Introduction to HCI

ID 405: Human-Computer Interaction Spring 2015

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Agenda

- Introductions
- Administrative information
- HCI overview
- Assignment 1 briefing

Course Information

Text Book:

Interaction Design: Beyond Human - Computer Interaction (3rd edition) by Yvonne Rogers, Helen Sharp, Jenny Preece Wiley, 2011

Web:

http://info-design-lab.github.io/ID405-HCI/

Schedule of classes and topics

Lectures

Readings

External Links

Assignments

References

Course Information

Registration:

ASC may require some of you to register manually. If so, use the registration form on the course website and take my signature by Jan 9th, 11:00 am.

Timings:

Wednesdays and Fridays 9:30 am to 11 am (LT 301), and some Saturdays at IDC.

Attendance:

Students not having 80% attendance may be debarred from appearing in the semester end examination and be awarded XX grade, which requires the student to re-register for the course when it is offered again.

Office Hours:

Fridays 11:30 AM to 1:00 PM at my office in Transit Building, Room No. 330 or by appointment.

Course Information

Grading:

Your grades will be determined through

4 short assignments (20%)

4 surprise quizzes (20%)

1 group project (25%)

No midsem

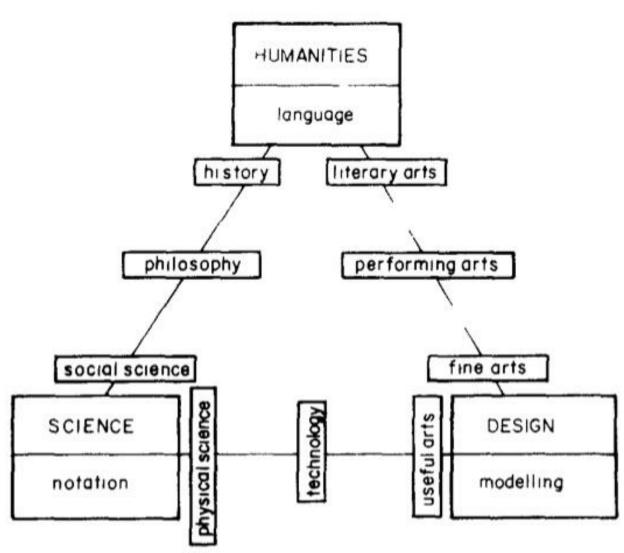
Endsem (25%)

Attendance & class participation (10%)

- a mixture of creativity and analyses
- o problem solving
- evolution
- the creation of solutions to problems
- o integrating into a coherent whole
- a fundamental human activity
- o improve the human condition through physical change
- o imaginative/creative jump from present facts to future possibilities
- o thoughts and actions intended to change thoughts and actions
- o etc...

Everyone designs who devises courses of action aimed at changing existing situations into preferred ones. The intellectual activity that produces material artifacts is no different fundamentally from the one that prescribes remedies for a sick patient or the one that devises a new sales plan for a company or a social welfare policy for a state.

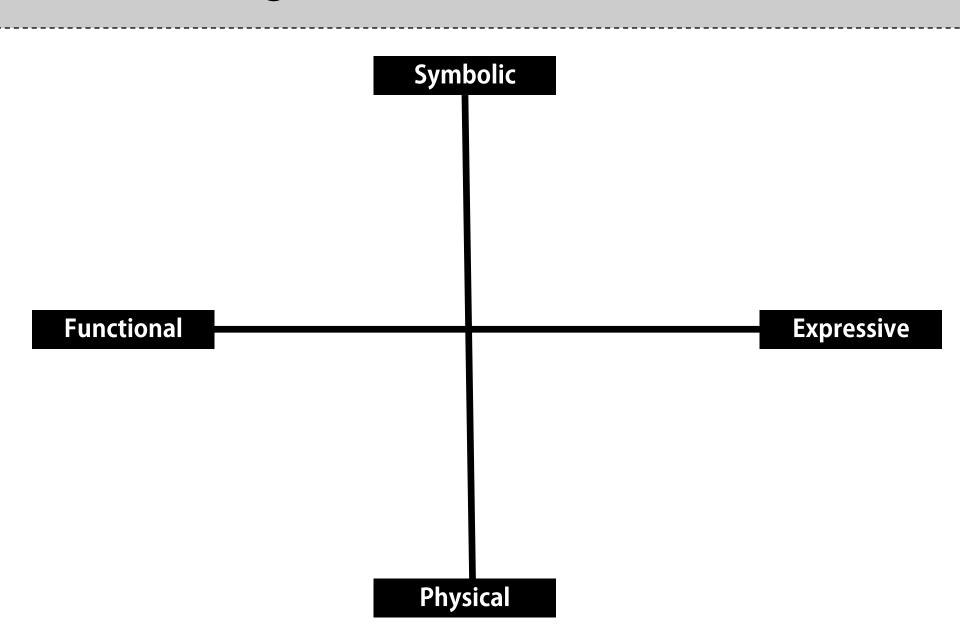
Herbert A. Simon (1969) *The Sciences of the Artificial*. P. 130. MIT Press, Cambridge, Mass.

