

**Elective - III****Human Computer Interaction****Course Objectives:**

The main objective is to get student to think constructively and analytically about how to design and evaluate interactive technologies.

**Course Outcomes:**

1. Explain the capabilities of both humans and computers from the viewpoint of human information processing.
2. Describe typical human–computer interaction (HCI) models, styles, and various historic HCI paradigms.
3. Apply an interactive design process and universal design principles to designing HCI systems.
4. Describe and use HCI design principles, standards and guidelines.
5. Analyze and identify user models, user support, socio-organizational issues, and stakeholder requirements of HCI systems.
6. Discuss tasks and dialogs of relevant HCI systems based on task analysis and dialog design.

**Syllabus:****UNIT I:**

**Introduction:** Usability of Interactive Systems- introduction, usability goals and measures, usability motivations, universal usability, goals for our profession

**Managing Design Processes:** Introduction, Organizational design to support usability, Four pillars of design, development methodologies, Ethnographic observation, Participatory design, Scenario Development, Social impact statement for early design review, legal issues, Usability Testing and Laboratories

**UNIT II:**

**Menu Selection, Form Fill-In and Dialog Boxes:** Introduction, Task- Related Menu Organization, Single menus, Combinations of Multiple Menus, Content Organization, Fast Movement Through Menus, Data entry with Menus: Form Fill-in, dialog Boxes, and alternatives, Audio Menus and menus for Small Displays

**UNIT III:**

**Command and Natural Languages:** Introduction, Command organization Functionality, Strategies and Structure, Naming and Abbreviations, Natural Language in Computing

**Interaction Devices:** Introduction, Keyboards and Keypads, Pointing Devices, Speech and Auditory Interfaces, Displays- Small and large

**UNIT IV:**

**Quality of Service:** Introduction, Models of Response-Time impacts, Expectations and attitudes, User Productivity, Variability in Response Time, Frustrating Experiences

**Balancing Function and Fashion:** Introduction, Error Messages, Nonanthropomorphic Design, Display Design, Web Page Design, Window Design, Color

**UNIT V:**

**User Documentation and Online Help:** Introduction, Online Vs Paper Documentation, Reading from paper Vs from Displays, Shaping the content of the Documentation, Accessing the Documentation, Online tutorials and animated documentation, Online communities for User Assistance, The Development Process

**UNIT VI:**

**Information Search:** Introduction, Searching in Textual Documents and Database Querying, Multimedia Document Searches, Advanced Filtering and Searching Interfaces

**Information Visualization:** Introduction, Data Type by Task Taxonomy, Challenges for Information Visualization

**Text Books:**

1. Designing the User Interface, Strategies for Effective Human Computer Interaction, 5ed, Ben Shneiderman, Catherine Plaisant, Maxine Cohen, Steven M Jacobs, Pearson
2. The Essential guide to user interface design,2/e, Wilbert O Galitz, Wiley DreamaTech.

**Reference Books:**

1. Human Computer, Interaction Dan R.Olsan, Cengage ,2010.
2. Designing the user interface. 4/e, Ben Shneidermann , PEA.
3. User Interface Design, Soren Lauesen , PEA.
4. Interaction Design PRECE, ROGERS, SHARPS, Wiley.