

Human Computer Interaction

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Topic: Applications of HCI

Teaching Methodology: Teaching through Discussion among students



Fig.1. HCI Applications

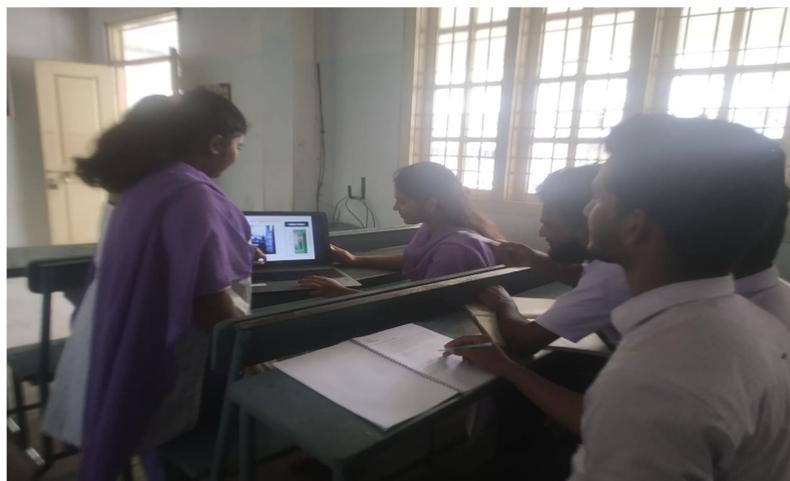


Fig.2. Discussion among students

Human-computer interaction (HCI)

Alternatively man-machine interaction (MMI) or computer-human interaction (CHI) is the study of interaction between people ([users](#)) and [computers](#). With today's technology and tools, and our motivation to create really effective and usable interfaces and screens.

✚ Why do we continue to produce systems that are inefficient and confusing or, at worst, just plain unusable? Is it because:-

We don't care?

✚ We don't possess common sense?

✚ We don't have the time?

✚ We still don't know what really makes good design?

Definition

"Human-computer interaction is a discipline concerned with the design, evaluation and implementation of interactive computing systems for human use and with the study of major phenomena surrounding them."

The user interface has essentially two components

- ✓ Input
- ✓ output.

Input is how a person communicates his or her needs or desires to the computer. Some common input components are the keyboard, mouse, trackball, one's finger, and one's voice.

Output is how the computer conveys the results of its computations and requirements to the user.

Today, the most common computer output mechanism is the display screen, followed by mechanisms that take advantage of a person's auditory capabilities: voice and sound.

Case Study: Design a Parking schedule application.