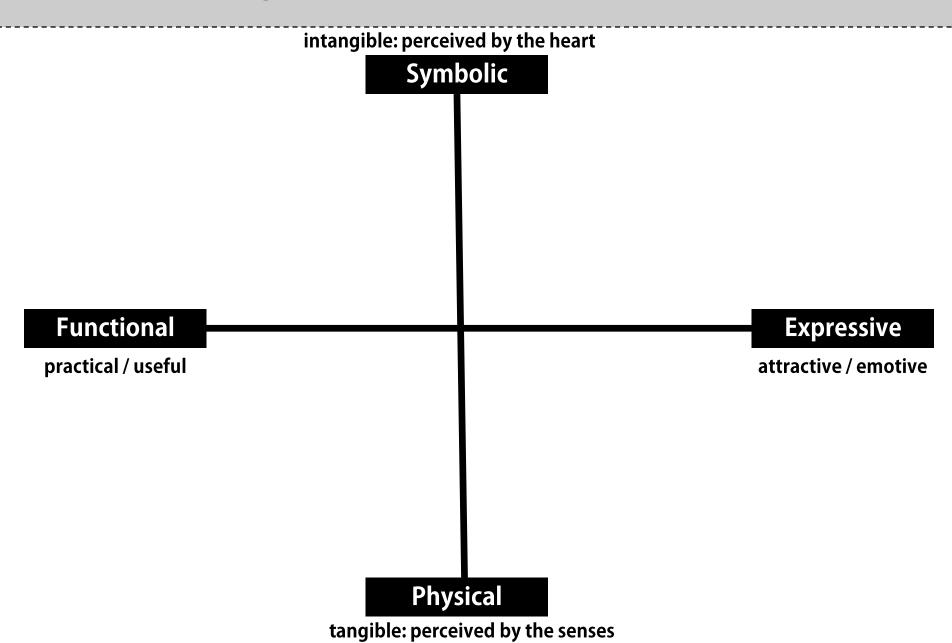


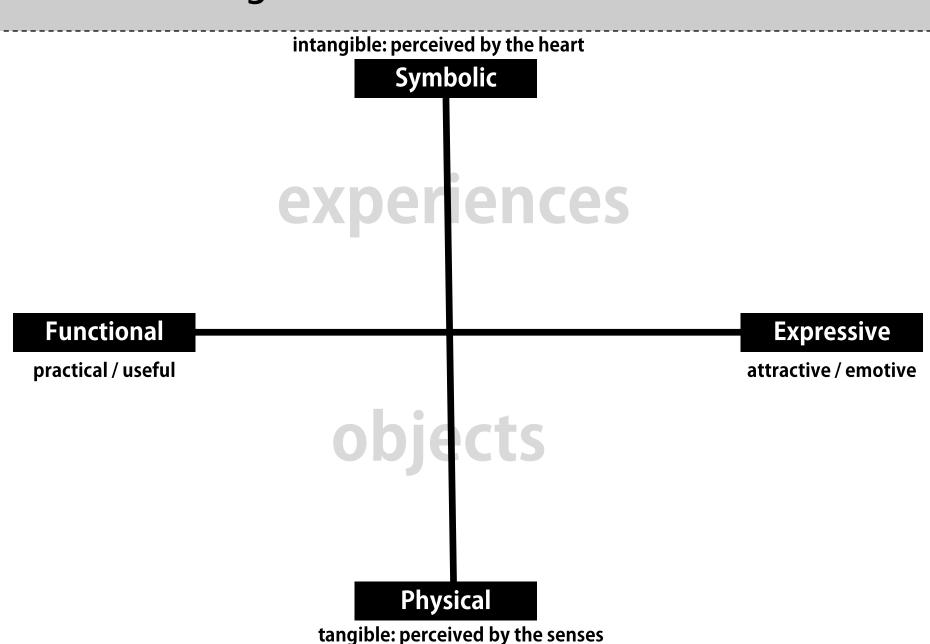
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Foundation	Principles				 Theory		
Expertise	Talent and	skill .		• • • • • • • • • • • • • • • • • • • •	 Knowledge		
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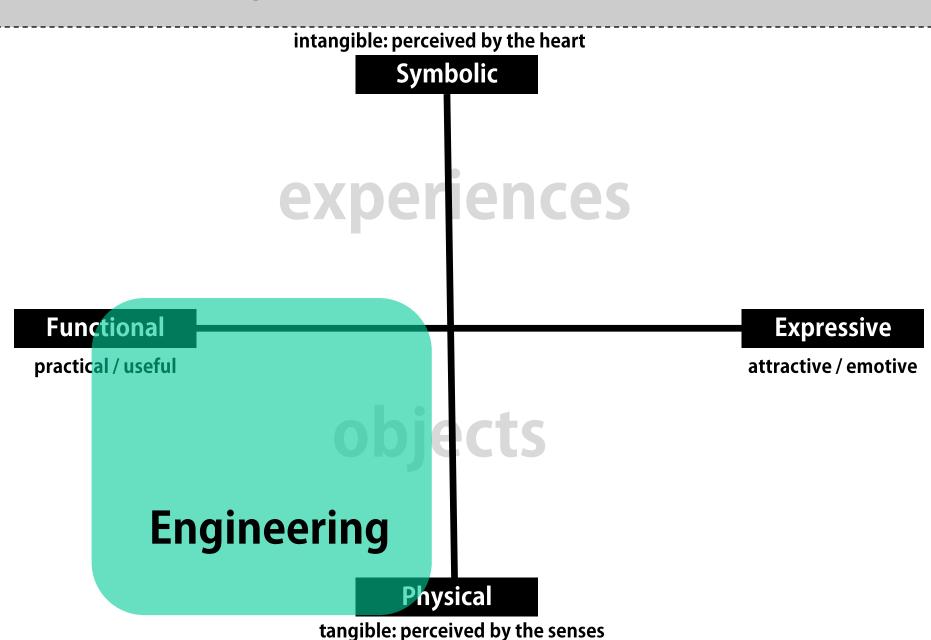
Value driven (biased)

