Human-Computer Interaction

Proseminar

Media Computing Group

RWTH Aachen University

Summer term 2005

http://media.informatik.rwth-aachen.de/

Today

- Proseminar topics and style

- Who, what, and where

- Individual topics and group formation

Proseminar style

- In groups of two
- 45 mins talk, shared equally between both
- 15 mins questions and critique
  - Format
  - Contents
- Written report
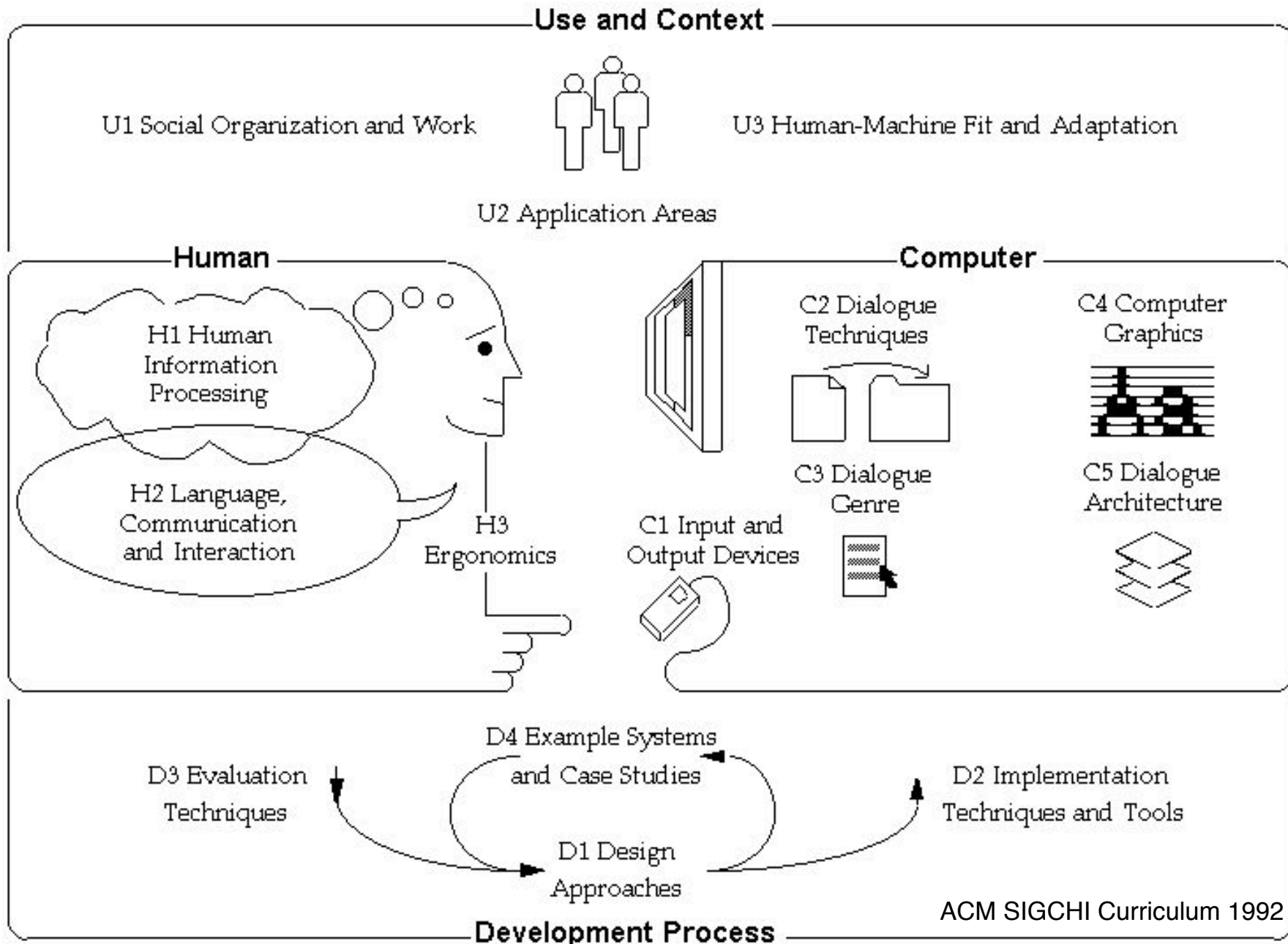 - Due one week before presentation
  - 8 pages

Who are we?

