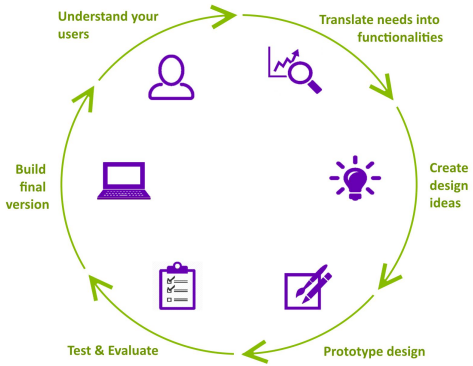
CS449/649:
Human-Computer Interaction

Spring 2017

Lecture XVII

Anastasia Kuzminykh

User Centered Design Process
May 1 - June 14



History of user centered design in HCI
June 19, June 21

Academic HCI
June 26, June 28

Special topics in HCI
July 5, July 10

Course Review
July 12, July 17

Presentation 2
July 19

Last class
July 24

Academic HCI

Human-Computer Interaction -

a discipline concerned:

- with the design, evaluation and implementation of interactive computing systems for human use

and

- with the study of major phenomena surrounding them

Hewett; Baecker; Card; Carey; Gasen; Mantei; Perlman; Strong; Verplank. "ACM SIGCHI Curricula for Human-Computer Interaction". ACM SIGCHI.

Academic HCI

SIGSOC - ACM Special Interest Group on Social and Behavioral Computing

1969-1982

Greg Marks, Chair of the SIGSOC

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Academic HCI

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"I believe that SIGSOC has a responsibility to become actively concerned with the social and behavioral aspects of computing...SIGSOC can serve both a coordination and a dissemination of information function for current research in the areas of the user interface to interactive systems, the human factors that affect use of languages, packages, terminals, etc. ... In every journal, in every discussion these days, we hear that systems aren't being used as the designers envisioned: it is time to emphasize research directed towards the users. The days of computer-oriented people are passing: the new era must lead towards people-oriented computers."

Lorraine Borman, SIGSOC Bulletin, Spring 1978, Volume 9

Academic HCI

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Academic HCI

Content of HCI field

Nature Of HCI	Use and Context of Computers	Human Characteristics	Computer System and Interface Architecture	Development Process
(Meta-)Models of HCI	Human Social Organization and Work	Human Information Processing	Input and Output Devices	Design Approaches
	Application Areas	Language, Interaction, Communication	Dialogue Techniques and Genre	Implementation Techniques
	Human-Machine Fit and Adaptation	Ergonomics	Dialogue Architecture	Evaluation Techniques

