

COURSE LEARNING OUTCOMES (CLO)

1. Identify the importance of user interface design to elevate technical complexity for usable product than accepted by user.
2. Organize the presentation that involves interaction of software and hardware products using various styles of interfaces.
3. Develop appropriate interface design and evaluation techniques for an interactive system effectively in real life.

SYLLABUS

1.0 INTRODUCTION TO HUMAN COMPUTER INTERACTION

- 1.1 Understand Human Computer and Interaction
- 1.2 Understand Human Interaction

2.0 THE DESIGN PROCESS

- 2.1 Understand software engineering and interaction design basics
- 2.2 Understand design rules for interactive system

3.0 EVALUATION TECHNIQUES

- 3.1 Understand the evaluation techniques for evaluating interactive system

4.0 UNIVERSAL DESIGN

- 4.1 Understand the universal design
- 4.2 Understand Multi-Modal Technology
- 4.3 Understand accessibility in user interface
- 4.4 Understand emerging technologies in interface design



Introduction to HCI

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- **Human-Computer Interaction (HCI)** is about designing computer systems that **support people** so that they can carry out their **activities productively** and **safely**. (Preece, p.1)
- HCI studies **human performance** in the use of computer and information systems. This is a **rapidly expanding** research and development area.

Activity 1: Test memory

- 1 bun
- 2 shoe
- 3 tree
- 4 door
- 5 hive

- 6 sticks
- 7 heaven
- 8 gate
- 9 wine
- 10 hen