- Prof. Dr. Jan Borchers
  - B.Sc. & M.Sc. CS, U Karlsruhe & U London
  - Ph.D. CS, U Linz, U Ulm & TU Darmstadt
  - Assist. Prof. at Stanford & ETH Zurich
  - Research area:
    Interaction Design for New Media

- Dipl.-Inform. Daniel Spelmezan
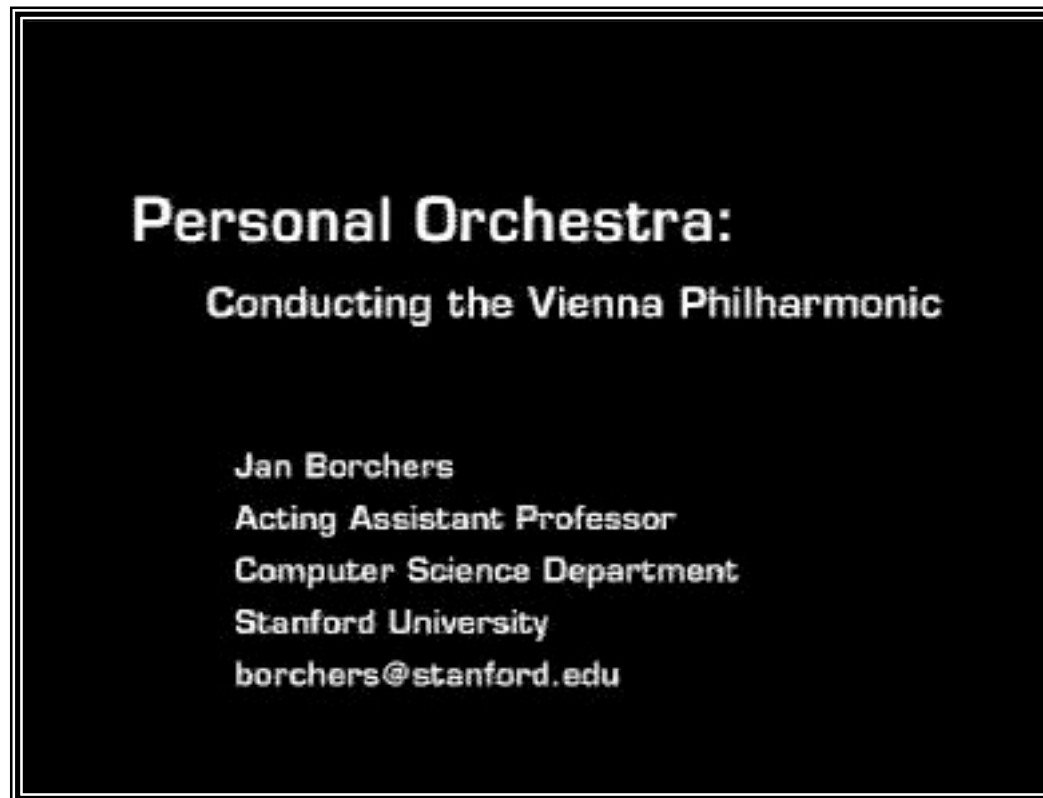 - RWTH Aachen

What's Human-Computer Interaction?

Use and Context

U1 Social Organization and Work

U2 Application Areas

U3 Human-Machine Fit and Adaptation

Human

H1 Human Information Processing

H2 Language, Communication and Interaction

H3 Ergonomics

Computer

C1 Input and Output Devices

C2 Dialogue Techniques

C3 Dialogue Genre

C4 Computer Graphics

C5 Dialogue Architecture

Development Process

D1 Design Approaches

D2 Implementation Techniques and Tools

D3 Evaluation Techniques

D4 Example Systems and Case Studies

ACM SIGCHI Curriculum 1992

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- Interaction with multimedia: WorldBeat

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- Interaction with multimedia:
  Personal Orchestra

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- HCI Design Patterns

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- Media Spaces
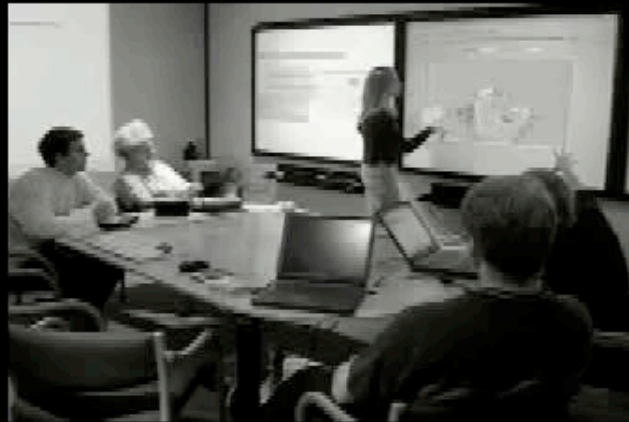
Interactive Workspaces Project

