



Welcome to this session: Skills Bootcamp - Case Study Analysis of HCI

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

- ❖ Analyze successful and failed HCI designs and extract key lessons.
- ❖ Explain the role of security-oriented design in HCI.
- ❖ Critically assess and propose improvements to real-world HCI examples.
- ❖ Discuss ethical considerations in design, especially concerning data privacy.

Lecture Overview

- Introduction
- Case Studies





What does HCI stand for, and why is it important in technology design?

- A. Human-Computer Intelligence
- B. Human-Computer Interaction
- C. Hardware-Computer Interface
- D. Human-Cloud Integration



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- A. The number of colors used in an interface
- B. The ease with which users can interact with a system
- C. The speed of the internet connection
- D. The number of features a system has



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- A. Making the UI as complex as possible to challenge users
- B. Ensuring users can recall information instead of recognizing it
- C. Keeping the interface consistent and easy to understand
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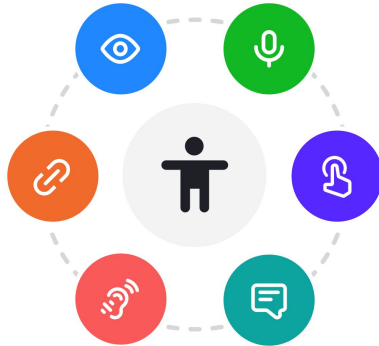
What is HCI?

- ❖ Human-Computer Interaction (HCI) focuses on designing user-friendly systems.
- ❖ It combines psychology, design, and computing.
- ❖ The goal:
 - Enhance usability and user experience (UX).



Why Study HCI Case Studies?

- ❖ Learning from both successful and failed designs.
- ❖ Understanding how users interact with technology.
- ❖ Improving accessibility, security, and overall usability.



Success Case Study – Apple iPhone UI

- ❖ Why It Succeeded:
 - First intuitive touchscreen UI (2007).
 - Natural gestures (swipe, pinch, tap).
 - Minimalist, user-friendly design.
 - Strong ecosystem integration (App Store, iCloud).



The Case for Apple iPhone UI

Let's Breathe!

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



Failure Case Study – Windows 8

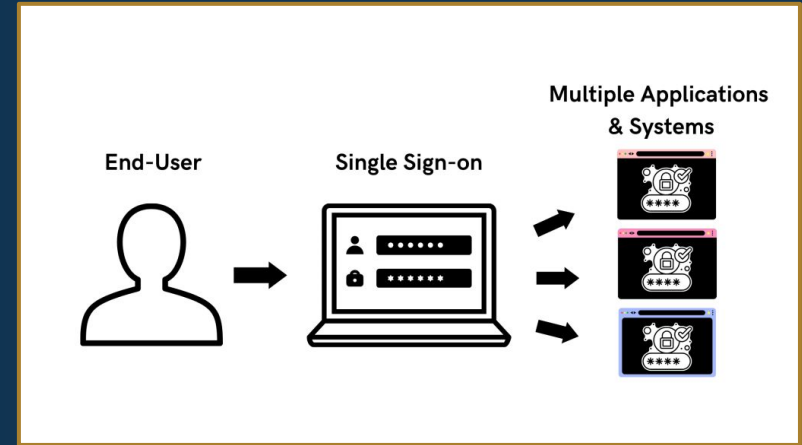
- ❖ Why It Failed:
 - Removed Start button, confusing UI shift.
 - Forced touchscreen design on desktop users.
 - Steep learning curve and user resistance.



The Case for Windows 8

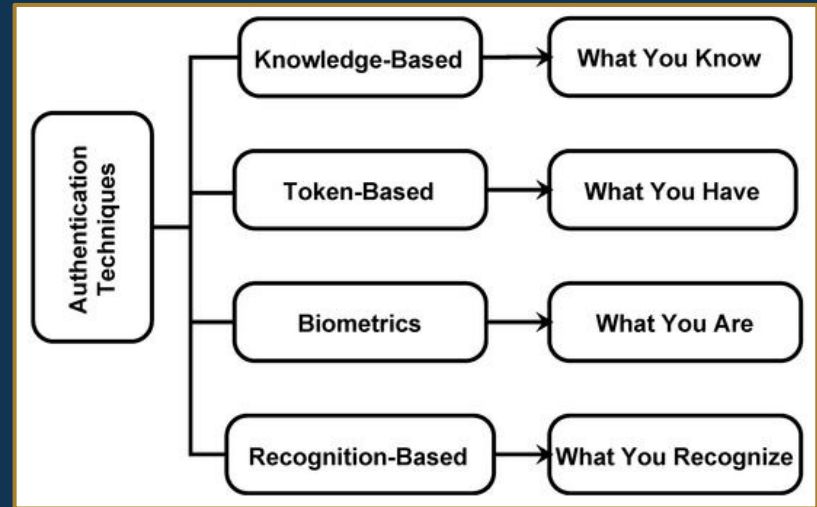
Security-Oriented Designs in HCI

- ❖ Balancing Security & Usability:
 - Users demand easy authentication but also security.
 - Poor security practices lead to breaches.
 - Best practices include biometrics, Single Sign-On (SSO), and password managers.



