

# CSE 510: Advanced Topics in Human Computer Interaction

- To be offered spring quarter 2005
- Instructor: Alan Borning
- Quals class in the “applications” area
- Prerequisites: graduate student in CS (or related field, e.g. the Information School)
  - Undergraduate HCI course *not* a prerequisite

# Topics

- HCI History and Context
- Design and Evaluation: The Process of Developing Interactive Systems (more detail on next slide)
- Considering work context; participatory design
- Technology: toolkits, architectures for interactive systems, constraints
- Psychological, linguistic, philosophical foundations
- Information visualization; 3D interfaces
- Computer-Supported Cooperative Work
- Beyond the Desktop
- Agents and intelligent interfaces

# Design and Evaluation: The Process of Developing Interactive Systems

- User-centered design; rapid prototyping; iterative design
- Value Sensitive Design
- Techniques for observation and understanding the user's needs
  - ethnography
  - contextual inquiry
- Design techniques: storyboarding, scenario based design, sketching, brainstorming techniques
- Techniques for Usability Testing
  - informal vs formal user testing
  - heuristic evaluation
  - controlled laboratory experimentation

# Coursework

- Readings: 3-4 papers/week
- Labs
  - Small-scale user testing
  - Heuristic evaluation
  - Mini-contextual inquiry
- Group project
  - Can involve evaluating an existing system, or prototyping a new one
  - Doing a project that integrates with your other research is fine!

## Other HCI Offerings (advt)

- CSE 590h, the HCI seminar
- Plan: meet every quarter
- This quarter: Tuesdays 1:30-2:20