



Welcome to this session:

Skills Bootcamp - Q&A Session

The session will start shortly...

Questions? Drop them in the chat.
We'll have dedicated moderators
answering questions.



Skills Bootcamp Data Science Housekeeping

- The use of disrespectful language is prohibited in the questions, this is a supportive, learning environment for all - please engage accordingly. **(Fundamental British Values: Mutual Respect and Tolerance)**
- No question is daft or silly - **ask them!**
- There are **Q&A sessions** midway and at the end of the session, should you wish to ask any follow-up questions. We will be answering questions as the session progresses as well.
- If you have any questions outside of this lecture, or that are not answered during this lecture, please do submit these for upcoming Academic Sessions. You can submit these questions here: [Questions](#)

Skills Bootcamp Data Science Housekeeping

- For all **non-academic questions**, please submit a query:
www.hyperiondev.com/support
- **Report a safeguarding incident:** **www.hyperiondev.com/safeguardreporting**
- We would love your feedback on lectures: **[Feedback on Lectures](#)**.
- Find all the lecture content in your **[Lecture Backpack](#)** on GitHub.
- If you are hearing impaired, kindly use your computer's function through Google Chrome to enable captions.

Safeguarding & Welfare

We are committed to all our students and staff feeling safe and happy; we want to make sure there is always someone you can turn to if you are worried about anything.

If you are feeling upset or unsafe, are worried about a friend, student or family member, or you feel like something isn't right, speak to our safeguarding team:



Ian Wyles
Designated Safeguarding
Lead



Simone Botes



Nurhaan Snyman



Rafiq Manan



Ronald Munodawafa



Tevin Pitts

Scan to report a
safeguarding concern



or email the Designated
Safeguarding Lead:
Ian Wyles
safeguarding@hyperiondev.com

Skills Bootcamp Progression Overview

✓ Criterion 1 - Initial Requirements

Specific achievements **within the first two weeks** of the program.

To meet this criterion, students need to, by no later than **01 December 2024 (C11)** or **22 December 2024 (C12)**:

- **Guided Learning Hours (GLH):** Attend a **minimum of 7-8 GLH per week** (lectures, workshops, or mentor calls) for a total minimum of **15 GLH**.
- **Task Completion:** Successfully complete the **first 4 of the assigned tasks**.

✓ Criterion 2 - Mid-Course Progress

Progress through the successful completion of tasks **within the first half** of the program.

To meet this criterion, students should, by no later than **12 January 2025 (C11)** or **02 February 2025 (C12)**:

- **Guided Learning Hours (GLH):** Complete at least **60 GLH**.
- **Task Completion :** Successfully complete the **first 13 of the assigned tasks**.

Skills Bootcamp Progression Overview

✓ Criterion 3 – End-Course Progress

Showcasing students' progress nearing the completion of the course.

To meet this criterion, students should:

- **Guided Learning Hours (GLH):** Complete the **total minimum required GLH**, by the **support end date**.
- **Task Completion : Complete all mandatory tasks**, including any necessary resubmissions, by the end of the bootcamp, **09 March 2025 (C11)** or **30 March 2025 (C12)**.

✓ Criterion 4 - Employability

Demonstrating progress to find employment.

To meet this criterion, students should:

- **Record an Interview Invite:** Students are required to record proof of invitation to an interview by **30 March 2025 (C11)** or **04 May 2025 (C12)**.
 - **South Holland Students** are required to proof and interview by **17 March 2025**.
- **Record a Final Job Outcome :** Within 12 weeks post-graduation, students are required to record a job outcome.

Learning Outcomes

- ❖ **Define key principles in Human-Computer Interaction** such as usability, accessibility, and user experience.
- ❖ **Apply design frameworks** by utilizing wireframes, prototypes, and user testing in interface design.
- ❖ **Analyse cognitive and psychological aspects of HCI** including how cognitive load and user behaviour influence design.
- ❖ **Identify best practices for designing secure interfaces** to prevent user errors and phishing attacks.
- ❖ **Critically assess and propose improvements** to real-world HCI examples.