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- iStuff: Post-Desktop User Interfaces

Wireless connection

iStuff component

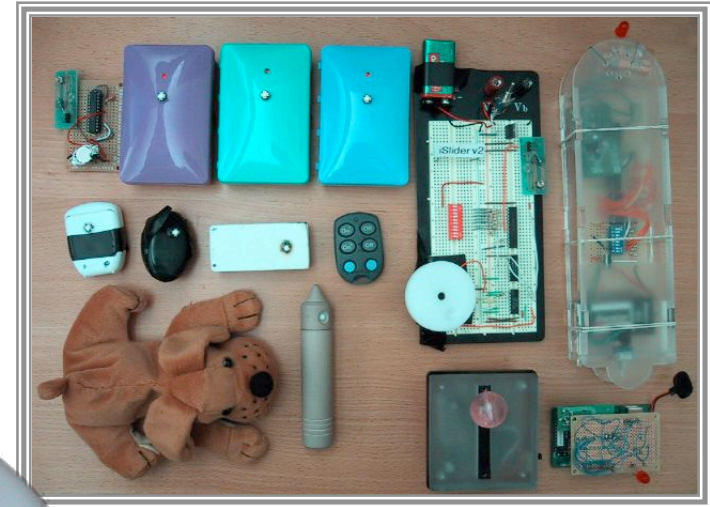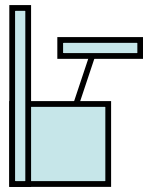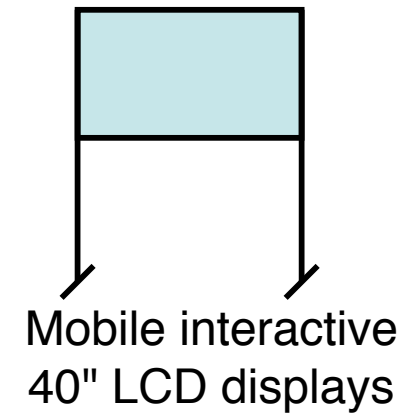| Transceiver		Transceiver
Proxy	PatchPanel	Proxy

iDog Activated   *Play Bark*

Event Heap
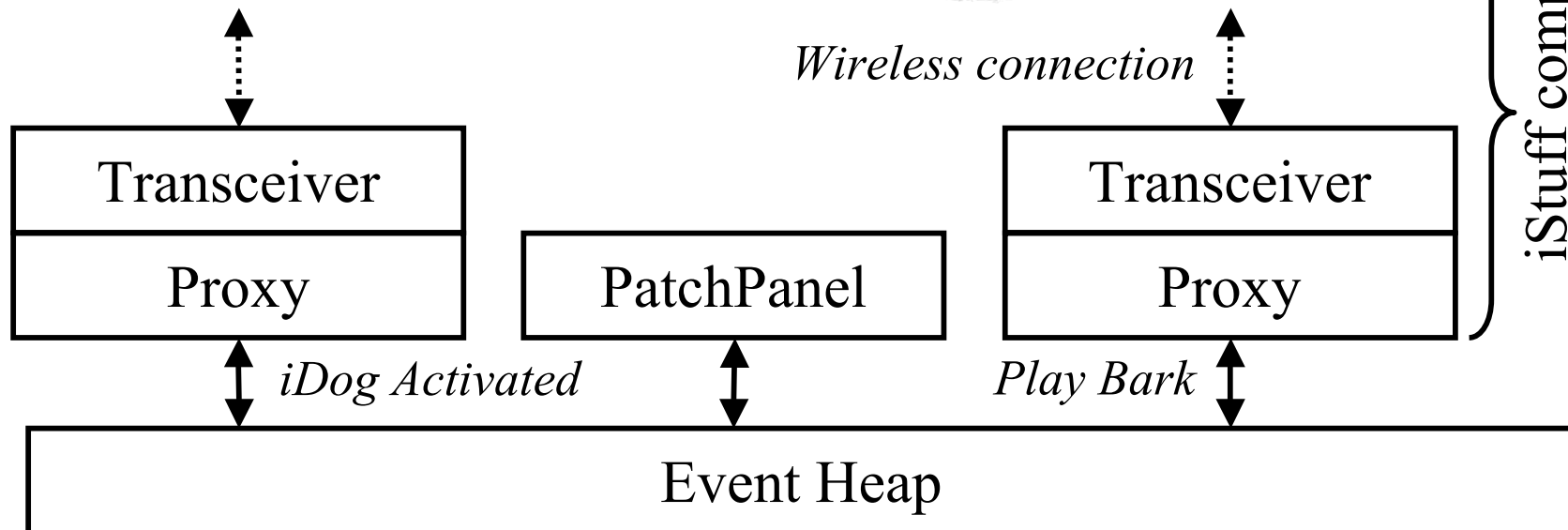
Media Space Architecture

Media Space (750 sqft)

