

Human-Computer Interaction

Introduction & Overview

D K Arvind

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Course administration

- Lecturer:
 - Professor DK Arvind
- Two lectures / week
 - » 11:10 – 12:00 on Mondays and Thursdays in Room 3.D01 in Forrest Hill
- Tutorials
 - » 17:10 – 18:00 on Mondays starting in Week 2
- Course web page:
 - www.inf.ed.ac.uk/teaching/courses/hci

Topics Covered

- What is HCI and the scope of Interaction Design – understanding and conceptualising interaction [1]
- Cognitive aspects and design implications: Attention, perception, memory, emotion, learning, mental models [2]
- Spectrum of Protocols – Human-to-Human: social interaction, face-to-face and social media, telepresence; Human-to-machine and Machine-to-machine (6LoWPAN / DASH7 / ZigBee IP/ Lightweight RestFul / CoAP / Lightweight SOAP)[6]
- Interfaces – command-based; WIMP and GUI, windows, menus, icons; Virtual reality; Information visualisation; mobile; speech; pen; touch; gestures; haptic; shareable; tangible; augmented and mixed reality; wearable; brain-computer [6]
- Design process – understanding needs and establishing requirements; design, prototyping, construction; evaluation: from controlled to natural settings; Data gathering: data recording, interviews, questionnaires, observations; Analytics [3]

Interaction Design – beyond human-computer interaction

Rogers, Sharpe & Preece, Wiley 3rd Edition

Assessment

- 70% of course mark
 - Final exam in April 2016
- 30% of course mark
 - Two coursework assignments (marks equally weighted)

- Coursework 1

Issued on: 21 Sep. 2015

Deadlines: 12 Oct. 2015 (16:00)

Feedback: 28 Oct. 2015

- Coursework 2

Issued on: 12 Oct. 2015

Deadlines: 09 Nov. 2015 (16:00)