Is there a specific topic
from this week that you'd
like to review or gain more
clarity on?





What is the primary goal of Human-Computer Interaction (HCI)?

- A. To make computers more powerful
- B. To improve user experience and usability
- C. To enhance software security
- D. To replace humans with AI



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- B. The aesthetic appeal of an interface
- C. How easy it is for users to accomplish tasks
- D. The number of features a system provides



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Which factor contributes most to cognitive overload in UI design?

- A. Minimalist design
- B. Too many choices and complex navigation
- C. High contrast between text and background
- D. Using simple, familiar icons



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Why do companies invest in usability testing?

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- B. A high-fidelity UI design ready for coding
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What is an example of an accessibility feature in UI design?

- A. Dark mode
- B. High-resolution images
- C. Screen reader compatibility
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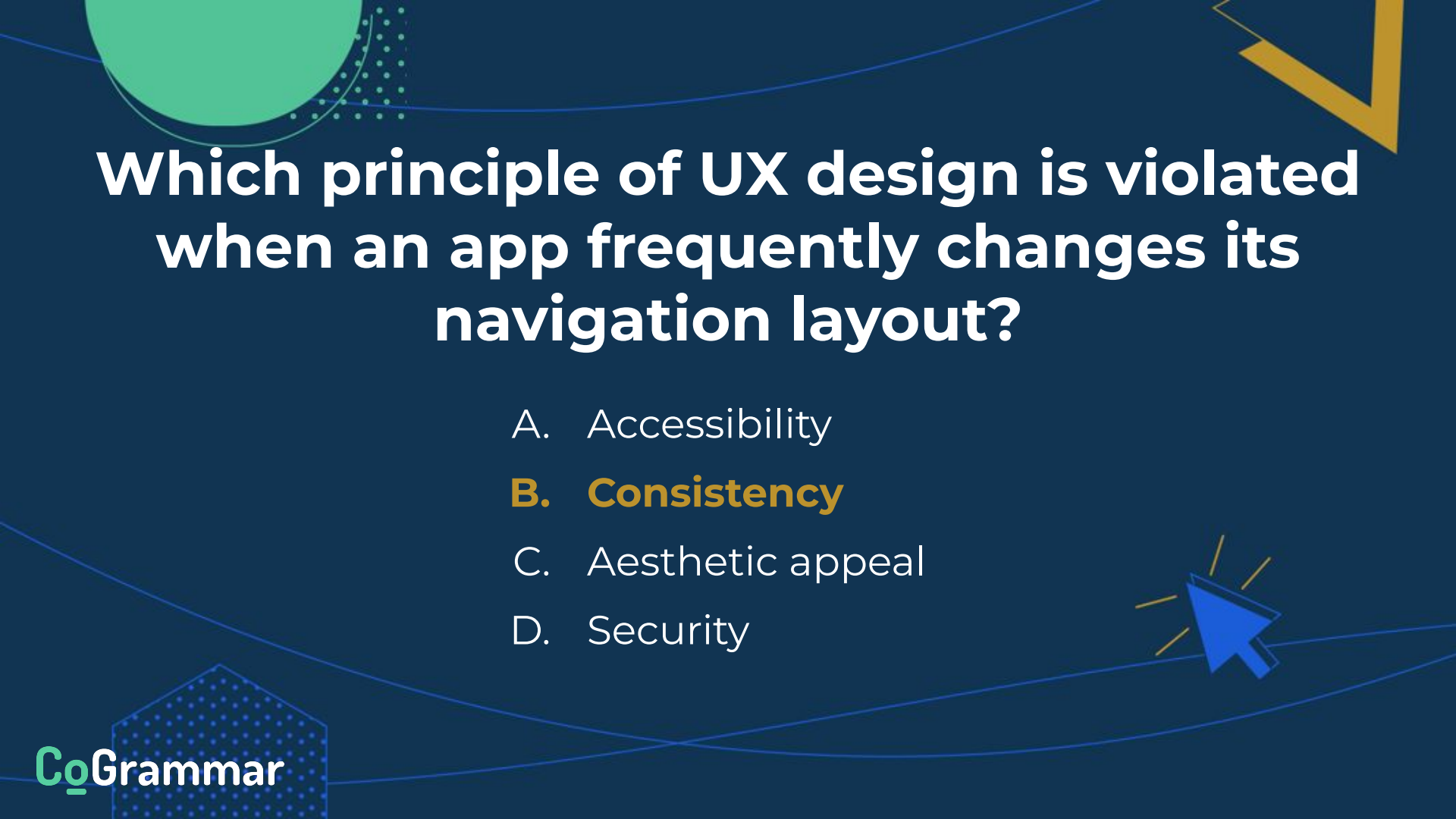
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- B. Encrypting all user passwords
- C. Using AI to detect fraud
- D. Storing all passwords in a database



