User Centered Design Process
January 4 - March 1

History of user centered design in HCI
March 6, March 8

Academic HCI
March 13, March 15

Special topics in HCI
March 20, March 22

Course Review
March 27

Presentation 2
March 29

Last class
April 3
Botanicus Interacticus: Interactive Plant Technology

Jeff Avery on interaction techniques in HCI
Academic HCI

HCI for Development (HCI4D) - area concerned with understanding the use and appropriate design of information and communication technologies (ICTs) in the context of developing regions


CHI 2017 SIGCHI Social Impact Award: Indrani Medhi Thies - Designing for Low-Literate Users
HCI for Development (HCI4D) -

area concerned with understanding the use and appropriate design of information and communication technologies (ICTs) in the context of developing regions


One Laptop Per Child (OLPC) project -
non-profit initiative to enable children in low-income countries to have access to content, media and computer-programming environments.
Nicholas Negroponte, Seymour Papert, Alan Kay and colleagues

1967
Seymour Papert, et al. introduce Logo, the first programming language written especially for children

1968
Alan Kay first describes proto-laptop, later called the Dynabook

1980

1982
N. Negroponte & S. Papert distribute Apple II microcomputers to children in a suburb of Dakar, Senegal.

1988
Constructionist program that includes the training of a dozen Costa Rican teachers at MIT

2002
20 children in a remote Cambodian village are provided with connected laptops

2005
The idea and first prototypes of OLPC is presented

Academic HCI

Content of HCI field

- Nature Of HCI
  - (Meta-)Models of HCI
  - Human Characteristic
  - Computer System and Interface Architecture

- Use and Context of Computers
  - Human Social Organization and Work
  - Input and Output Devices
  - Design Approaches

- Human Characteristics
  - Human Information Processing
  - Dialogue Techniques and Genre
  - Implementation Techniques

- Computer System and Interface Architecture
  - Application Areas
  - Language, Interaction, Communication
  - Dialogue Architecture
  - Evaluation Techniques

- Development Process
  - Human-Machine Fit and Adaptation
  - Ergonomics
  - Dialogue Architecture

Hewett; Baecker; Card; Carey; Gasen; Mantei; Perlman; Strong; Verplank. "ACM SIGCHI Curricula for Human-Computer Interaction". ACM SIGCHI.
Monitoring the brain frequencies we can detect when the user is in states of peak performance, high focus or concentration.