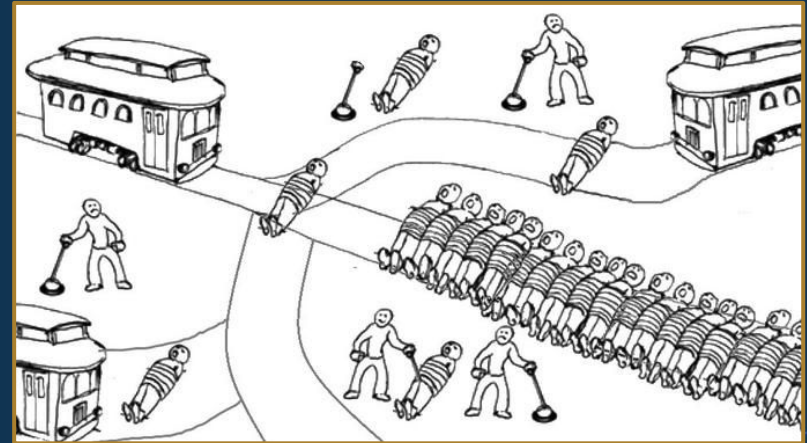
Case Study – Secure Authentication

- ❖ Good Design: Apple Face ID
 - Secure, seamless, and fast login.
 - Reduces reliance on passwords.
- ❖ Bad Design: Complex CAPTCHAs
 - Hard to read, frustrating user experience.
 - Causes accessibility issues.



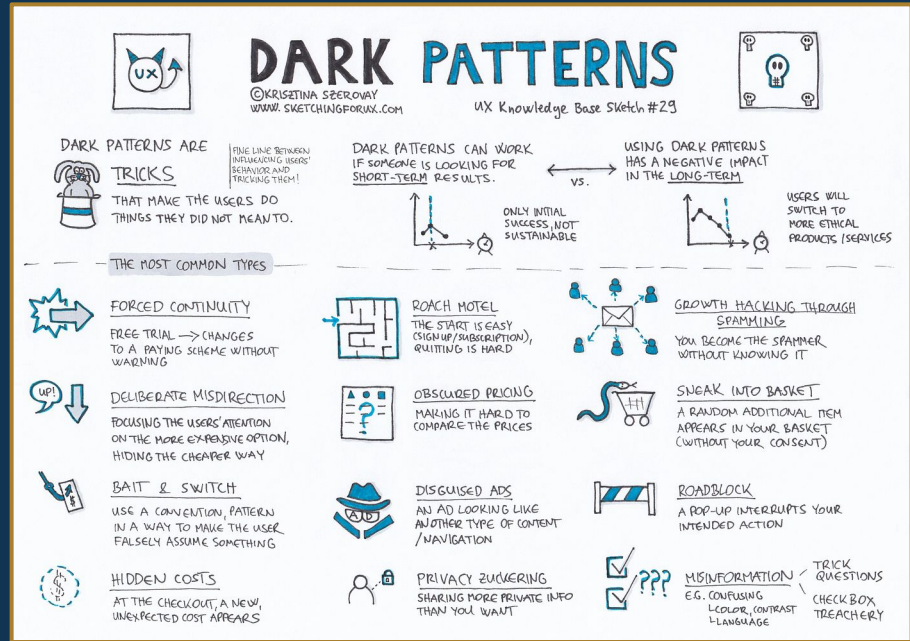
Ethical Considerations in HCI

- ❖ Key Issues:
 - Data privacy concerns (e.g., Facebook-Cambridge Analytica).
 - Dark patterns (tricking users into actions).
 - AI bias in design (facial recognition inaccuracies).

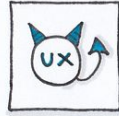


Spotting Dark Patterns

- ❖ “Free trials” that auto-renew without clear notice.
- ❖ Making it easy to sign up but hard to cancel.
- ❖ Misleading UX (e.g., disguised ads).



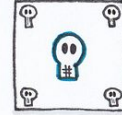
Spotting Dark Patterns



DARK PATTERNS

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WWW.SKETCHINGFORUX.COM

UX Knowledge Base Sketch #29



DARK PATTERNS ARE

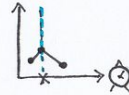


TRICKS

THAT MAKE THE USERS DO THINGS THEY DID NOT MEAN TO.

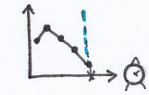
FINE LINE BETWEEN INFLUENCING USERS' BEHAVIOR AND TRICKING THEM!

