Introduction To HCI

- Historical Perspective
- Concepts
- Examples (along the way)

Historical Perspective

- 1940’s-1950’s Hardware Invention
- 1960’s-1970’s High Level Languages, Use of “large” machines by the specially trained
- mid 1970’s Jobs & Wozniak make technology “cheap”
- 1980’s Proliferation, New tools in the hands of “the Masses”, User Frustration
- 1990’s Decade of the User, Communications, & Distributed Computing
- 2000’s Decade of Shake-out: Who’s got what it takes?

Concepts

- A new view of programming
- The designer is responsible for the entire system.

HCI Design Requires:

- Knowledge about People
- Knowledge about the Task
- Knowledge about Computers
Concepts
Knowledge of People
- Cognitive Psychology
- Personality
- Education
- Physical features and abilities
- Problem solving
- Motivation
- Language
- Social Interaction

Concepts
Knowledge about Tasks
- Pilot/cockpit
- Office Automation
- Other Examples

Concepts
Golden Rules of Design
- Visibility
- Good Conceptual Model
- Good Mappings
- Feedback

Concepts
- Norman’s Model of how people interact with a device
- Problems involved with the “Gulf of Execution” and the “Gulf of Evaluation”