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Which of the following is an example of a “dark pattern” in UI design?

- A. A confirmation popup before deleting an account
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Let's Breathe!

Let's take a small break
before moving on to
the next topic.





Which of the following is **NOT** a common usability heuristic?

- A. User control and freedom
- B. Aesthetic and minimalist design
- C. High-resolution images
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- A. Increasing the number of menu options
- B. Grouping related actions together
- C. Requiring users to memorize complex commands
- D. Using decorative animations on every button

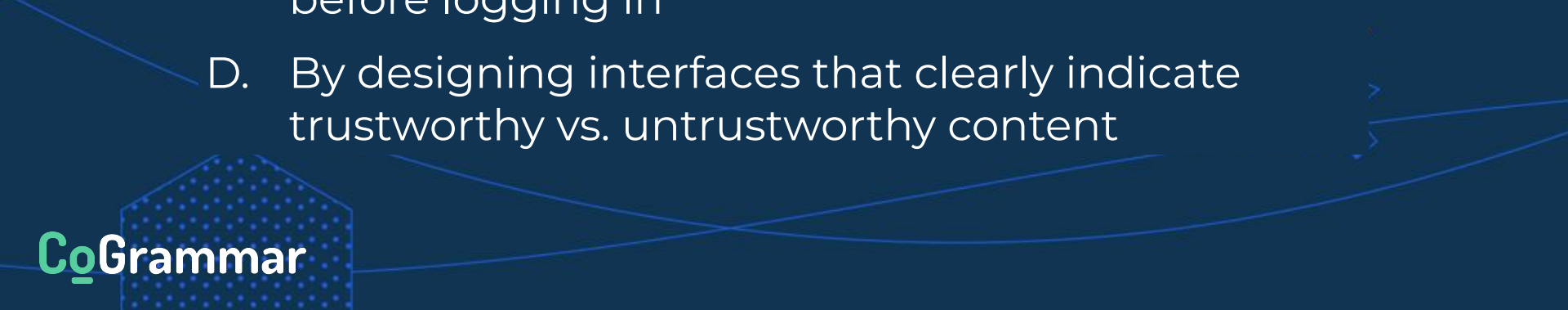


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How can HCI principles help prevent phishing attacks?

