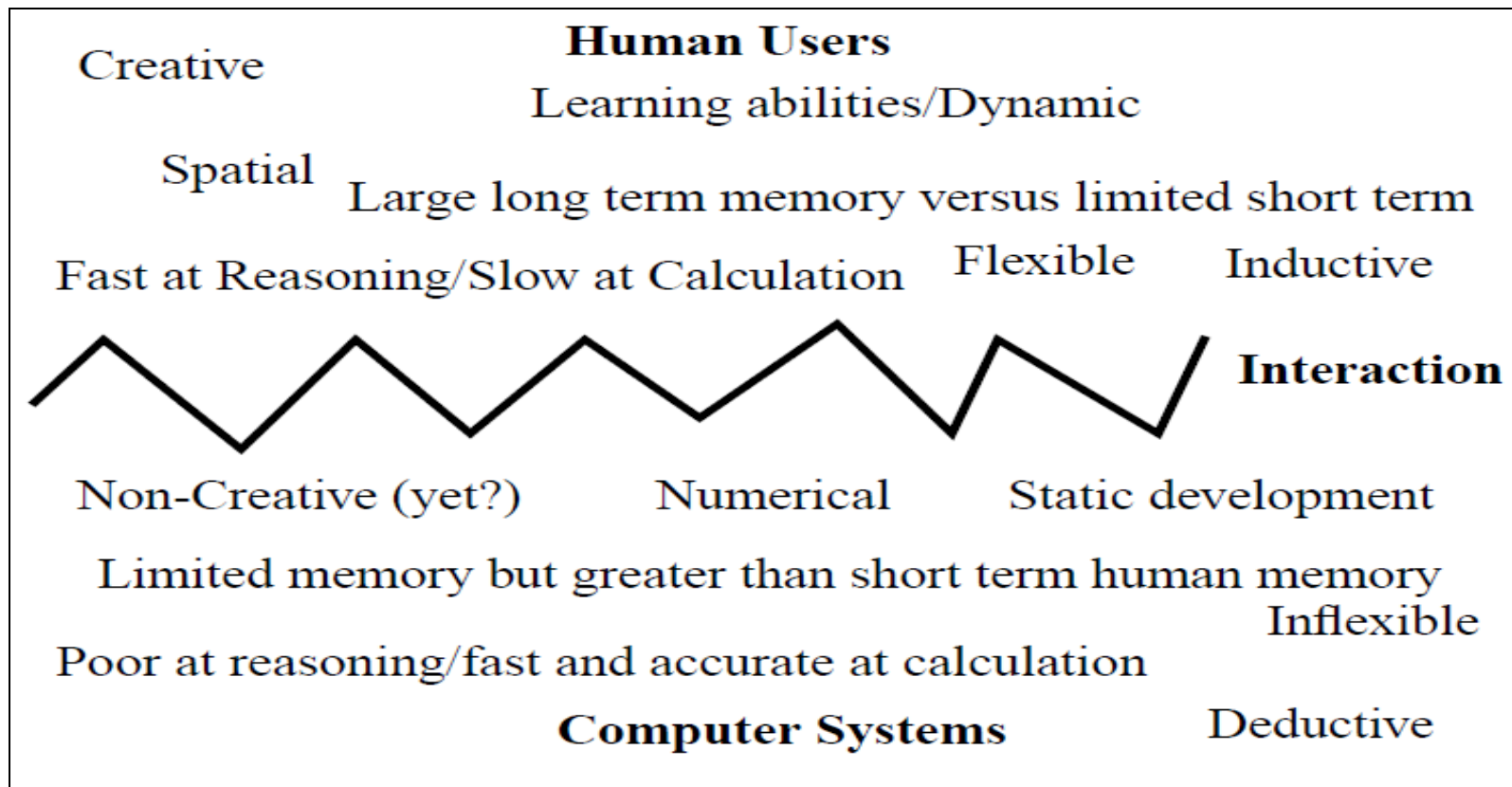
Theory and HCI

- There are three 'use' words that must all be true for a product to be successful; it must be:
 - Useful
 - To accomplish what is required (play music, cook dinner, format a document).
 - Usable (Simple)
 - Easily and naturally, without danger of error, etc.
 - Used (Accessible)
 - Make people want to use it, (attractive, engaging, fun, etc).

HCI in The Curriculum

- HCI involves both craft and science then it must, in part at least, be taught. **Imagination** and **skill** may be qualities innate in the designer or developed through **experience**.
- Designers cannot afford to ignore the interface in favour of the functionality of their systems, **the two are too closely intertwined**:
 - If the interface is poor, the functionality is obscured.
 - If it is well designed, it will allow the system's functionality to support the user's task.

HCI Components



Models of Interaction

- The purpose of an interactive system is **to aid** a user in accomplishing **goals** from **some application domain**.
- **Domain** defines an area of expertise and knowledge in some real-world activity.
- **Goals** is the desired output from a performed task.

Models of Interaction

- Models of interaction are used to help us **to** understand exactly what is going on in the interaction and identify the likely root of difficulties.
- Also provide us with a **framework** to compare different interaction styles and to consider interaction problems.
- **Norman's model** of interaction is perhaps the most influential in HCI

Importance of HCI

- In the early days of computing only **highly trained specialists** could use computers.
- These were massive **expensive machines** really only found in **industry** and **research**.
- Today, computers are everywhere, and the range of **knowledge** and **experience** of **different users** is very broad.
- The majority of computer users nowadays have **not received intensive specialised training**.

Importance of HCI

- HCI is extremely important when designing clear intuitive systems which will be **usable** for **people with a varied range of abilities and expertise**, and who have not completed any formal training.
- HCI takes advantage of our everyday knowledge of the world **to make** software and devices more understandable and usable for everyone.

Importance of HCI

- On average, 70% of code for any real application is devoted to the Graphical User Interface.
- Similar figures can be attributed to cost/effort during development.
- Poor design limits the actual usage of the system.
- **Worst Case:** the developed system might not be used at all !

Importance of HCI

- **Daily Life**
 - Today computers permeate every aspect of our daily lives. Even if a person does not directly own or use a computer, their life is affected in some way by computing. **ATM machines, train ticket machines, and hot drinks dispensing machines.**
- **Accessibility**
 - HCI is a key consideration when designing systems that are not only usable, but also accessible to people with **disabilities**.

Importance of HCI

- **Business and Industry**

- HCI is an important consideration for any business that uses computers in their everyday operation.
- designed usable systems ensure that staff are not frustrated during their work and as a result are more productive.
- HCI is especially important in the design of safety critical systems, such as, for example, those found in
 - power plants.
 - air traffic control centers.
- Design errors in these situations can have serious results, possibly resulting **in the death of many people**.

Importance of HCI

- **Software Success**

- Good use of HCI principles and techniques is not only important for the **end user**, but also is a very high priority for **software development companies**.
- If a software product is **unusable** and causes **frustration**, no person will use the program by choice, and as a result **sales will be negatively affected**.

Importance of HCI

- **Untrained Users**

- Very few computer users actually read the **manual** accompanying the software, if one exists.
- Only very **specialised** and **advanced** programs require training and an extensive manual.
- Computer users expect **to** understand the main **functionality** of an average program within a few minutes of interacting with it.
- HCI provides designers with the **principles**, **techniques**, and **tools** necessary **to** design **effective interfaces** that are obvious and easy to use, and do not require training.



Questions

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