



Human and Computer Interface Design

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Week 1

Course Introduction
Chapter 1 Fundamentals of human and computer interface



Topic

Basic About of Human and Computer Interface Design

Component of Human and Computer Interface Design



Basic About of Human and Computer Interface Design

The Users interact directly with hardware for human input and output, such as displays, for example through graphical user interfaces.

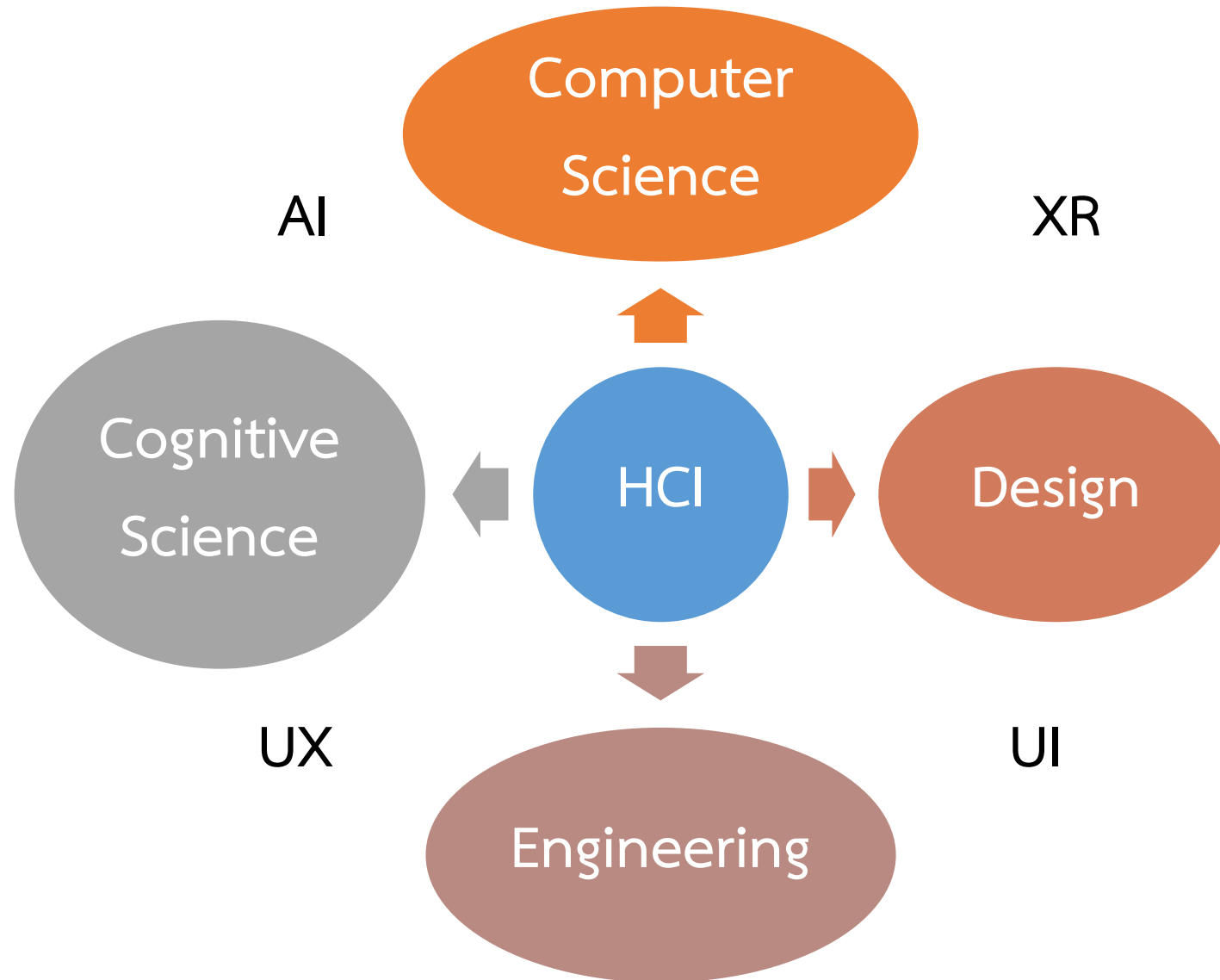
The user interacts with the computer through this software interface using designated input and output (I/O) hardware.

Software and hardware must match. so that the processing of user input is fast enough The computer output latency will not interfere with the workflow.



Basic About of Human and Computer Interface Design

Human behavior, methodologies for obtaining and interpreting human behavior: work activity analysis, observation techniques, questionnaire, task analysis and modeling techniques, methods for interface representation and prototyping tools, cognitive walkthroughs, usability studies and verbal protocol analysis, the four approaches to human-computer interaction, empirical, cognitive, predictive, and anthropomorphic and case studies.



Interactive



USER

Computer

Interactive



User Interface



Test

Have students bring design samples.

Today's popular user interfaces come together to discuss.



Reference

Huls, C.; Bos, E.; and Classen, W. 1995. Automatic referent resolution of deictic and anaphoric expressions. *Computational Linguistics* 21(1):59–79.

Julia, L., and Cheyer, A. 1997. Speech: a privileged modality. In *Proceedings of EUROSPEECH'97*, 103–113