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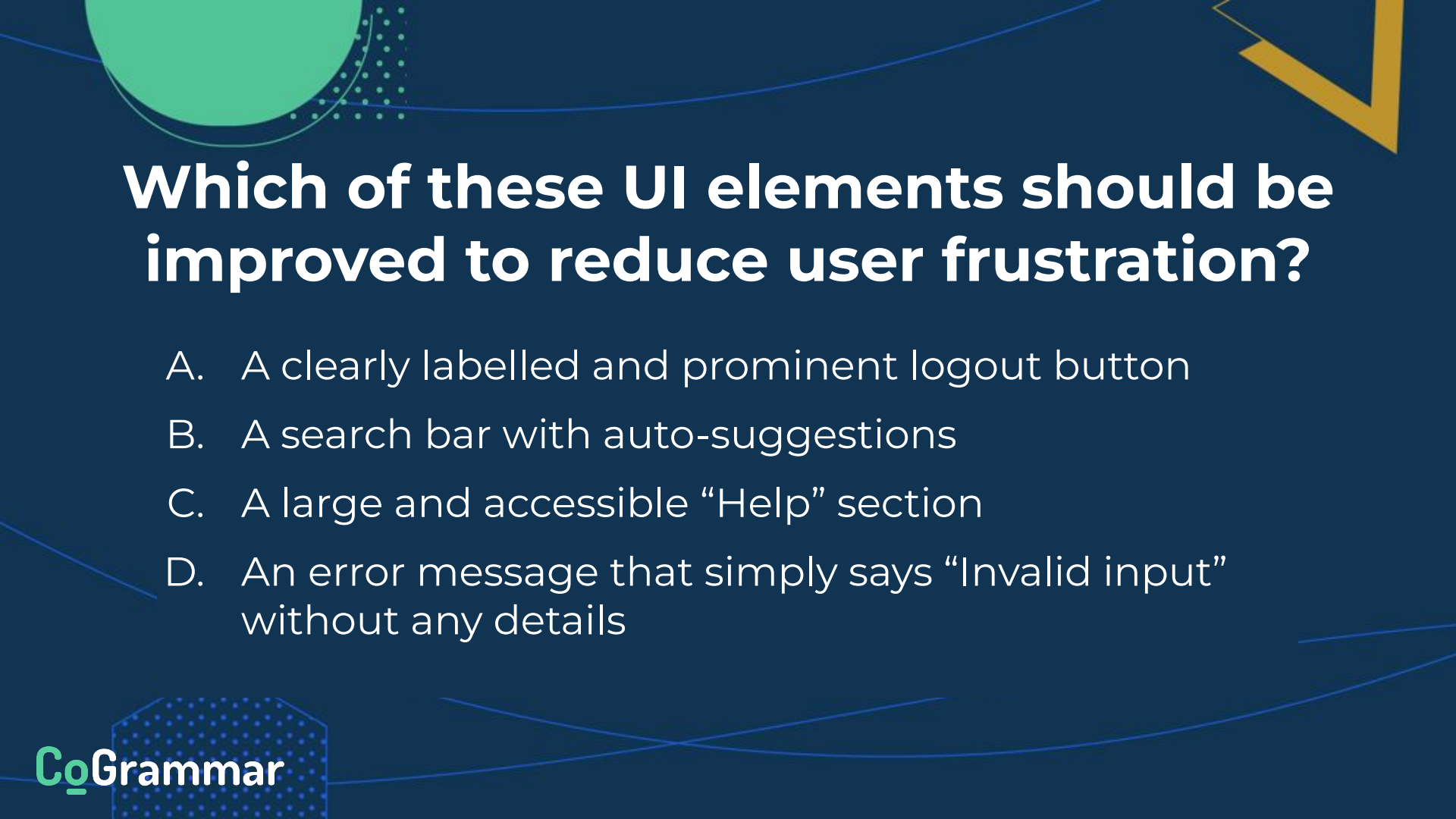
What is a key factor in designing forms for high usability?

