

Welcome to Country

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Welcome to

ICTE 3002 / ICTE 5001

Human Computer Interfaces

Computing
Curtin University

COMMONWEALTH OF AUSTRALIA

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Lecturer: Dr Susannah Soon

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- AI, HCI, HF, VR, defence industry



1. Digital twin to model energy efficiency

- Web app Building Management System
- VR
- Data science and Machine Learning
- IoT sensors



2. Lab manager at Optus 5G Lab

- User-centric systems
- Responsible, Ethical AI
- Future of shopping – AI and mobile shopping
- Aged-care / health

3. Perth start-up eco-system

Human Computer Interaction

Interaction design between humans
(users) and computer systems

Study Pattern

Class contact:

- Lectures: 1 x 2 hours
- Tutorial : 1 x 1 hour (starts week 2)

Assessment:

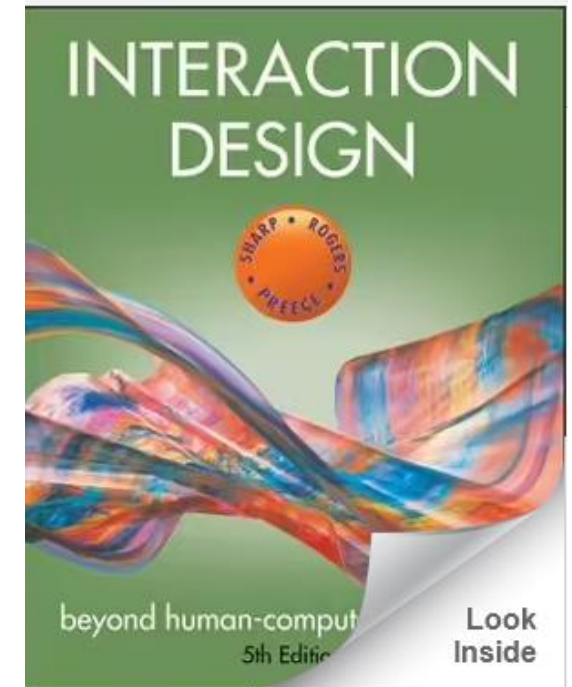
- Assignment 1 (50%) – UI/UX design of software project
- Assignment 2 (30%) – TBA
- Presentation (20%) - presentation

Pass Requirements

- Gain an overall mark of 50%
- **Participate sufficiently** in Assignment 1 and 2 and **fulfil** the requirements
- **Participate** in the presentation

Lectures

- Interaction Design – Beyond Human Computer Interaction by Sharp, Rogers, Preece
- <http://www.id-book.com/> (available online)
- Extras:
 - Lots of practical exercises to support you to do assignment
 - Workshops – Design Thinking
 - Demos – software tools
 - Guest speakers!



Tutorials

- Week 2
- **Tutors: Camilo, Jack, Peter, Susannah**
- Group work - 4-6 students per group
- Weekly tasks on designing your user interface
- Receive feedback during class
- Sign-off on weekly 'status updates' due by next tute
 - submit where you get to – even if unfinished
- Participation/attendance is essential for success
- Stick to your tute session.
- Tutes only 1 hour - pace will be creative, fast and fun!
- Come to tute prepared! – best use of time

Admin

- Consultation session date/time: TBA
 - other staff will drop in
- 7th March make-up class (**new times: day/time TBA**)
- Catch up classes (TBC)
- Groups – I am making them this week
- Advanced HCI
- TRI (Travel Restricted Students Mon 3:00 online)

Assignment 1: design a software prototype

- Your team is allocated a project/your own idea
- Due before non-teaching break
- Submit written (1) report, (2) video, (3) peer review.

Our Curtin Computing HCI Community

- 30+ teams
- Community name challenge? Suggestions?
- **Fireside chat** – every week we are going to have a team chat with me for 5 mins in lecture about what they have done so far.
 - Role-play!
 - Invite a colleague to watch
- Our **HCI Glossary** (<https://tinyurl.com/y2cmz9c9>)
- Our **HCI Weblinks/Wiki** (as above)

A yellow starburst graphic with multiple points, containing red text.

Let's use
Figma to
choose
community
name
NOW!

<https://tinyurl.com/5y49j8c5>

Assignment 2

- Due study break
- TBA
 - Development
 - Evaluation
 - Poster

Assignment 3: presentation

- Demo your design in a 10-15 min group presentation
- Present and pitch your web app in Week 13 (TBC).
- Every member needs to speak.
- Approximately 10-15 minutes for each group (might vary depends on group size)
- Same mark for the whole group, with special consideration given to individual members (good or bad).

Curtin Ignition

“WA success stories”: Canva, A Cloud Guru, Kanopy, Rhinohide

<https://study.curtin.edu.au/professional-development/executive-education/ignition/>

- **Applications open** – Thursday 26 May 2022
- **Scholarship applications close** – Friday 15 July 2022

Enter your app to Curtin Ignition

- 2 people per team can attend
- 4-9 Sept start-up accelerator program
- 70+ delegates, 10+ mentors and facilitators
- Experts and well-known speakers from the Perth & San Fran start-up ecosystem.
- Finance, legal, branding and PR, marketing, funding models and capital raising.

Resources

Textbook:

- **Helen Sharp, Yvonne Rogers & Jenny Preece:** *Interaction Design: Beyond Human–Computer Interaction, 5th ed. Wiley, 2019.* (4th ed. fine)
- **Ben Shneiderman,** *Designing the User Interface: Strategies for Effective Human-Computer Interaction*

So many more...Don Norman, Jakob Nielsen

Tools:

- **Design thinking:** FigJam, Miro **Collaboration:** MS Teams, Trello, etc.
- **Prototyping:** Figma, Adobe XD, Sketch, invision
- **Design:** Canva, Envato Elements etc.

Suggestion

Interact actively with the
lecturer, the tutor, and more
importantly, your **group
members!**

Week 1 To Do List

- Email out teams in week 1
- Read material
- Contact your team mates
- Choose a name, and pick roles
- Nominate your project ASAP

High Quality

- All your interactions:
 - Emails
 - Reports – quality over quantity
 - Presentations
- Be prepared
 - Don't tell us things at the last minute

Unit under renovation!

- Going off script! **Lots of innovation!**
- Current lectures and tutes are from the textbook
 - I will leave up old slides and Antoni's video lectures
- You'll see some new material going up
- BB, Echo360, Piazza etc.
- Emails
- Availability
- **Check back for updates – I am updating all the time!**
- **Foolproof! 😊**