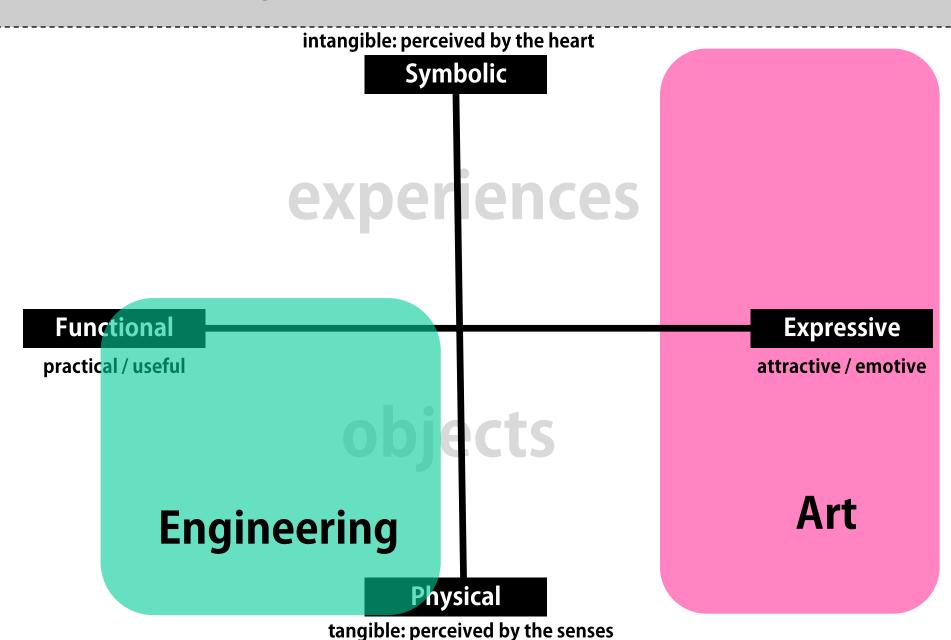


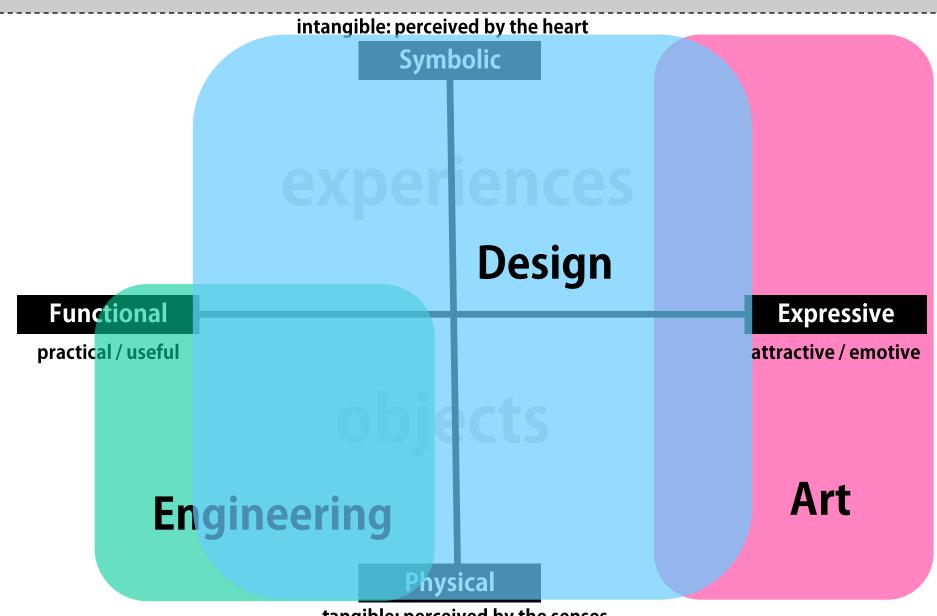












tangible: perceived by the senses

Design, as a unique way of thinking and acting, does not have a long, well-developed scholarly history. Other intellectual traditions, such as science and art, have enjoyed thousands of years of considered thought.

Harold Nelson & Erik Stolterman (2002)

HCI overview

- Human Computer Interaction (HCI)
- Design for User Interaction
- Interaction Design (IxD)
- User Interface Design (UID)
- Human Factors (HF)
- Ergonomics
- Usability
- Ease of Use Design
