

Introduction

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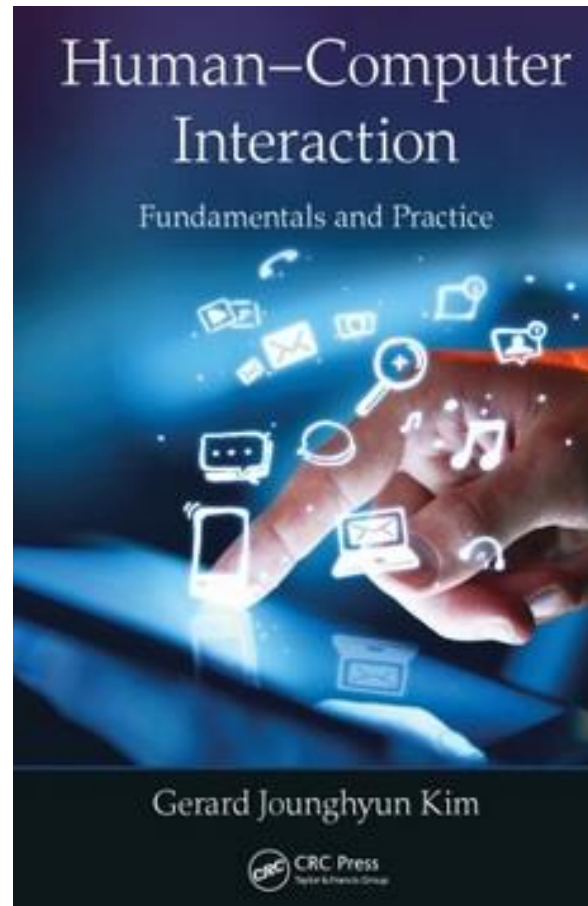
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Textbook



Content

1. What HCI is and Why it is Important
2. Principles of HCI
3. Summary

1. What HCI is and Why it is Important

What is HCI
?

1. What HCI is and Why it is Important

HCI is a cross-disciplinary area (e.g., engineering, psychology, ergonomics, design) that deals with the theory, design, implementation, and evaluation of **the ways that humans use and interact with computing devices**



1. What HCI is and Why it is Important

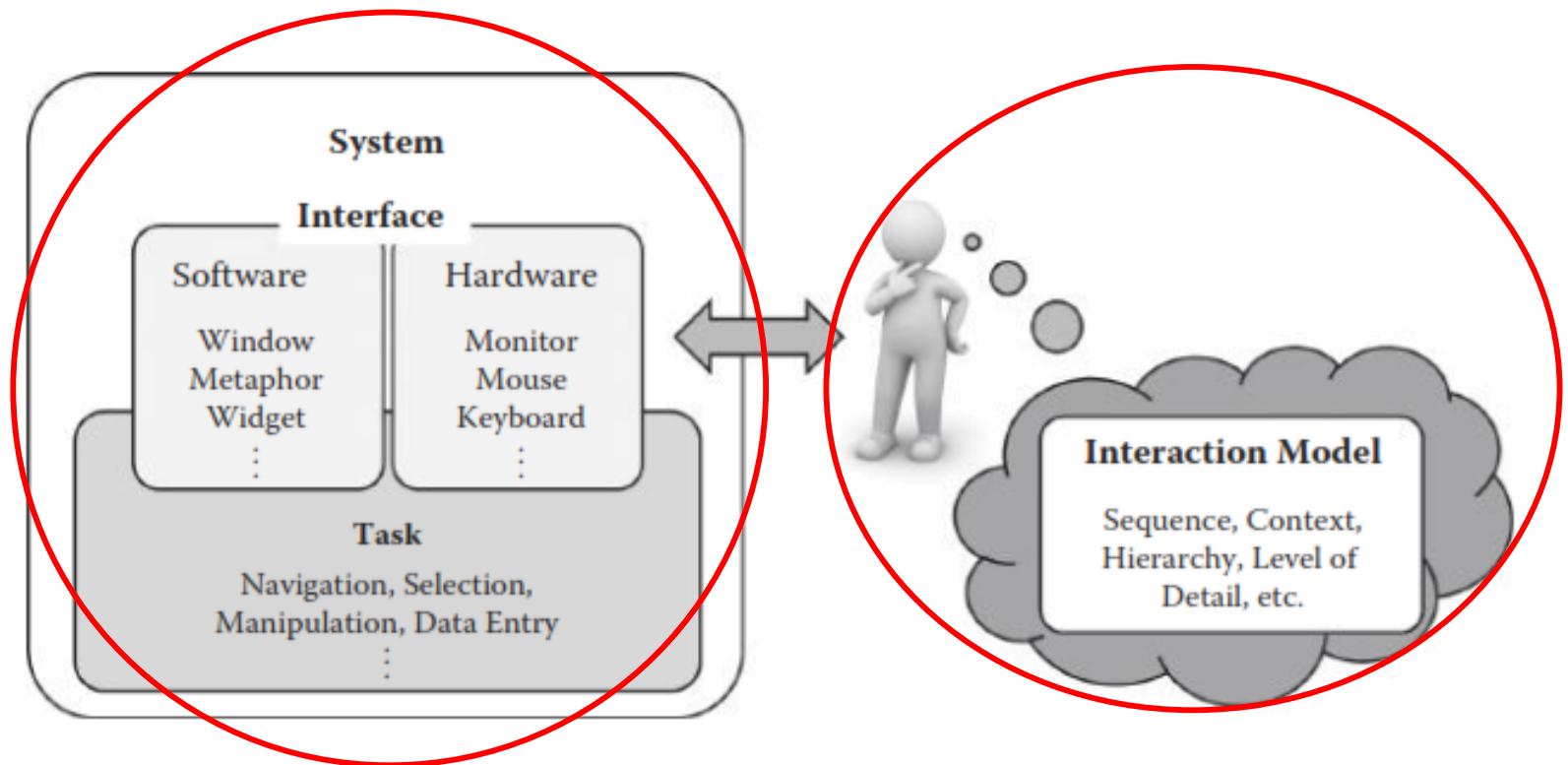
What is Interaction
?