DARK PATTERNS CAN WORK IF SOMEONE IS LOOKING FOR SHORT-TERM RESULTS.



ONLY INITIAL SUCCESS, NOT SUSTAINABLE

USING DARK PATTERNS HAS A NEGATIVE IMPACT IN THE LONG-TERM



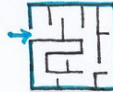
USERS WILL SWITCH TO MORE ETHICAL PRODUCTS / SERVICES

THE MOST COMMON TYPES



FORCED CONTINUITY

FREE TRIAL → CHANGES TO A PAYING SCHEME WITHOUT WARNING



ROACH MOTEL

THE START IS EASY (SIGNUP/SUBSCRIPTION), QUITTING IS HARD



GROWTH HACKING THROUGH SPAMMING

YOU BECOME THE SPAMMER WITHOUT KNOWING IT



DELIBERATE MISDIRECTION

FOCUSING THE USERS' ATTENTION ON THE MORE EXPENSIVE OPTION, HIDING THE CHEAPER WAY



OBSCURED PRICING

MAKING IT HARD TO COMPARE THE PRICES



SNEAK INTO BASKET

A RANDOM ADDITIONAL ITEM APPEARS IN YOUR BASKET (WITHOUT YOUR CONSENT)



BAIT & SWITCH

USE A CONVENTION, PATTERN IN A WAY TO MAKE THE USER FALSELY ASSUME SOMETHING



DISGUISED ADS

AN AD LOOKING LIKE ANOTHER TYPE OF CONTENT / NAVIGATION



ROADBLOCK

A POP-UP INTERRUPTS YOUR INTENDED ACTION



HIDDEN COSTS

AT THE CHECKOUT, A NEW, UNEXPECTED COST APPEARS



PRIVACY ZUCKERING

SHARING MORE PRIVATE INFO THAN YOU WANT



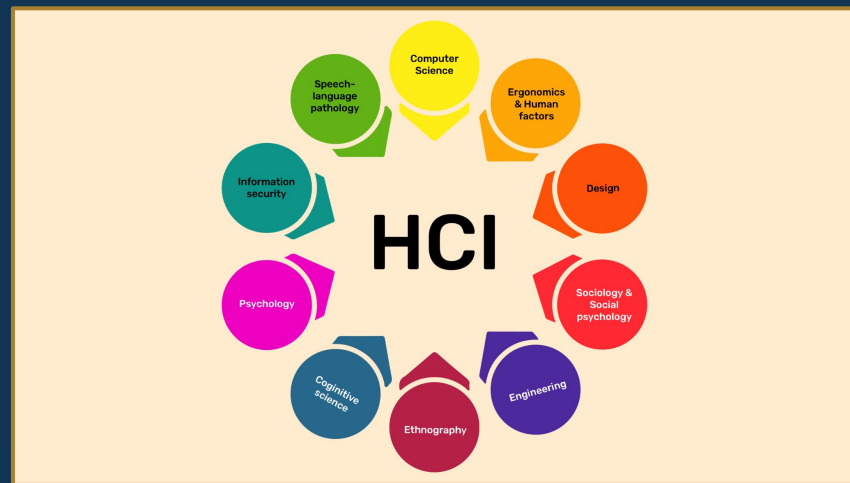
MISINFORMATION

E.G. CONFUSING
- COLOR, CONTRAST
- LANGUAGE

TRICK QUESTIONS
CHECK BOX
TREACHERY

Key Takeaways

- ❖ Learn from both success and failure in HCI.
- ❖ Security must be user-friendly.
- ❖ Ethical design choices build trust.
- ❖ Always prioritize user experience.



Which of the following is a key reason why Windows 8's UI was considered a failure?

- A. It introduced an intuitive Start menu.
- B. It removed the traditional Start button, confusing users.
- C. It improved usability with better keyboard shortcuts.
- D. It was designed specifically for gaming performance.

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- B. Implementing biometric authentication like Face ID or fingerprint recognition.
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What is a key lesson learned from analyzing failed HCI designs?

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- B. Ignoring user feedback can lead to usability problems.
- C. Security should always take precedence over usability, no matter the cost.
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- B. Making the “unsubscribe” button difficult to find in an email.
- C. Offering users multiple secure login options.
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Which of the following best describes the trade-off between security and usability in authentication systems?

- A. Security and usability always go hand in hand; improving one automatically improves the other.
- B. Increasing security often makes usability worse, so designers must find a balance.
- C. Usability is more important than security in authentication systems.
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Summary

- ★ Data science has the power to **drive social change** when used **responsibly**.
- ★ Case studies show its impact on **health, disaster response, education, and poverty reduction**.
- ★ **Challenges like bias, privacy, and scalability** must be carefully managed.
- ★ **Ethical considerations** should always be at the core of social good applications.

CoGrammar

Q & A SECTION

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

Thank you for attending



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for Education