# Welcome to Human-Computer Interaction

Nicole Meng-Schneider and Dr Tara Capel

Part of slidedeck inspired by Dr Kami Vaniea

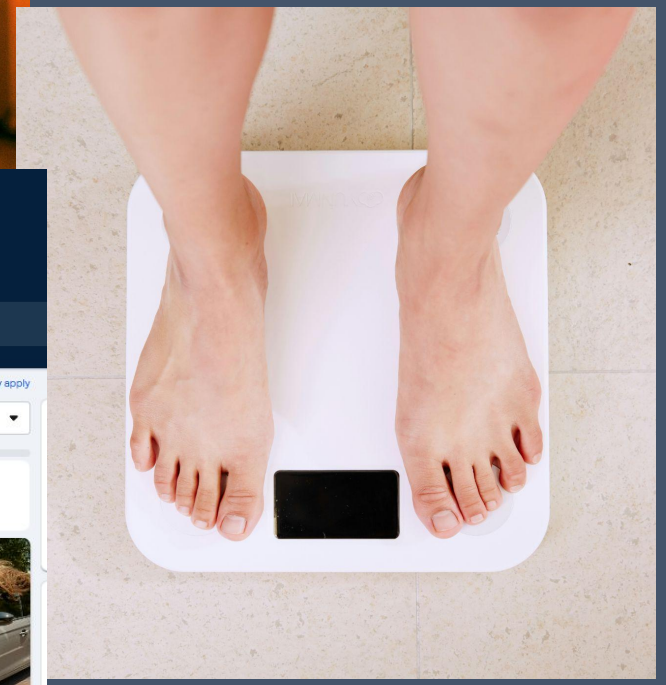
# Who are we?

Dr Tara Capel

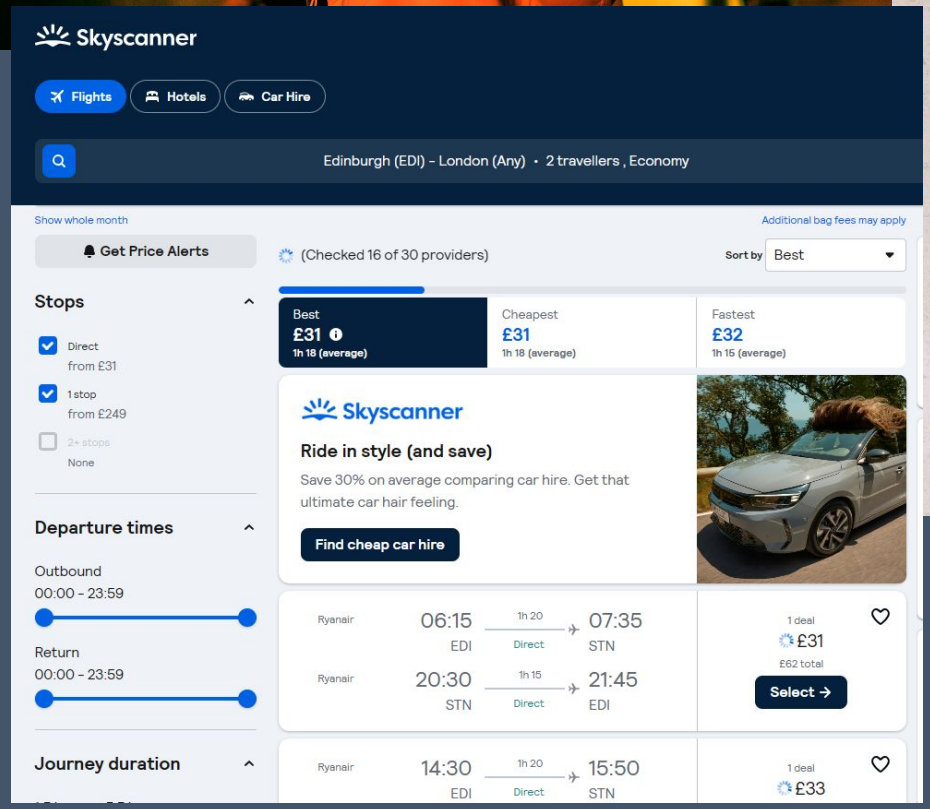
Nicole Meng-Schneider

# What is Human–Computer Interaction ?

< Photo by Nicolas Arnold on Unsplash



V Photo by i yunmai on Unsplash




< Screenshot of Skyscanner Website

# What is Human–Computer Interaction ?

## Interaction Design Foundations:

Human-computer interaction (HCI) is a multidisciplinary field of study focusing on the design of computer technology and, in particular, **the interaction between humans (the users) and computers.** While initially concerned with computers, HCI has since expanded to cover almost all forms of information technology design.

