CMSC 434/828S
Human Computer Interaction

François Guimbretière
CSI 1122 Tue-Thu 3:30-4:45
CMSC 434/828S Administrivia

• Instructor
  – François Guimbretière
    • Human computer interaction
      – Large interactive surfaces
      – Information Visualization

• Office hours (Room 3267 AVW):
  – Mon 1:30pm – 3:30pm
  – or by email any time: francois@cs.umd.edu
  – or by appointment
  – drop in/telephone discouraged

• TA
  – Amir Khella
    • Office hours (Room 1151 AVW)
      – Time to be announced
      – Akhella@cs.umd.edu
Student info

• Name, e-mail
• Are you taking the class for credit?
  – 434 or 828s?
  – Comps?
• Why are you taking the class?
  – Goals
  – Topics you would like to be covered in the class
• Do you own (or have access to)
  – A car radio, a cell phone, a MP3 player, a remote control
  – A digital camera
• Additional comments
Work load
Work load

- **Reading**
  - A chapter a class

- **Homework**
  - 4 homework (1 week each)
  - By yourself

- **Projects**
  - 4 projects (3 weeks each)
  - In groups of 3-4 people
Hello, Susie? This is Calvin. You know this report we're supposed to write for school? Yeah. My topic is bats. What's yours?

Elephants? Hmm. Well, are you going to the library to look up elephants? You are? Great!

While you're there, could you research bats too, and make copies of all the information you find, and maybe underline the important parts for me, and sort of outline it, so I wouldn't have to read it all?

How'd it go? I really loathe girls.
How you will be evaluated

• Homeworks (15%)

• Projects (45%)
  – Project 1-3, 10% each
  – Project 4, 15%

• Exams (30%)
  – mid-term (10%)
  – final (20%)

• Class Participation (10%)

  You must pass both exam components and assignment components to pass the course
CMSC 828S

• All 828S students
  – will work in group among themselves
  – Will be graded compared with other 828S students

• 828S project will count for 15% if the final grade

• Midterm + exam counts as comp in PL/SE
Text and additional references

- **Required text**

- **Recommended text**
  - *Bringing Design to software*, Winograd (Editor) [Addison-Wesley], 1996.

- **Course web sites:**

- **Course WIKI:**
HCI

Human – Computer – Interaction

A discipline concerned with the
design,
implementation, and
evaluation

doing of interactive computing systems for human use.
PCD?

People – Computer – Design

(Winograd)
What you will learn

• Basic human factors
  – Characteristic of the human information processor

• Basic interface technology
  – Hardware
  – Software

• Principle of design
  – How to identify needs
  – How to create/imagine possible solutions
  – How to select and implement a solution
  – How to evaluate the result
Human versus Machine

- Human traits
- Computer traits
Reading for Next Week

• Shneiderman Chapter 1
• Psychopathology of everyday things (handout)
• The perfect brainstorm (handout)