

# CS 4249: Reacquainting with HCI

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KAN Min-Yen

Week 1

# Human Computer Interaction

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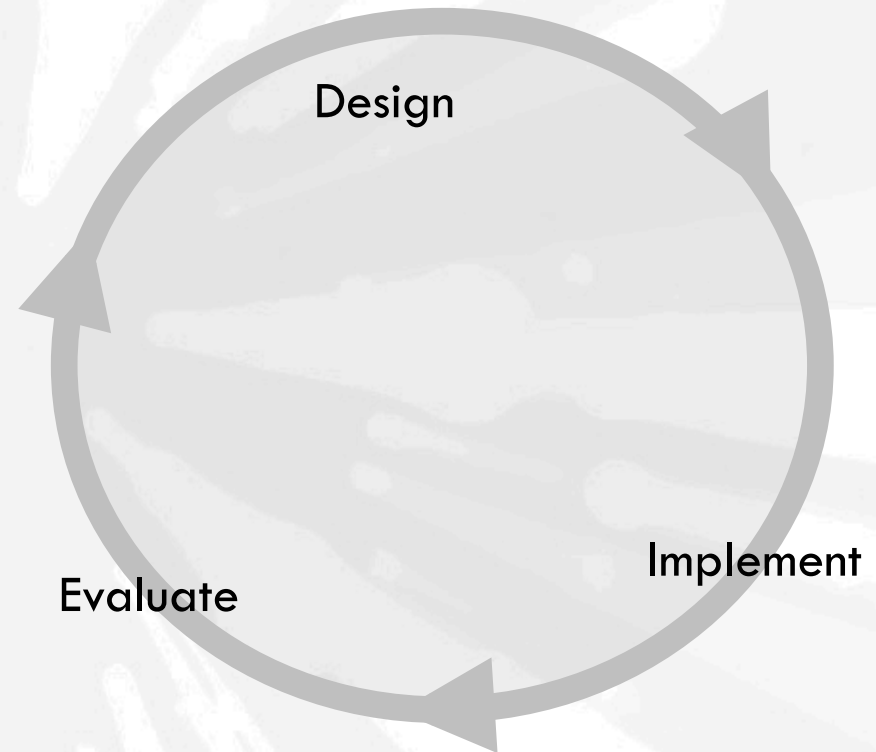
- Good design shifts attentional awareness to the task; the interface disappears
- Bad design causes frustration; awareness that the interface is the bottleneck

**Q:** Design is largely an iterative process, why?

# Goal oriented Interaction

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- Tasks, **goals** and stakeholders
- Abilities of the users and their environment
- Continuous feedback



# Twenty Questions

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# Evaluation

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- 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.

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# Summary

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- Human
  - Computer
  - Interaction
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- 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](mailto:kanmy@comp.nus.edu.sg) with your mini-group details