- A. Making fields as small as possible to save space
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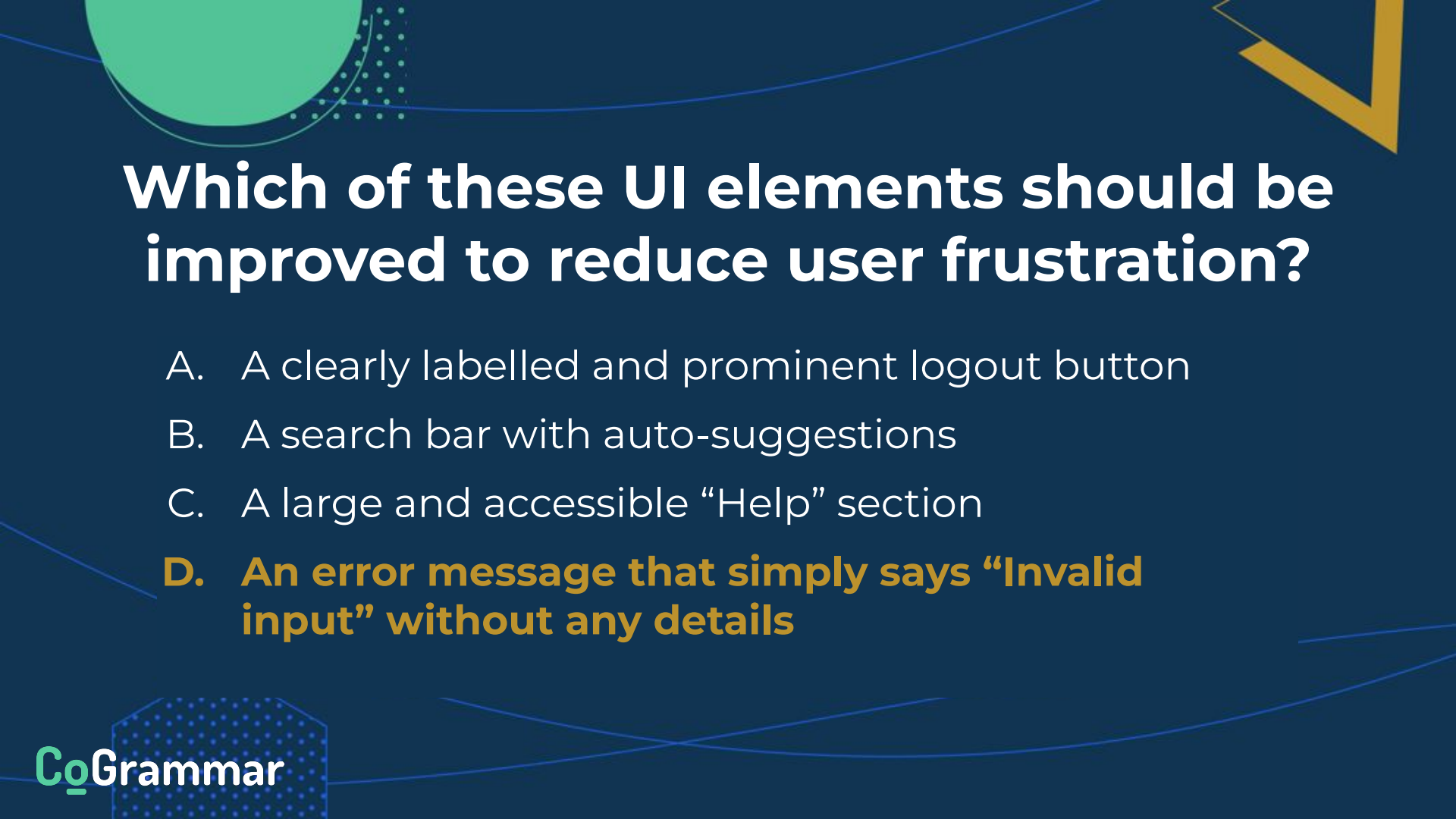
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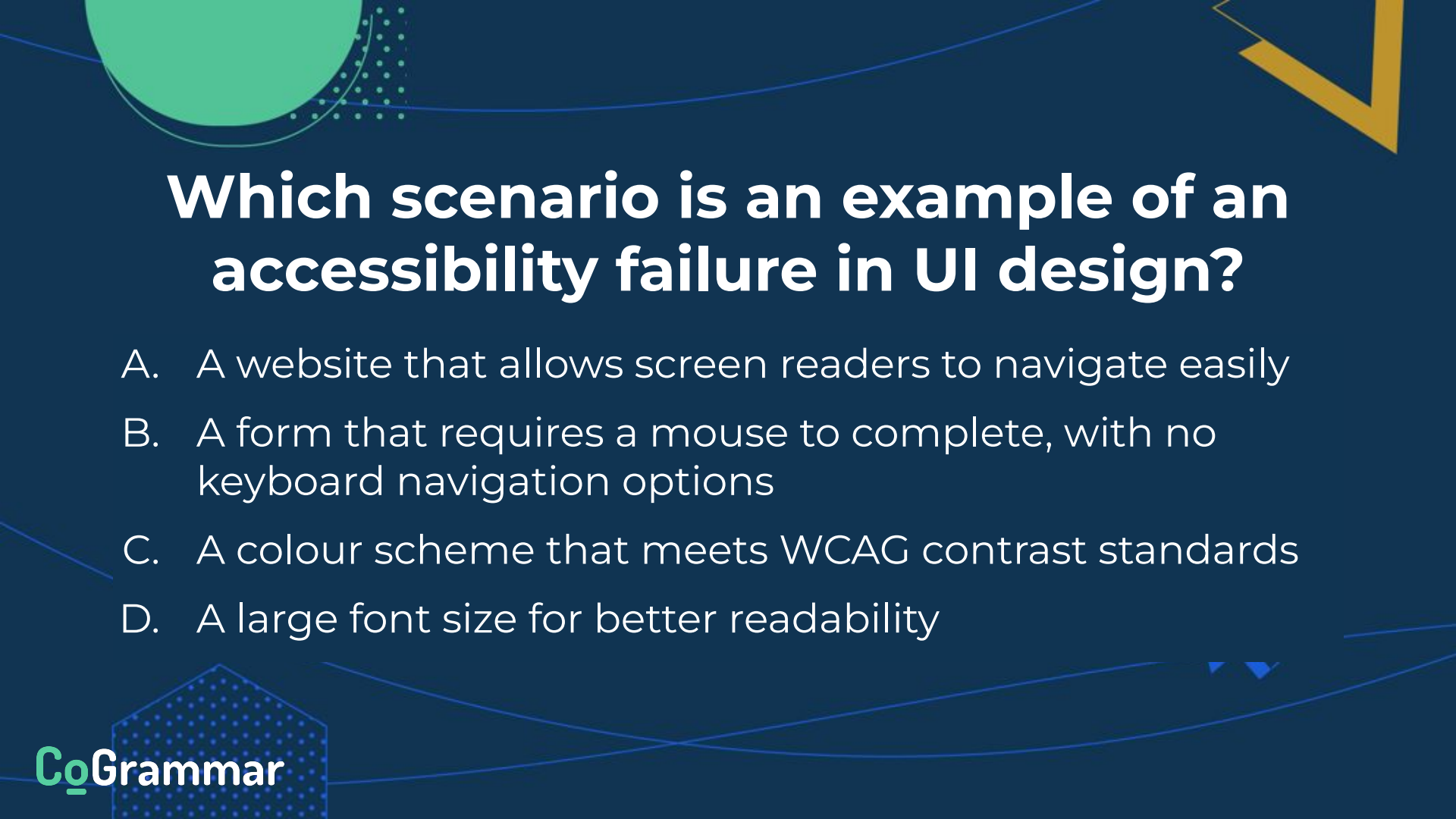
