

CMSC 434/828S
Human Computer Interaction

François Guimbretière
CSI 1122 Tue-Thu 3:30-4:45

CMSC 434/828S Administtrivia

- 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

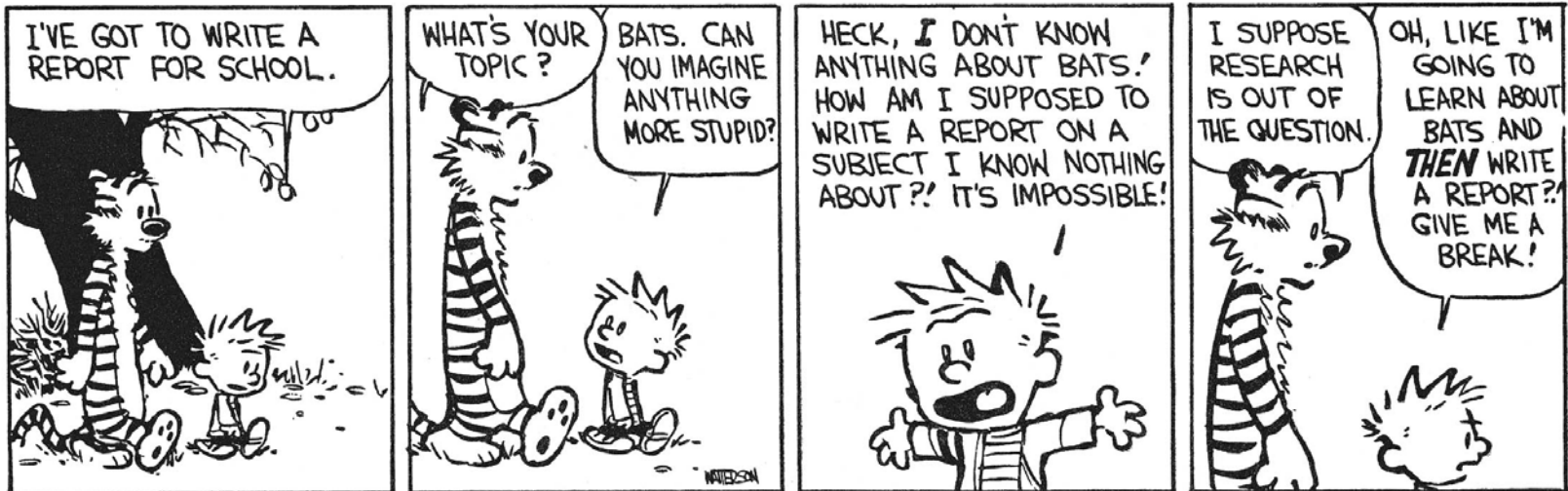
- *Office hours (Room 1151 AVW)*

- 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

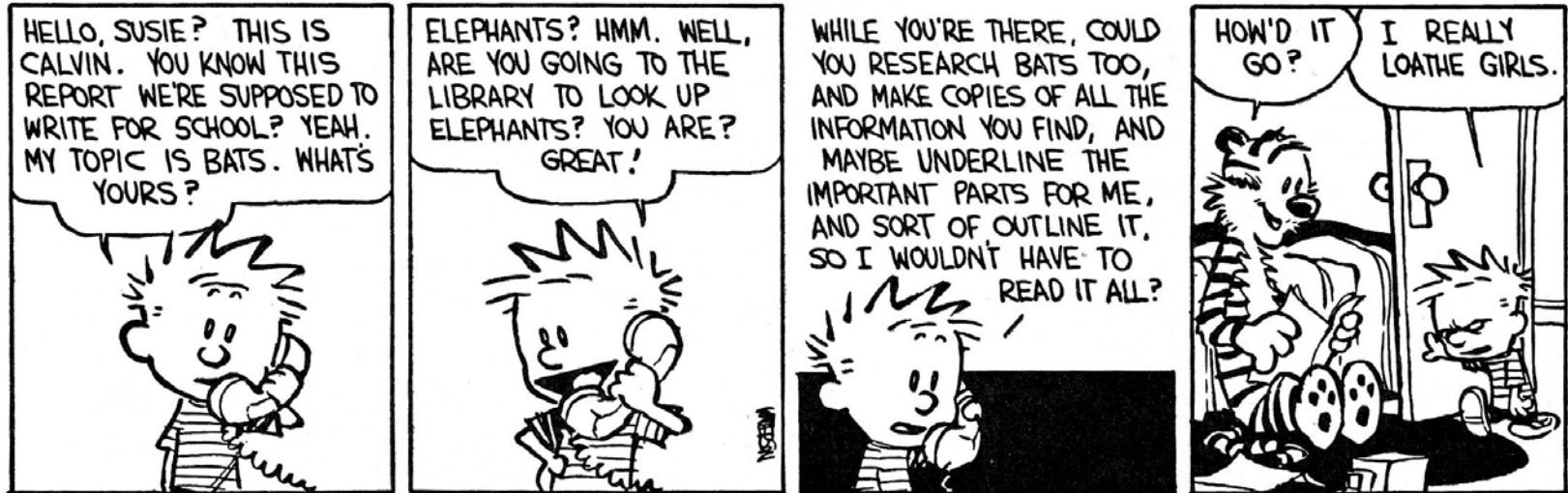
Work load



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

Work load



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
