

Human Computer Interaction

CompSci 345

Lecture 1 - Introduction

COMPSCI 345

Agenda

- Scope
- Plan
- Resources
- Assessment
- Assignment 1
- Tutorials

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People

- Lecturers
 - Dr Beryl Plimmer (coordinator)
 - Room 303.483
 - Email beryl@cs.auckland.ac.nz
 - Assoc Prof Robert Amor
 - Room 303.485
 - Email trebor@cs.auckland.ac.nz
- Tutor
 - Richard Li
 - Email lli098@ec.auckland.ac.nz

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Tutorial times

- Next week
 - Tuesday 9 – 11 303.187
 - behind 1st floor labs – enter through main lab and go through the door past the printers
 - Tuesday 1 – 3 **BTL**
 - Wednesday 11 -1 303.187
- Following weeks
 - Confirmed time Tuesday 1 – 3 **BTL**
 - Other likely times - all **BTL** (2 tutorials)
 - Monday morning any 2 hours between 8 -12
 - Tuesday 4-6 (3 – 5 is available except for week 2)
 - Thursday 4-6

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Scope

- Introduction to HCI
 - Software Engineering Life Cycle
 - Designing for Human Capabilities
 - Design Basics
 - Evaluation – theory and practice
 - Modelling Interaction

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Plan 1st 1/2

Week	Topic	Reference
1	Introduction & HCI in the design process	Chap 6
2	The Human	Chap 1
3	The Computer & Interaction	Chap 2 & 3
4	Paradigms & Design Basics	Chap 4 & 5
5	Design Basics & Design Rules	Chap 5 & 7
6	Implementation Support	Chap 8
Break		

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Plan 2nd 1/2

Week	Topic	Reference
7	Evaluation	Chap 9
8	User support & Universal design	Chap 10 & 11
9	Models & Theories	Chap 12 & 13
10		Chap 14 & 15
11		Chap 16 & 17
12		Chap 18

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Plan - continued

- A number of guest lectures
 - HCI practitioners
 - HCI researchers
- The information they present IS examinable

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Resources

- Text book
 - Human Computer Interact (3rd Edition)
Dix, Finlay, Abowd & Beale (approx \$100)
- Class Web Site
<http://www.cs.auckland.ac.nz/compsci345s2c/>
- Library Web Site (assignment resources)
 - <http://www.library.auckland.ac.nz/subjects/com/p/course-pages/compsci345sc.htm>

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Assessment 1 of 2

Assignments	15%	See below
Test	15%	20 th September 6-8pm
Exam	70%	10 th November

- You must pass the practical (assignments)
- You must pass the theory (exam + test)
- You must pass the assignments + test + exam
- Grades held on Cecil <https://cecil.auckland.ac.nz/>

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Assessment 2 of 2

- If you miss the test or exam you **must** apply for an aegrotat through the exam office
- Anything to do with assignments, talk to the lecture who has set the assignment

Assignments	%	Due
Design & Build		
Show & Tell	4	Week of 9 th August (in lab sessions)
Final	4	27 th August
Usability Study	4	27 th September
Modelling	3	11 th October

This is different to your printout

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Regulations & Guidelines

- There are many avenues to get extra help
 - Lectures and tutors have office hours
 - Class Forum
 - General help look on <http://www2.auckland.ac.nz/science/>
- Reminder – copying work is cheating
 - Department policy
<http://www.cs.auckland.ac.nz/CheatingPolicy.html>

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HCI Basics

- HCI is a multi-disciplinary subject, we draw on
 - Computer science
 - Psychology
 - Design

Assignment 1

- A challenging interaction scenario
- This is about
 - Finding user needs / constraints (psychology)
 - Design
 - Interaction
 - Programming

Assignment 1

- You can use any programming language that is available in the CS labs
- This is a group task – 4 per group
 - All members of the group will receive the same mark unless you make a written case for it to be otherwise
- You will do better if you have group members with skills/knowledge of
 - Psychology or educational psychology
 - Design /art (any senior school art subject would be helpful)
 - A clever programmer
- Groups will be formed in week 2 (by you)
 - all group members should be in the same tutorial (you can change tutorials depending on space)

Tutorials

- Attendance at tutorials is expected!
- Sometimes you will have specific tasks to perform
- Sometimes we will teach you something
- Sometimes your group will be able to meet and work on your assignments

Fitts Law

- One of the very basic interaction 'laws' is Fitts Law (pg 441 – 443)
- It basically states that the further 2 things are apart the longer it takes to move from one to another
- It is often used to measure interaction efficiency
- We have written a little play program for you to experiment with in this week's tutorial