CS 4249: Reacquainting with HCI

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Week 1
Human Computer Interaction

• Good design shifts attentional awareness to the task; the interface disappears
• Bad design causes frustration; awareness that the interface is the bottleneck

Q: Design is largely an iterative process, why?
Goal oriented Interaction

• Tasks, **goals** and stakeholders
• Abilities of the users and their environment
• Continuous feedback
Twenty Questions

• Each question narrows down the possibilities from the previous
• Big changes in uncertainty at the beginning; refinement at the end
• Lots of small steps
Evaluation

• Requires different tactics for different stages and with different goals
• Examine what users actually do when possible

• Observational: Introspection, Think Aloud
• Analytic: Walkthrough, Heuristic Evaluation
• Query-Based: Surveys and Interviews
• Experimental:
Let’s watch a video for fun…

… and analysis!

In IVLE this week, we’ll discuss the different evaluation methodologies used here.

http://www.ted.com/talks/salman_khan_let_s_use_video_to_reinvent_education.html
Summary

• Human
• Computer
• Interaction

• Evaluation techniques for achieving this

• A bit of meta

TO DO:

• Preflight survey this week
• Assemble in mini-teams of 1-2 students
• Email Min kanmy@comp.nus.edu.sg with your mini-group details