- Interaction Design Foundations

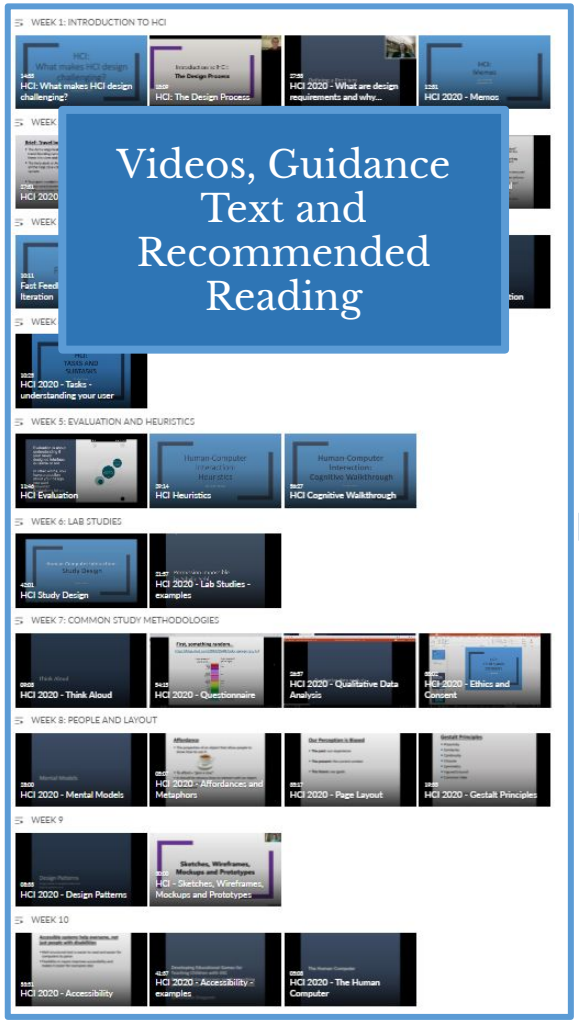
# What is Human–Computer Interaction?

Topics we will cover in the course:

- Why HCI is important
- Accessibility
- Design Process
- HCI Research Methods
- Prototyping and Design
- Evaluation
- Ethics

