Introduction to CITS3201
Human-Computer Interaction
Lecture 1 part 1

Outline
1. What to expect in CITS3201
2. Over to the textbook slides

Human-Computer Interaction
Involves:
- human factors,
- software engineering,
- psychology and
- computer science.
- The user's experience is central!

HCI Lectures
- Lectures/Text will present an overview of problems, theory, and techniques for selected topics in HCI
- Lectures are supported by essential core reading in the textbook Interaction Design: Beyond Human-computer Interaction by Sharp, Rogers and Preece (SRP).
- You are advised to obtain a copy of SRP.

Teachers
- Prof Mark Reynolds
  Unit Coordinator, Lecturer, Lab demonstrator
  Consultation (drop in or make appointment)

Please also use help3201 and admin3201

Topics
- Interactions
- Users
- Collaboration
- Affective issues
- Interfaces
- Data Gathering
- Data Analysis
- Interface Design
- Requirements
- Prototypes
- Evaluation
- Usability
HCI Practicals (labs/tutes)
- Weekly 1 hour class for applying HCI design and evaluation techniques
- Lab 2.01, 2pm Wednesdays (NOT week 1)
- Pre-class preparation not (usually) required, so handouts will be distributed in class, but further work after the class is sometimes required
- Class work often in groups

HCI Projects/Assignments
- Like the practicals, but larger scale exercises with some independent study also required
- Time constrained – apx 25 hours over 5 weeks
- 2 Assignments worth 35% each

HCI Class Test and Exam
- Each chapter defines the unit syllabus and scope
- Short and long answer questions will test your understanding of key points
- See relevant textbook chapter questions and sample papers which will be available closer to the time
- Class test worth 10%
  - 5 short answer questions, 25 mins, 9am Weds April 4th in lecture room
- June exam worth 50%
  - 10 short answer (20%) 2 long answer (40%), 120 mins plus reading time

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