

HUMAN-CENTERED DESIGN

Human-computer Interaction

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Human Computer Interaction

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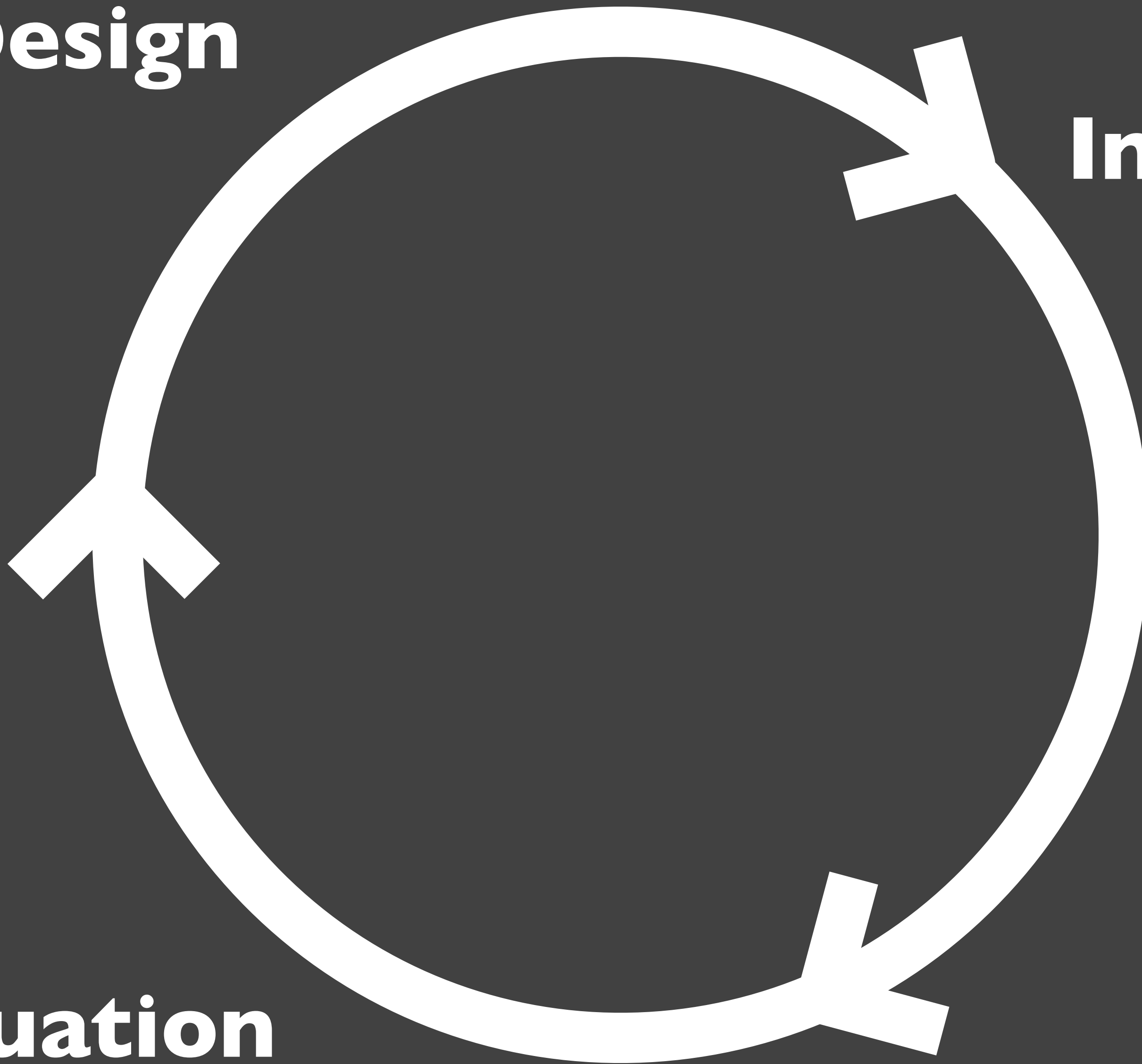
Human **Computer** Interaction

Human Computer **Interaction**

Design

Implementation

Evaluation



Good Design

Bad Design costs
lives, money, & time

The Joy of Good Design

Pretty good is pretty easy
I'll show you how

Design for People

- People's tasks, goals, and values drive development
- Work with users throughout the process
- Assess decisions from the vantage point of users, their work, and their environment
- Pay attention to people's abilities and situation
- Talk to the *actual* experts

To learn more...

- HCI Classes
- Don Norman, The Design of Everyday Things
- Annual ACM CHI Conference