# Teaching Style

# Flipped Classrooms




Screenshot of last year's HCI playlists on media.ed.ac.uk

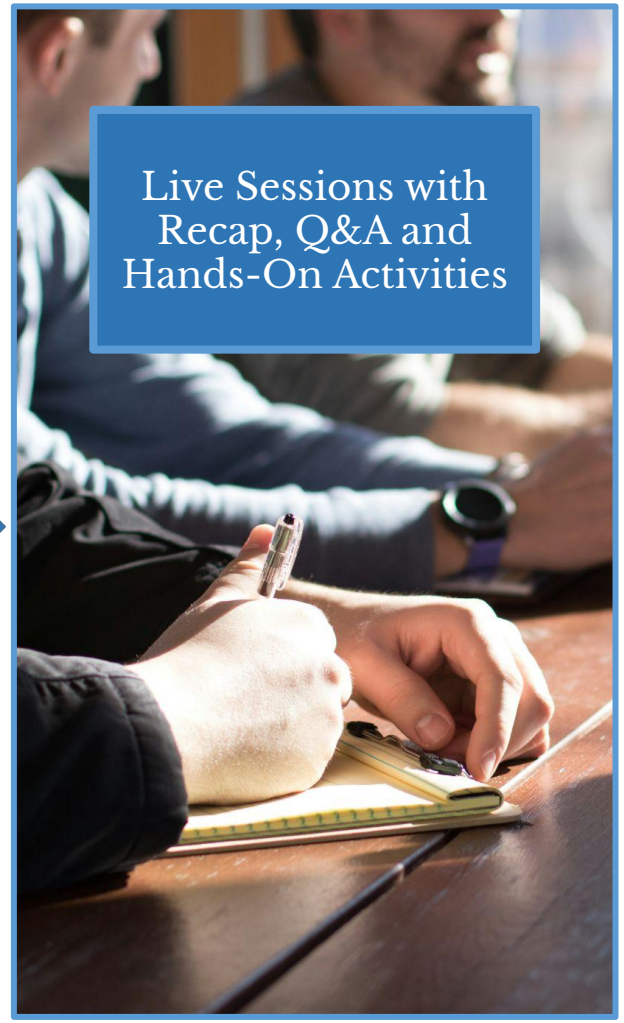


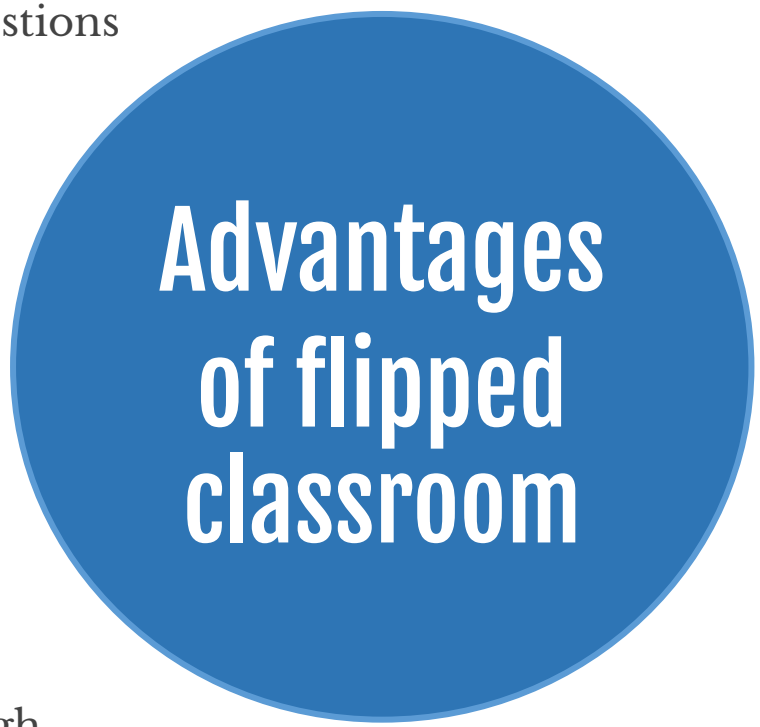

Photo by Dylan Gillis on Unsplash


Photo by Andrew Neel on Unsplash

x 10

for 10 weeks in the semester

# Flipped Classrooms




Lecture time can be used for hands-on activities and questions

Engage with material in your own pace and when it suits you best

Pause and rewatch when needed

Opportunity to develop independent learning skills through self-directed learning

Better understanding through active learning instead of passive

Empowerment through accountability

Option to dive deeper in your areas of interest through additional material

Modularity of materials allow for quick revisit when needed

# What do we expect of you?

1. Engage with the material **before** the live lecture
2. Make note of anything you didn't understand or that you would like to discuss
3. Ask your questions during the lecture or on Piazza
4. Answer your fellow classmates' answers on Piazza to allow you to engage better with the material
5. Try to attend the lecture and participate in the hands-on activities

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# What can you expect of us?

1. Preparation of materials including guidance texts
2. Recap of material during live lectures
3. Q&A and discussion of student-proposed topics that come up
4. Preparation of hands-on activities and material
5. Presence on Piazza
6. In-person office hours after the lectures

# Assessment

# Assessment Details

Courseworks: Work in a design team to assess the usability of Learn Ultra and OpenCourse.

## Design

- Design Requirement Gathering
- Problem Identification
- Initial Mock Up

## Evaluate

- Design Evaluation
- Cognitive Walkthrough
- Usability Reports

## Refine

- Refine Initial Mock Up
- Design Reasoning and Justification

# Assessment Details and Timeline

End of Week 3

Design - 0%

End of Week 7

Evaluate - 35%

End of Week 11

Refine - 35%

Weekly Quizzes (5min) - 10%

Individual Quiz - 20%

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