



UNIVERSITY  
OF WOLLONGONG  
AUSTRALIA

# CSIT226/826 Human Computer Interaction

## Week 3 Tutorial - Handout

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### DISCUSSION OF KEY TERMS

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As a class you will discuss the key terms from week 2.

- Domain
- Goal
- Task
- Conceptual Model
- Human Cognitive Architecture
- Cognitive Load Theory

### THE 'HUMAN'—INPUT AND OUTPUT

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- In the lecture input and output was discussed (visual, haptic, auditory and movement)
- In pairs identify different interfaces that highlight effective applications of these different human i/o methods

Generate a list as a class based on the 4 channels, consider how future interfaces can capture more of these different channels.

### CLASS ACTIVITY: USER-CENTERED DESIGN PROCESS MAP

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As a class work through the User-Centered Design Process Map available from <https://www.usability.gov/how-to-and-tools/resources/ucd-map.html>

### CONCEPTUAL MODELS

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- Read: <http://boxesandarrows.com/conceptual-models-in-a-nutshell/>

In small groups:

1. Identify how to build an app for helping visitors navigate their way around an unfamiliar city.
2. Redesign a vending machine.

### CHAPTER 2 QUESTIONS (INDIVIDUAL)

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1. Define what a conceptual model is.
2. What are design metaphors (analogies)? Provide examples of common computing metaphors.
3. Explain the concept of 'interaction paradigms'.