

CS774 HCI
Week 1, January 12 – HCI and Design

Objectives:

- Cover the goals and basic methods of HCI design
- Start on the modeling and psychology of HCI design

Readings:

Shneiderman, Chapter 1, pages 3-49; Chapter 2, pages 2-32

Norman, Chapters 1 and 2, pages 1-53

Hall of Shame web site -

<http://digilander.libero.it/chiediloapippo/Engineering/iarchitect/shame.htm>

Written homework:

1. Find five examples of software or everyday things in your life that illustrate a failure to meet the five goals in section 1.3 of Shneiderman. Find one example for each goal.

2 Apply chapter 1 of Shneiderman to a real case. Assume you are building a lcd, touch sensitive messaging board (prices are down a few years from now, the technology is cheap and accessible.) The board is for leaving messages for co-workers or family. Call it an mboard. Before you start, you are to draft a memo on the background issues and goals that need to be considered during design. You don't have to design the board, just consider context and criteria for evaluating a design.

In each of the cases below give what you think are the critical design concerns or issues to consider for the following specific applications.

- A family mboard for the refrigerator.
- An mboard for a real-estate office
- An mboard for an operating room