- User Experience Design (UX)

What is interaction design?

Designing interactive products to support people in their everyday and working lives

Sharp, Rogers and Preece (2002)

Shaping software, websites, video games and other digital artifacts, with particular attention to the qualities of the experiences they provide to users

Jonas Löwgren (2002)

The discipline that defines how interactive products communicate their functionality to users and how users can interact with them

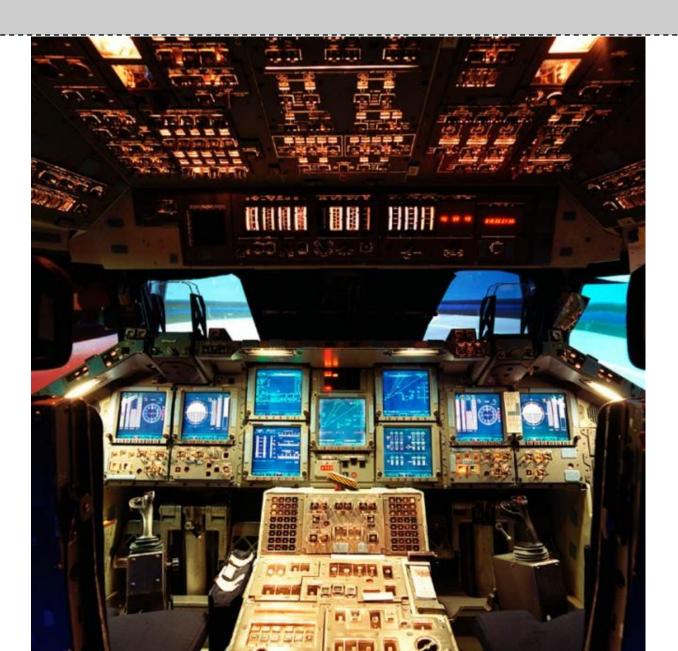
Interaction Design Group (2004)

What is interaction design?