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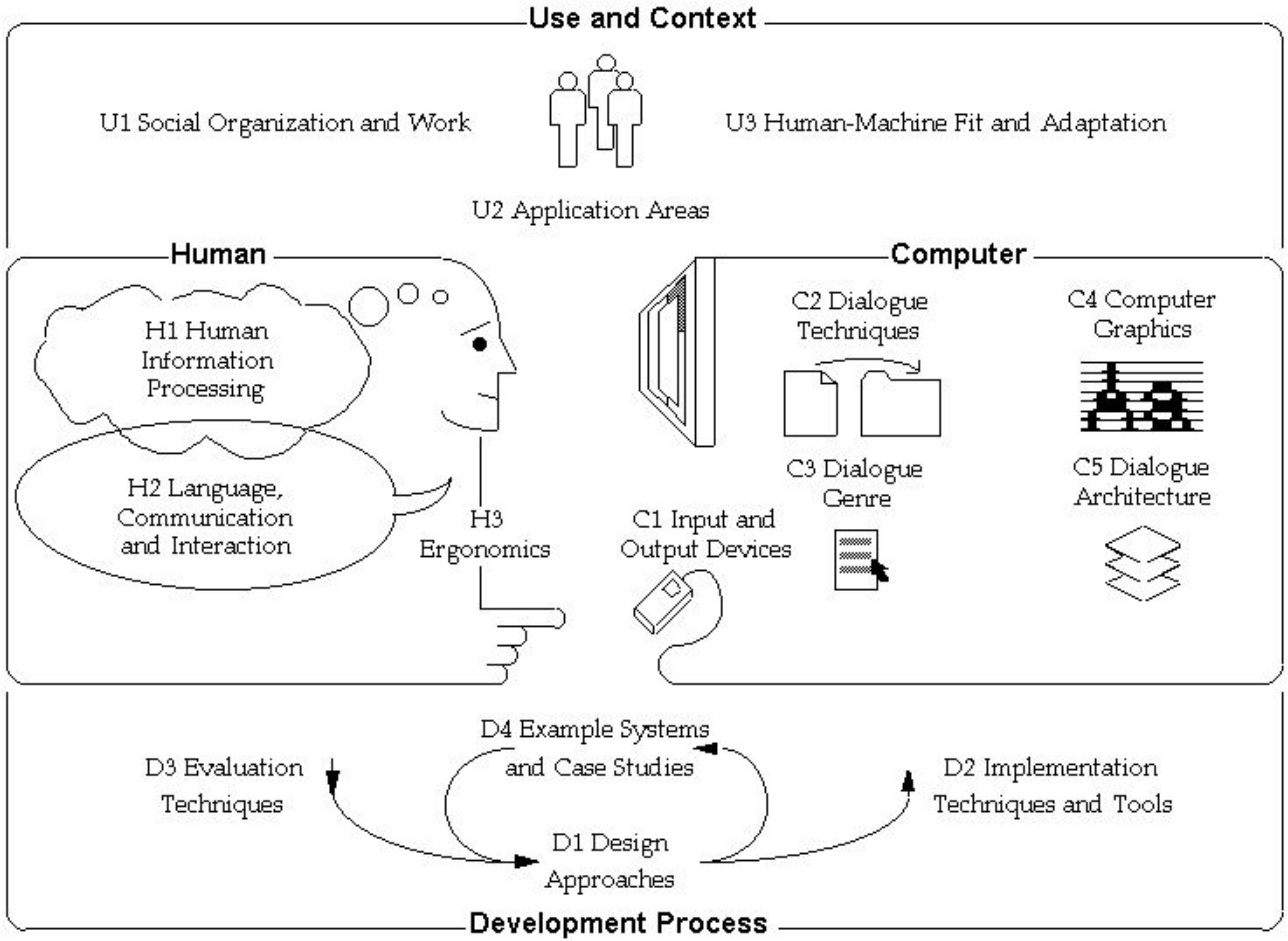

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Academic HCI

Some SIGCHI conferences

- CHI - Computer-Human Interaction
- UIST - User Interface Software and Technology
- CSCW - Computer Supported Cooperative Work
- IUI - Intelligent User Interfaces
- DIS - Designing Interactive Systems
- Ubicomp - Pervasive and Ubiquitous Computing
- MobileHCI - HCI with Mobile Devices and Services
- PerDis - The International Symposium on Pervasive Displays
- ICMI - International Conference on Multimodal Interaction
- CHIPlay - Computer-Human Interaction in Play
- GI - Graphics Interface
- TVX - Interactive Experiences for TV and Online Video

Academic HCI

Professor Daniel Vogel
on interaction techniques in HCI

Academic HCI

Ubiquitous Computing -
Paradigm in which computing is made to appear anytime and everywhere, through distributed networked processing devices

Academic HCI

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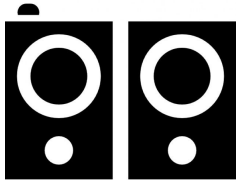
The most profound technologies are those that disappear into the background and become indistinguishable from the everyday environment

Academic HCI



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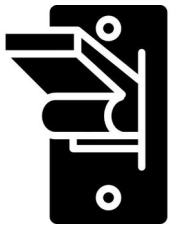

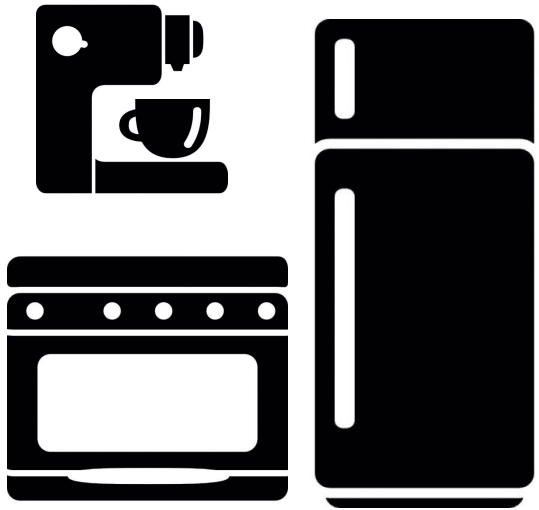

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