1. What HCI is and Why it is Important

Interaction is a concept to be distinguished from another similar term, interface



1. What HCI is and Why it is Important



The distinguishing concepts of interaction (model) and interface.



(a)



(b)



(c)



(d)

1. What HCI is and Why it is Important

Goals of human-computer interaction (HCI): (a) functional completeness (Apple iPhone 5s, <http://www.apple.com/iphone-5s>), (b) high usability (Microsoft® Pixelsense, <http://blogs.msdn.com/b/pixelsense>), (c) aesthetic appeal (Apple iPhone 5s), and (d) compelling user experience (UX) (Microsoft Kinect, <http://www.xbox.com/ko-KR/Kinect>).

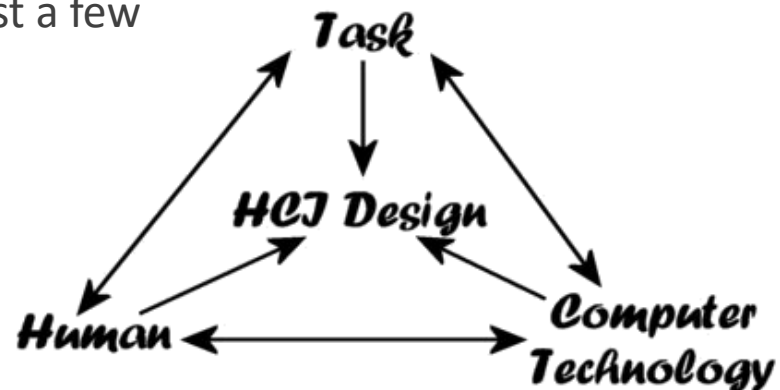
1. What HCI is and Why it is Important



The evolution of interfaces in the course of the history of computing (i.e., terminal and keyboard, graphic user interface and mouse, and handheld and touch-based interface). (Courtesy of Cox, J., <https://www.flickr.com/photos/15587432@N02/3281139507>, Melbourne, FL.)