 - ***Designing the User Interface: Strategies for Effective Human-Computer Interaction, 3rd Edition***, Shneiderman [Addison-Wesley], 1998.
- Recommended text
 - ***Bringing Design to software***, Winograd (Editor) [Addison-Wesley], 1996.
- Course web sites:
 - <http://www.cs.umd.edu/~cmisc434-0101>
- Course WIKI:
 - <http://jazz.cs.umd.edu:8080/cmisc434/>

HCI

Human – Computer – Interaction

A discipline concerned with the

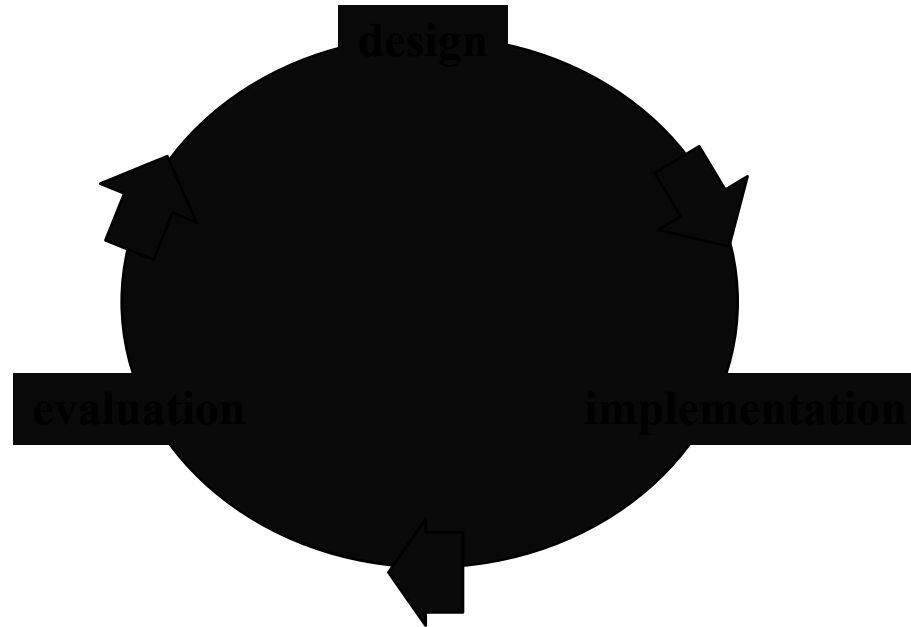
design,
implementation, and
evaluation

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)