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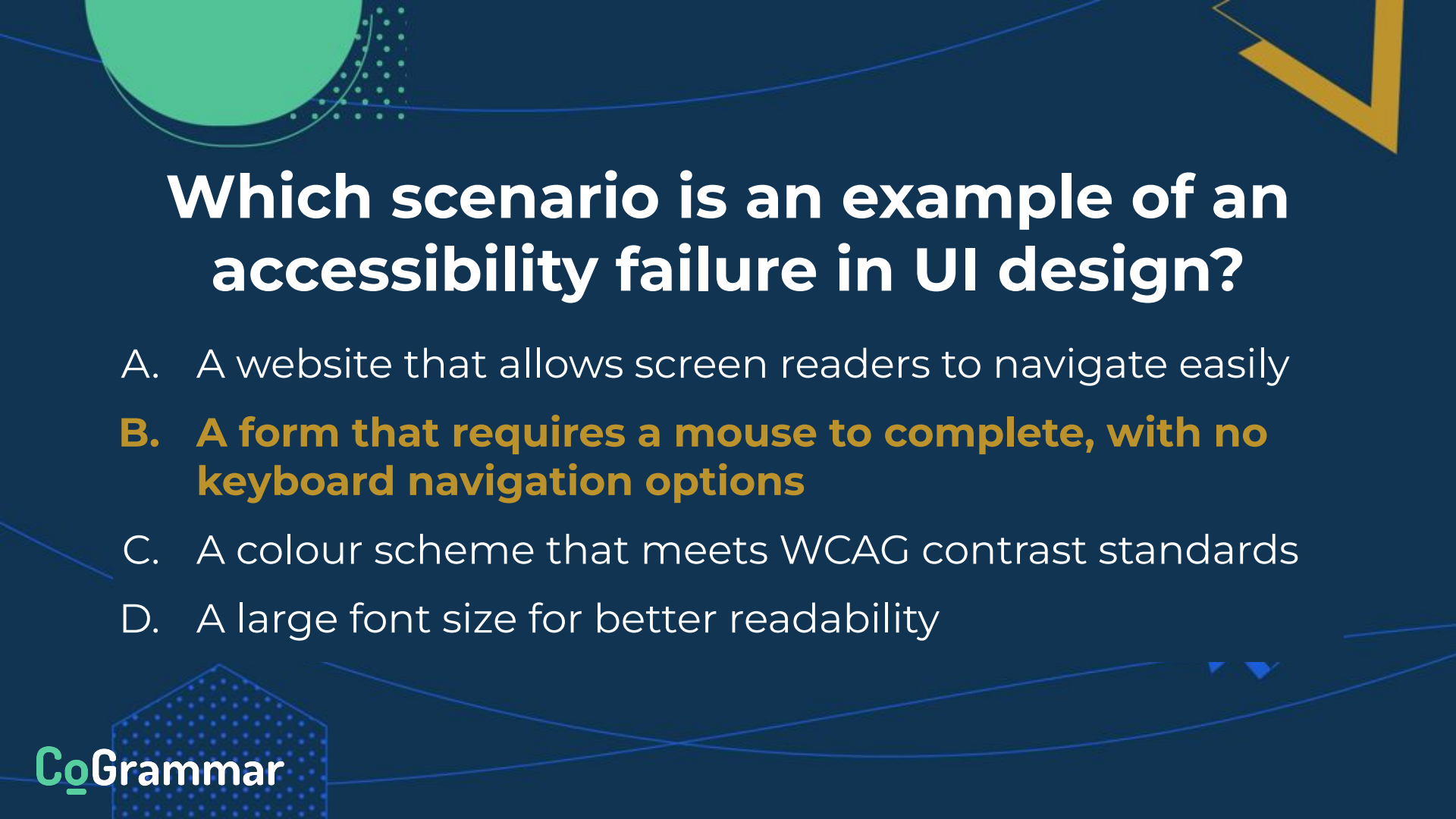
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Which scenario is an example of an accessibility failure in UI design?

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Any more questions on Human-Computer Interaction?



CoGrammar

Q & A SECTION

**Please use this time to ask
any questions relating to the
topic, should you have any.**

Thank you for attending



CoGrammar



Department
for Education