Interaction design is design for human use. It involves answering three questions:



- How do you do? What sort of ways do you affect the world: poke it, manipulate it, sit on it?
- O How do you feel? What do you sense of the world and what are the sensory qualities that shape media?
- O How do you know? What are the ways that you learn and plan?







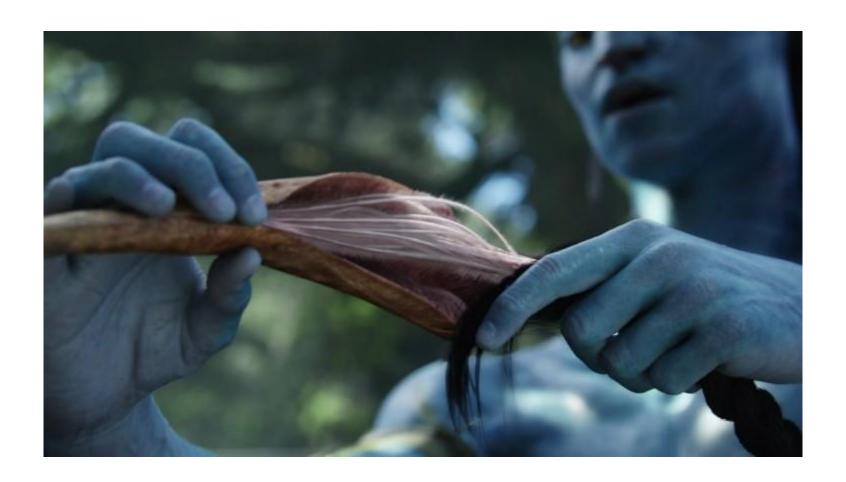












What is interaction design?

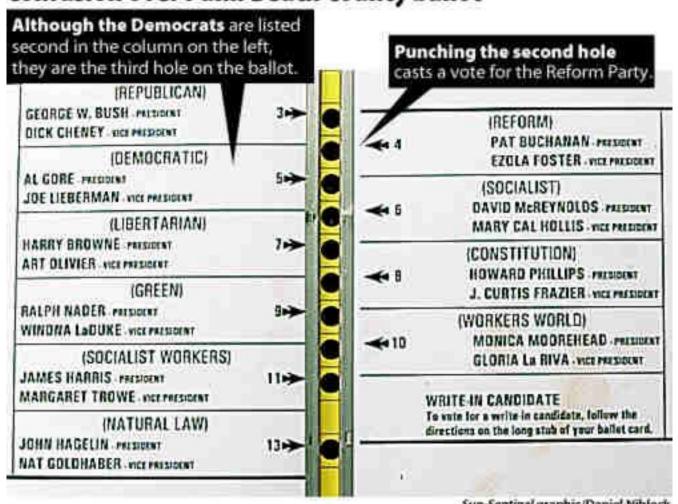
Interface design is the design of the layer(s) that enables a user to communicate with a product and use the product

Interaction design however, extends beyond the interface layer to consider the total experience of the user in using the product