2. Principles of HCI

Despite its importance, **good HCI design is generally difficult**, mainly because it is a multiobjective task that involves **simultaneous consideration** of many things, such as the types of users, characteristics of the tasks, capabilities and cost of the devices, lack of objective or exact quantitative evaluation measures, and changing technologies, to name just a few



2. Principles of HCI

A short review of the main HCI principles

1. Know Thy User
2. Understand The Task
3. Reduce Memory Load
4. *upayakan* Strive for Consistency
5. Remind Users and Refresh Their Memory
6. Prevent Errors/Reversal of Action
7. Naturalness

2. Principles of HCI

A short review of the main HCI principles

1. Know Thy User

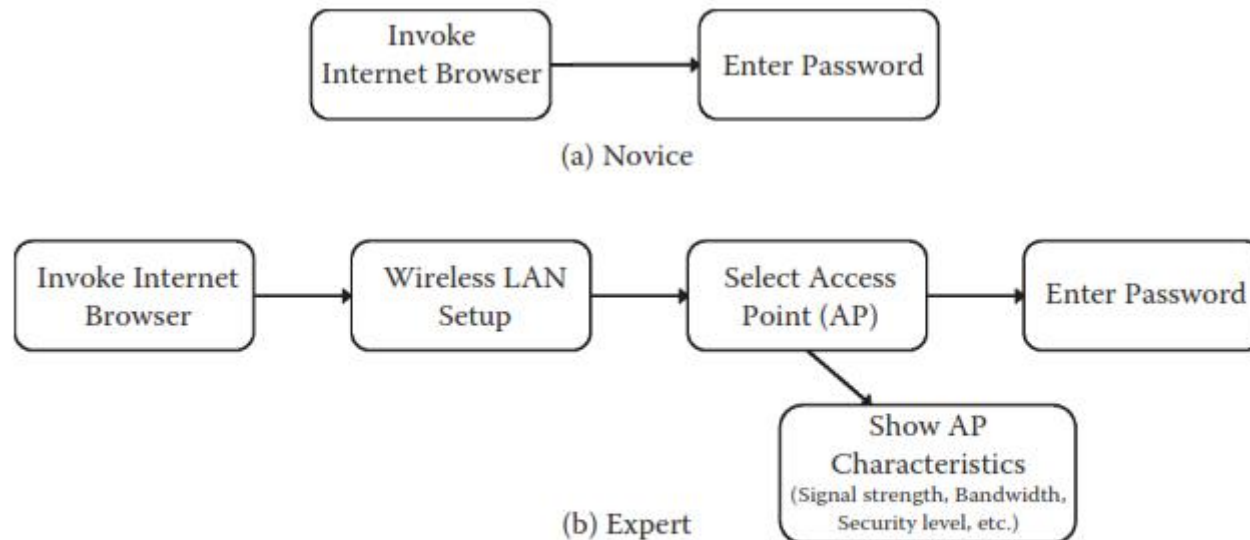


Examples of user-centered designs of web pages for (a) kids (courtesy of Junior Naver, <http://jr.naver.com>), and (b) the elderly (courtesy of SilverNet News, <http://www.silvernews.or.kr>).

2. Principles of HCI

A short review of the main HCI principles

2. Understand The Task



Two interaction models at different levels of detail for the task of “connecting to the Internet from a smartphone,” depending on the user type.

2. Principles of HCI

A short review of the main HCI principles

3. Reduce Memory Load



Interfaces designed for minimal short-term memory: (a) a menu system with fewer than 10 items (left) and (b) categorization by colors, areas, icons, and labels. Badges are used to display status information such as the current weather (see circled portions) and number of unread mails as a constant reminder. (From Microsoft®, Microsoft Metro interface, <http://www.microsoft.com>.)

2. Principles of HCI

A short review of the main HCI principles

4. Strive for Consistency

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(a)



(b)

Figure 1.9 (a) A consistent look of the interface within an application (a game called Subway Surfers, <https://play.google.com/store/apps/details?id=com.kiloo.subwaysurf>) and (b) a consistent interface between Microsoft PowerPoint and Word.

2. Principles of HCI

A short review of the main HCI principles

5. Remind Users and Refresh Their Memory



2. Principles of HCI

A short review of the main HCI principles

6. Prevent Errors/Reversal of Action



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2. Principles of HCI

A short review of the main HCI principles

7. Naturalness



Summary

In this chapter, I have introduced the field of HCI, namely its objective and importance

I also have reviewed some of the main highlevel principles of HCI and Presented some relevant examples.

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Thank You
