CS774 HCI
Week 7, March 15ᵗʰ – Design Process continued

Objectives:
• Stages in HCI design: analysis, prototyping, usability

Class outline:
Continuing on design activities
I. Prototyping
II. Usability studies

Readings:
Shneiderman, Chapter 3 (pages 96-113), Chapter 4 (pages 124-150)
LUCID handout
Lo-Fi Prototyping – Rettig
SUMI inventory sample
Comparative Evaluation of Usability Tests – Molich et al

Written homework:
None this week.

Exam next week covering:
1. Five goals of HCI
2. KLM model
3. Norman's action model
4. Types of mistakes and techniques to avoid/mitigate them
5. The 3 principles and 8 golden rules of Shneiderman
6. Basic interface models – direct manipulation, etc.
7. The basic LUCID process of HCI design
8. Interaction concepts: affordances, visibility, constraints, mental model-interaction mapping.

Material from Powerpoint slides, Shneiderman readings, KLM handout, LUCID handout

Not included: Neilsen's heuristic evaluation, the HCIL reading on HCI with kids, memory statistics, visual illusions and issues in raw perceptual data, or the FAA Human Factors website.