Confusion over Palm Beach County ballot



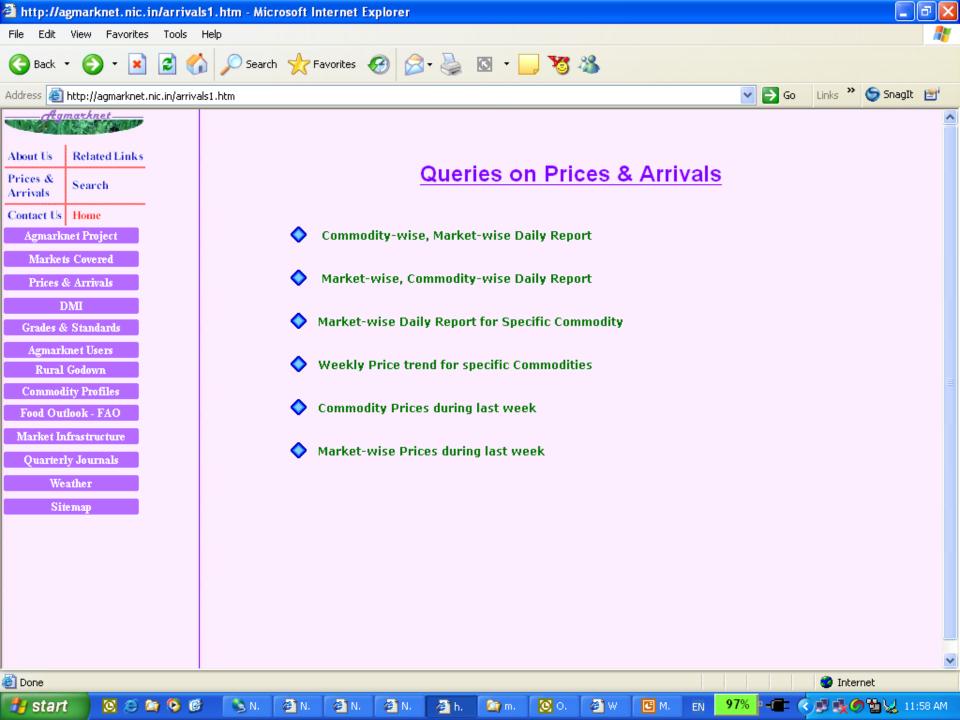


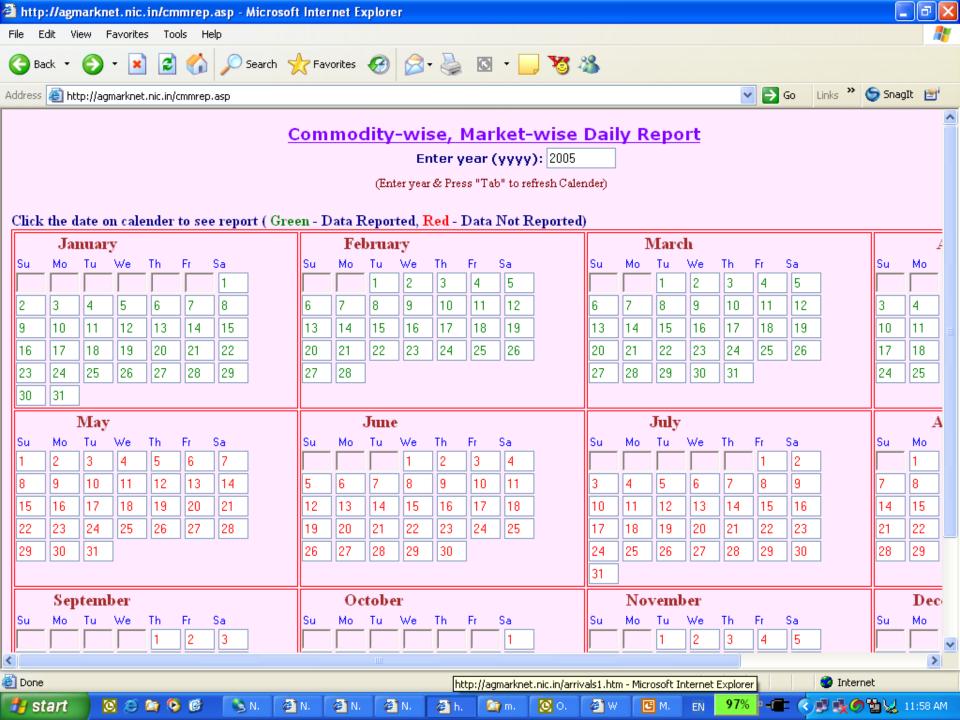


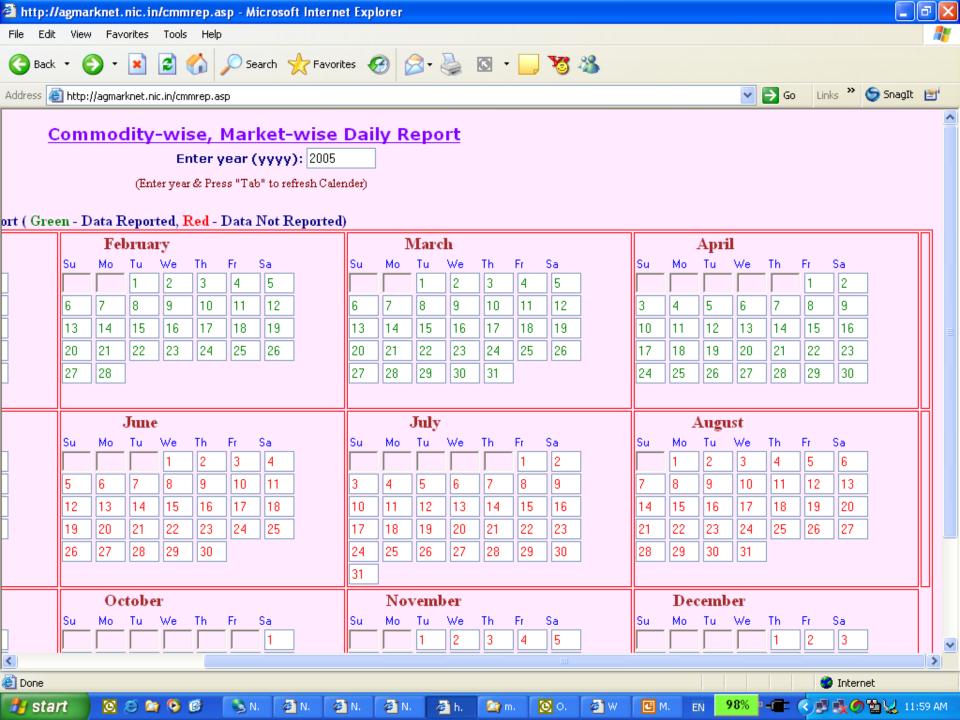


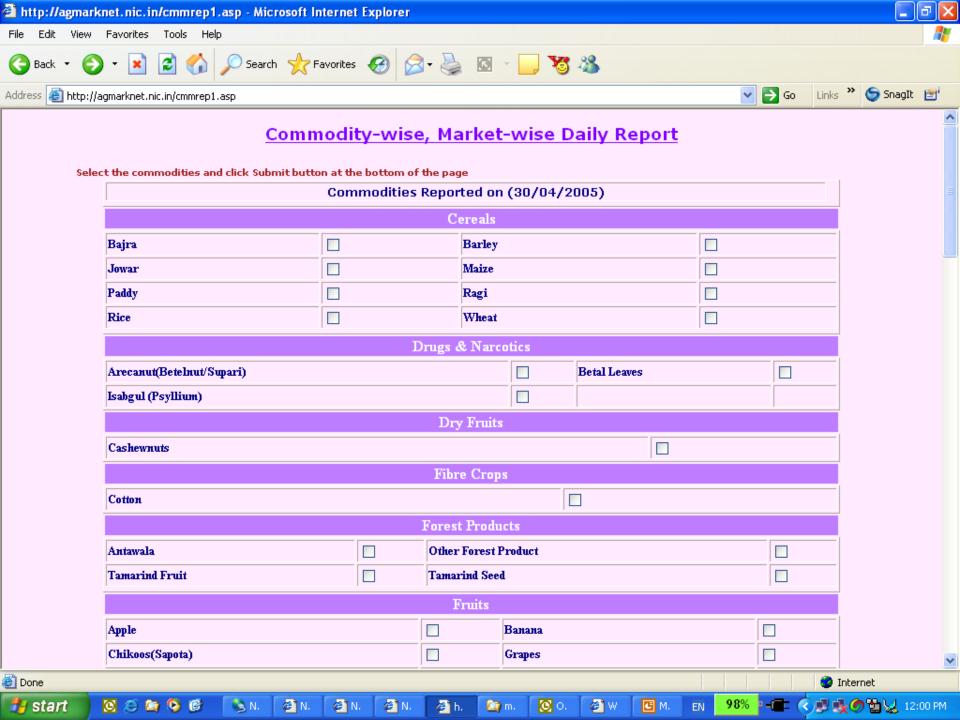


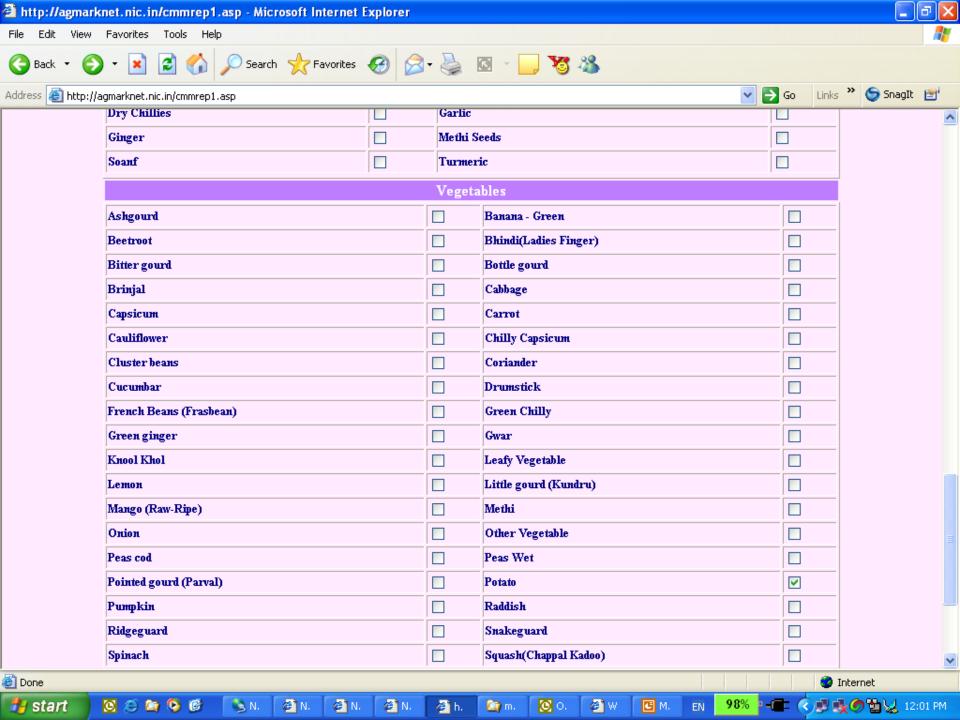
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Develop usable products that are

- 1. Easy to learn
- 2. Easy to use
- 3. Error free
- 4. Easy to remember
- 5. Provide an enjoyable experience

Easy to learn:

- O How quickly can a typical novice user start using the product?
- How quickly can a novice user become an advanced beginner and an advanced beginner become a competent performer?
- How much of training and practice is necessary for a novice to reach an acceptable level?

Easy to use:

- O How quickly can a user complete the task at hand?
- O How accurately can a user complete the task at hand?

Easy to remember:

