

HUMAN COMPUTER INTERACTION

Paper Code: ETCS-404

Paper: Human Computer Interaction

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INSTRUCTIONS TO PAPER SETTERS:

MAXIMUM MARKS: 75

1. Question No. 1 should be compulsory and cover the entire syllabus. This question should have objective or short answer type questions. It should be of 25 marks.
2. Apart from question no. 1, rest of the paper shall consist of four units as per the syllabus. Every unit should have two questions. However, student may be asked to attempt only 1 question from each unit. Each question should be of 12.5 marks.

Objective: To introduce the students about the interaction between and computer and human being.

UNIT I

Introduction: The Human, The Computer, The interaction, Paradigms, Usability of Interactive Systems, Guidelines, Principles and Theories.

Design Process: Interaction design basics, HCI in the software process, Design rules, Implementation support, Evaluation techniques, Universal design, User Support.

[T1, T2][No. of Hrs. 10]

UNIT II

Models and Theories: Cognitive models, Socio-organizational issues and stakeholder requirements, Communication and collaboration models, Task analysis, Dialogue notations and design, Models of the system, Modelling rich interaction.

[T1, T2][No. of Hrs. 11]

UNIT III

Interaction Styles: Direct Manipulation and Virtual Environments, Menu Selection, Form Filling and Dialog Boxes, Command and Natural Languages, Interaction Devices, Collaboration and Social Media Participation.

[T1, T2][No. of Hrs. 10]

UNIT IV

Design Issues: Quality of Service, Balancing Function and Fashion, User Documentation and Online Help, Information Search, Information Visualization.

Outside the Box: Group ware, Ubiquitous computing and augmented realities, Hypertext, Multimedia and the World Wide Web.

[T1, T2][No. of Hrs. 11]

Text Books:

- [T1] Alan Dix, Janet Finlay, "Human Computer Interaction", ISBN: 9788131717035 Pearson Education, 2004.
- [T2] Ben Shneiderman, "Designing the User Interface-Strategies for Effective Human Computer Interaction", ISBN:9788131732557, Pearson Education , 2010

Reference Books:

- [R1] Usability Engineering: Scenario-Based Development of Human-Computer Interaction, by Rosson, M. and Carroll, J. (2002)
- [R2] The Essentials of Interaction Design, by Cooper, et al. , Wiley Publishing(2007)
- [R3] Usability Engineering, by Nielsen, J. Morgan Kaufmann, San Francisco, 1993. ISBN 0-12-518406-9
- [R4] The Resonant Interface: HCI Foundations for Interaction Design , by Heim, S. , Addison-Wesley. (2007)
- [R5] Usability engineering: scenario-based development of human-computer interaction, By Rosson, M.B & Carroll, J.M. , Morgan Kaufman.(2002).