Mobile interactive 40" LCD displays

Example: Using 8 displays to form 360° video
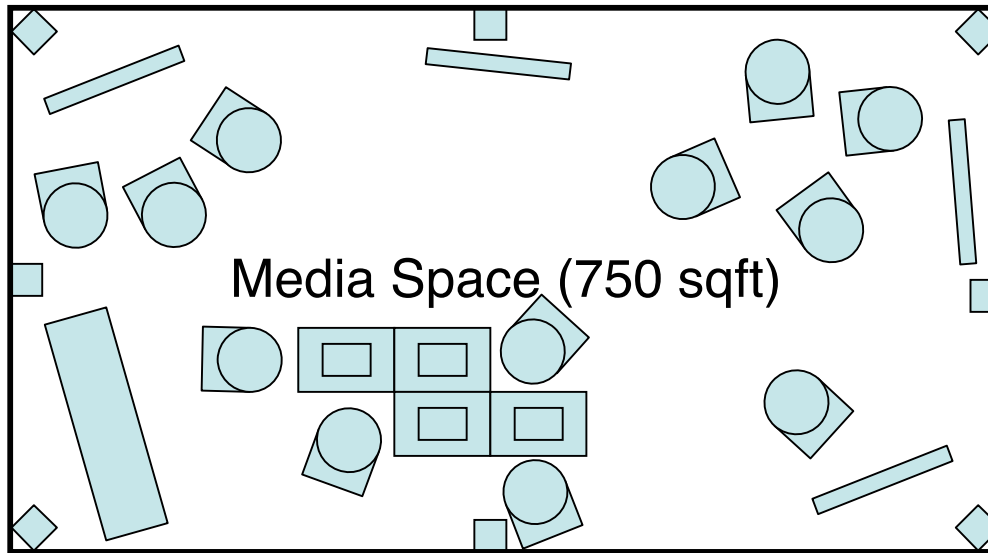
Chairs for laptop use — rotate easily — storage space for backpack — with power supply?

Lab Architecture

Coffee corner

Lab (1000 sqft)