- Can the user form an accurate mental model of how the product functions?
- Can this model be used to learn advanced features of the product or even other products of similar nature?
- How much effort and time is required to re-learn what a user has forgotten?

Provide an enjoyable experience:

- O How much did the users like the product?
- O How does it compare over competition?

Designing software

- Design for the mind, not body cognitive friction
- Designing an unknown product

Designing software Several specialized teams need to work together

- Management or Client, Analysts, Engineering, R&D, Developers, Designers, QA, Users
- What gets made comes from a partnership between all parties
- Breaking up work across groups creates communications problems
- Cross functional design teams create a shared perspective

Designing software Several specialized teams need to work together Designing for people "not like us"

- US / Europe / Japan / Middle East
- Anesthetists / Cardiac Surgeons / Lawyers
- Cerebral Palsy Patients / Blind / Unskilled / Illiterate
- Postmen / Bus Conductors / Paanwalas
- Checkout Cashiers / Marketing Executives / College Students

Designing software
Several specialized teams need to work together
Designing for people "not like us"
User work is complex and detailed

We need to capture the details and the whole picture together

Designing software
Several specialized teams need to work together
Designing for people "not like us"
User work is complex and detailed
'User requirements' keep changing

The more a client sees, more clearly he knows what he wants

Assignment 1

Find 3 unique usability problems in the day-to-day objects that you have observed or encountered

Describe them in 3 slides in a presentation

Submit as a Google drive link on 12-1-14, by 8 pm