

Human Computer Interaction and InfoViz

Fall-semester 2018

Computer Science (& Biology), Media Technology, Minor - Electives

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1

Course Information

- Internet: HCI & IV website
 - <http://hci.liacs.nl>
 - Announcements & Notes
 - Links to assignments
 - Instructions for assignment hand-in (via BlackBoard)
 - Links to resources
- LIACS announcement board in lobby “Snellius” and on <http://info.liacs.nl/liacs>
- Rule: if an announcement has appeared on either of these media, there is no excuse for not knowing it!
- Email via BlackBoard (tentative)

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2

Course Setup

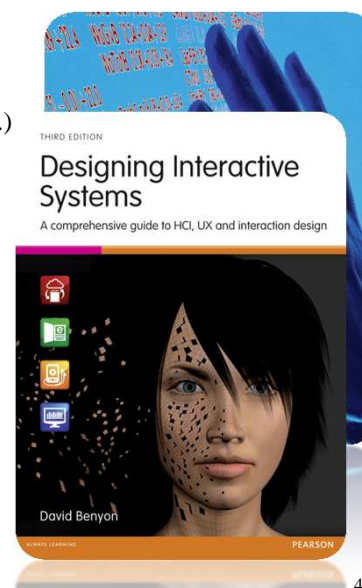
- **Theoretical part**
 - Series of lectures (till 2nd half of October)
 - Twice a week 2 hrs (Monday –Thursday)
 - Reading assignment in book
 - Additional papers, lecture notes
 - 4 tests
- **Practical part**
 - Assignment to apply theory
 - Work with on real problem with real users
 - Multi disciplinary!, in a 2 person team
 - Teams composed with administration (Game / Matching)
 - Assistant discussion

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3

Course material (theory part)

- Handouts/notes
- Course book
- *Designing Interactive Systems* (3rd ed.)
David Benyon, 2014,
Pearson-Addison Wesley
- All exact ordering info available
via website (<http://hci.liacs.nl>)
Costs about € 50.
Obtain via Leidsche Flesch
- Reading assignments: book
- Reading assignments: papers



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4

Additional reading

- “Human-Computer Interaction” (3rd ed.)
 - Alan Dix et al., Pearson-Prentice Hall
- “Human Computer Interaction”,
 - Dov Te’eni, Jane Carey & Ping Zhang
- “Interaction design, beyond Human Computer Interaction”,
 - Jenny Preece, et al., Wiley and Sons.
- “Designing the User Interface”,
 - Ben Shneiderman, AWL
- “The Human Interface”
 - Jef Raskin, AWL
- “Human Computer Interaction”,
 - Jenny Preece et al, AWL

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5

Topics lectured (*concept*)

Date	Lecture #	Subjects
September 03	01	Introduction, Course Outline
September 06	02	Human Perception, Cognition, Closure, Affect
September 10		NO LECTURE
September 13	03	Practical Gestalt, Reasoning, Perception; Outline Practical Part
September 17	04	Test 1 Mental Models, Metaphors, Design
September 20	05	Team Interaction models & Styles, Affective Computing; Team formation
September 24	06	Color, Text, Design, Peripherals
September 27	07	Test 2 Iconic messaging, Glyphs, Data Abstraction
October 01	08	Development process, User Analysis
October 04	09	Task Analysis, Task Abstraction, Service Design
October 08	10	Test 3 Usability & Prototyping
October 11	11	Evaluation, Measurement
October 15	12	Groupware, Interactive installations, Ubiquitous Computing
October 18	13	Augmented Reality, Virtual Reality
October 22	14	Test 4 Missed Test 1,2,3 – only with permission

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6

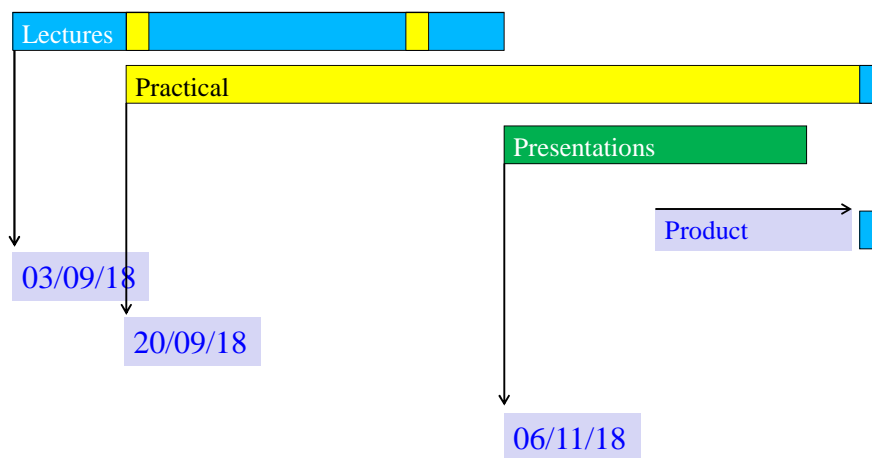
Practical Assignment

- 3rd week semester team formation (September 20th 2018)
 - Computation-student + Other-student
- 3rd week of semester assignment available
 - Type of assignments now under consideration/study
- 4th week of semester assignment subject
 - Discussed with team assistant
 - Approved by administration
 - Schedule per team
- From 05-11-2018 till 04-12-2018 presentations
 - Mandatory for all participants
 - According to schedule published by administration
 - Plan, Product/Idea, Prototype
- January, final deadline (no delay possible)
 - Presentation final Prototype
- Website, Proceedings of last years products/papers

