



Human-Computer Interaction

Lecturer: Wei Liang (梁玮)

About Me



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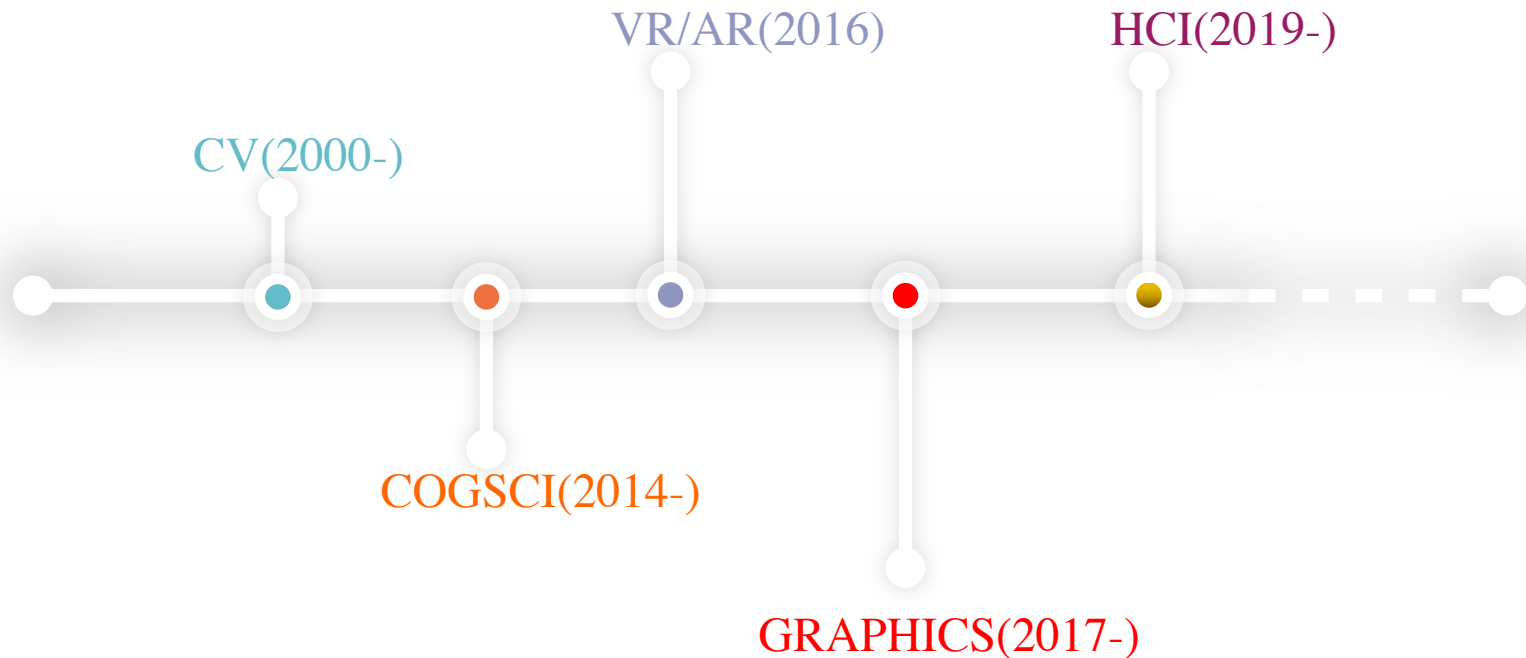


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Research Domain





Research Interests

Understanding

- Scenes
- Human Behaviours
- Functionality of Objects

Applying to

- VR and AR
- Graphics
- HCI



Course Content

- Introduction
- Human factors
- Interaction factors
- Computer Vision based Interaction
- VR, AR, and MR based Interaction
- Designing HCI Experiments
- Hypothesis Testing



Book and Resource

MacKenzie, I. Scott. Human-computer interaction: An empirical research perspective.

Alan Dix, Janet Finlay, Gregory D. Abowd, and Russell Beale.
Human-Computer Interaction.

ACM Conference on Human Factors in Computing Systems
(<http://dblp.uni-trier.de/db/conf/chi/>)

人机交互基础教程，孟祥旭等，清华大学出版社



Grading System

- 小作业2个 20%
- 结课项目 20%
- 假设检验分析理论及其他测试 50% （闭卷）
最后一节课随堂测试（网络教室或者卷面考试待定）
- 上课出席、随堂测试等 10%