Small group cells

Periphery,
hardware bench
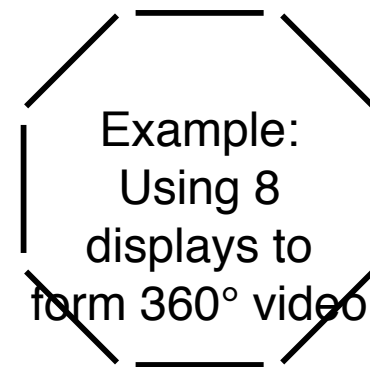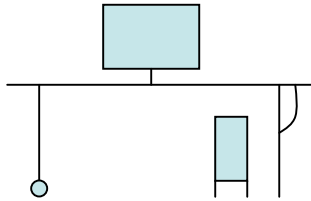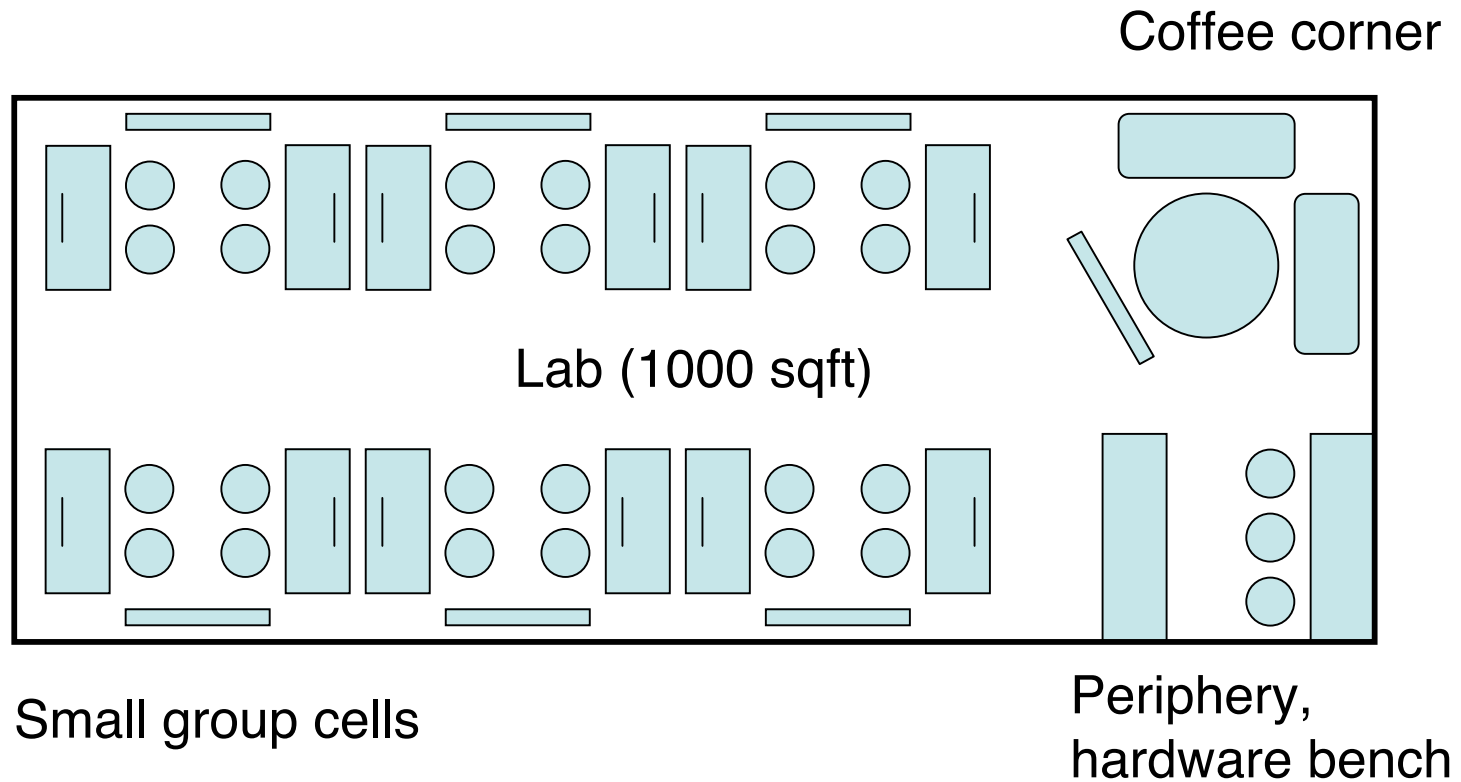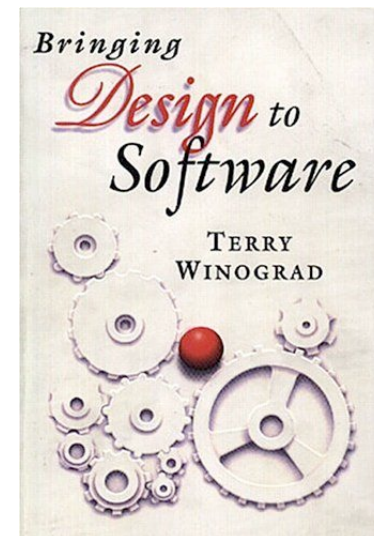
Proseminar Topics

- Bringing Design to Software
  Terry Winograd

  - ISBN: 0201854910
  - at Amazon for 37,50 Euro

Bringing Design to Software

- What is software design? How can we produce satisfying software for the user?

- Essays and interviews with software and design professionals from various design fields (architecture, graphics design, etc.)

- Profiles highlighting a specific product or concept (Xerox Star, Mosaic, Quicken, Macintosh Human Interface Guidelines, etc.)

Schedule

- First presentation on April 06, then every week, Thursdays, 14:15–15:45, room 2010

  - 06. April, 13. April, 20. April

  - 04. Mai, 11. Mai, 18. Mai

  - 01. June

  - 22. June, 29. June

  - 06. Juli, 13. Juli

Literature review

- Required course at RWTH CS Library
  - Contact Mrs. Renate Eschenbach
  - Special courses for our seminar
    - Monday, 6th March, 10am
    - Monday, 20th March, 10am
    - Tuesday, 21th March, 11:30am
  - Groups of 6 students

Our next meeting

- Tuesday, 21th March,10:00-11:00, room 2010

    – Allocation of topics

    – How to give a good presentation talk
      (see also http://media.informatik.rwth-aachen.de/seminar_howto.html)