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7

Time Line HCI & InfoVis 2018



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8

Grading - Organization

- **6 ECTS** study points, level 400
- CS, MT: HCI theory
 - 12/13 lectures
 - Exam: **4 tests**, according to schedule
- CS, MT: HCI&IV assignment
 - Approved, Submitted before deadline
- Presentations (2x: November 2018, January 2019)
 - Presentations HCI&IV assignment
 - Feedback (per group)
- Grading:
 - $6.5 * \text{Assignment} + 3.5 * \text{Theory (average 4 tests)} = \text{Final Grade}$
 - provided both grades ≥ 5.5
 - 65 % assignment consist of number of sub-grades

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9

Grading - Completion

- The deadline for the assignments is the only option to submit results.
- There are no assistants after January 2019
 - No extension possible!
 - No practical assignment completed means: *see you next year.*
 - *September 2019*, there will be a new course
- Retake exam, January, if you missed the tests
- Marks Exam/Assignment only kept for one period
 - If ≥ 5.5
 - Marks of individual tests are not kept.

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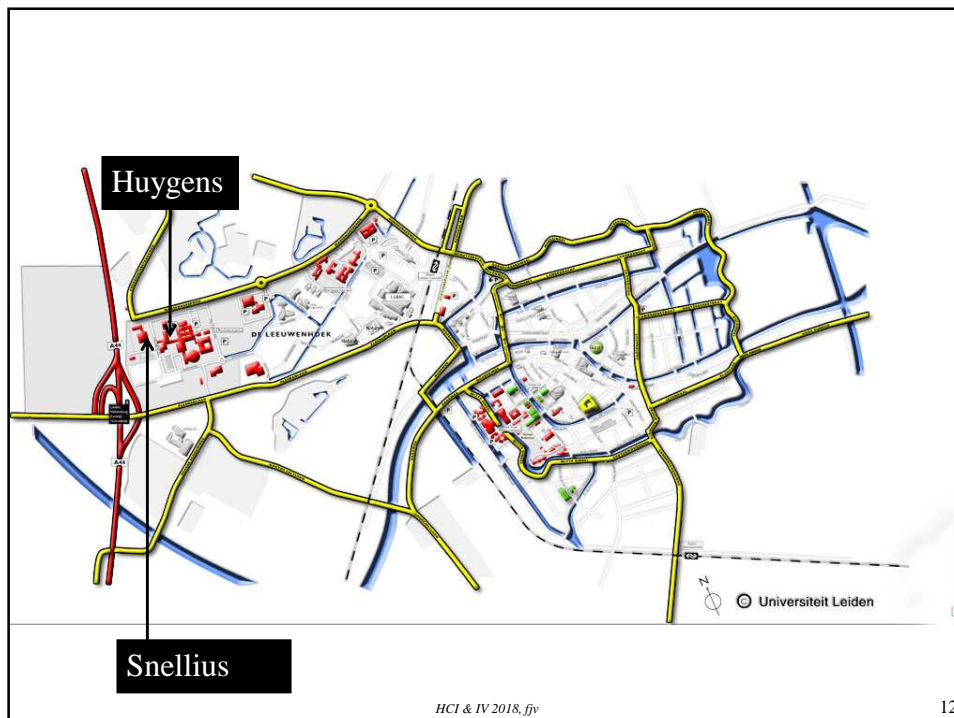
10

Lecture Location

- Lecture #1 - #13
- Lecture #14
- **Huygens 204**
- **Huygens 204**
- Check Notice board!
- Check hci.liacs.nl (news)
- Check hci.liacs.nl (schedule)
- Presentations
- Final Presentations
- **Snellius room 413**
- Check Notice board, Check hci.liacs.nl

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11



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12

You Need to

- Enroll in the course in uSis (code 9183)
 - Do this asap!!!; necessary for administration
- Enroll in the course in Black-Board
 - Once asked in class
- Be present at the lectures
- Take the Tests 1-4
- Make sure you are present for team formation
- Be present at the presentation lectures
 - According to schedule

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13

Questions ?

- Course Administration
 - *Prof Dr Ir* Fons J. Verbeek
 - Room 105 Snellius.
 - Ph. Ext. 071 527 5773
 - Email f.j.verbeek@liacs.leidenuniv.nl
 - URL <http://hci.liacs.nl>
- Assignment
 - Assistants
 - Follow instructions at WWW

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14