Feedback: 23 Nov. 2015

- **Plagiarism: don't do it!**

<http://web.inf.ed.ac.uk/infweb/admin/policies/academic-misconduct>

Sensing Futures

D K Arvind

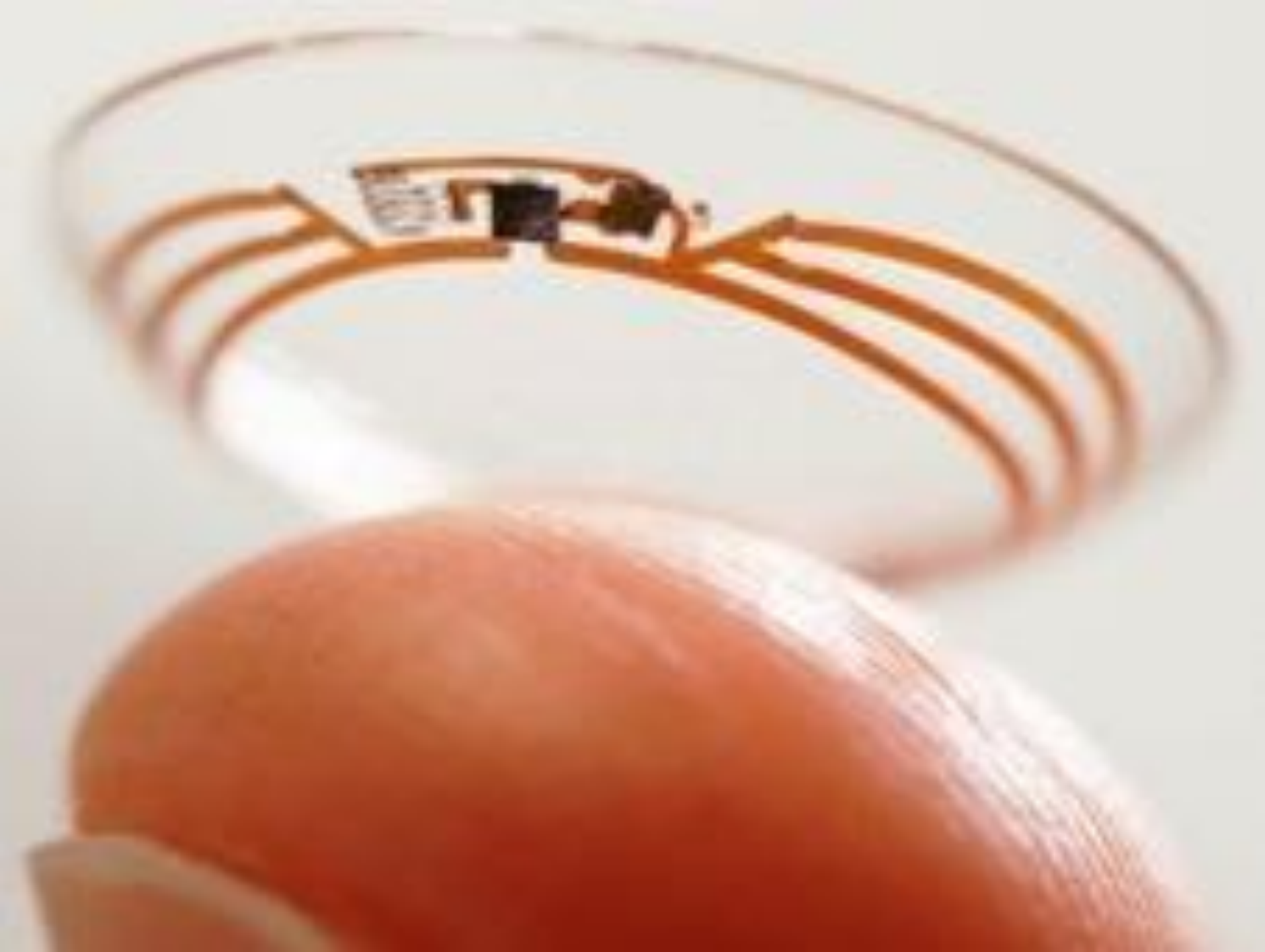
**Chair in Distributed Wireless Computation
School of Informatics**

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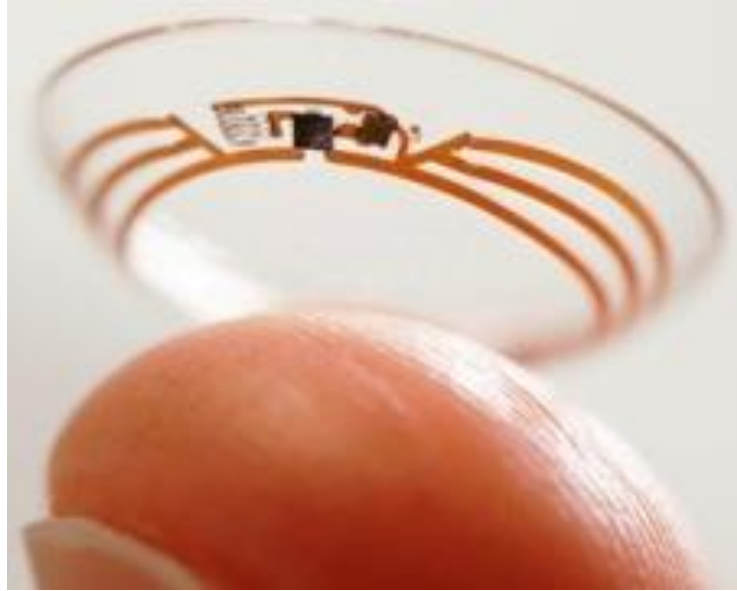


“By 2017, 30% of wearable technology will be unobtrusive to the naked eye. Consumer wearables will blend seamlessly into their surroundings. Smart contact lens are one and another interesting wearable that is emerging is smart jewellery.”

Annette Zimmerman,
Research Director – Gartner,
December 2014.



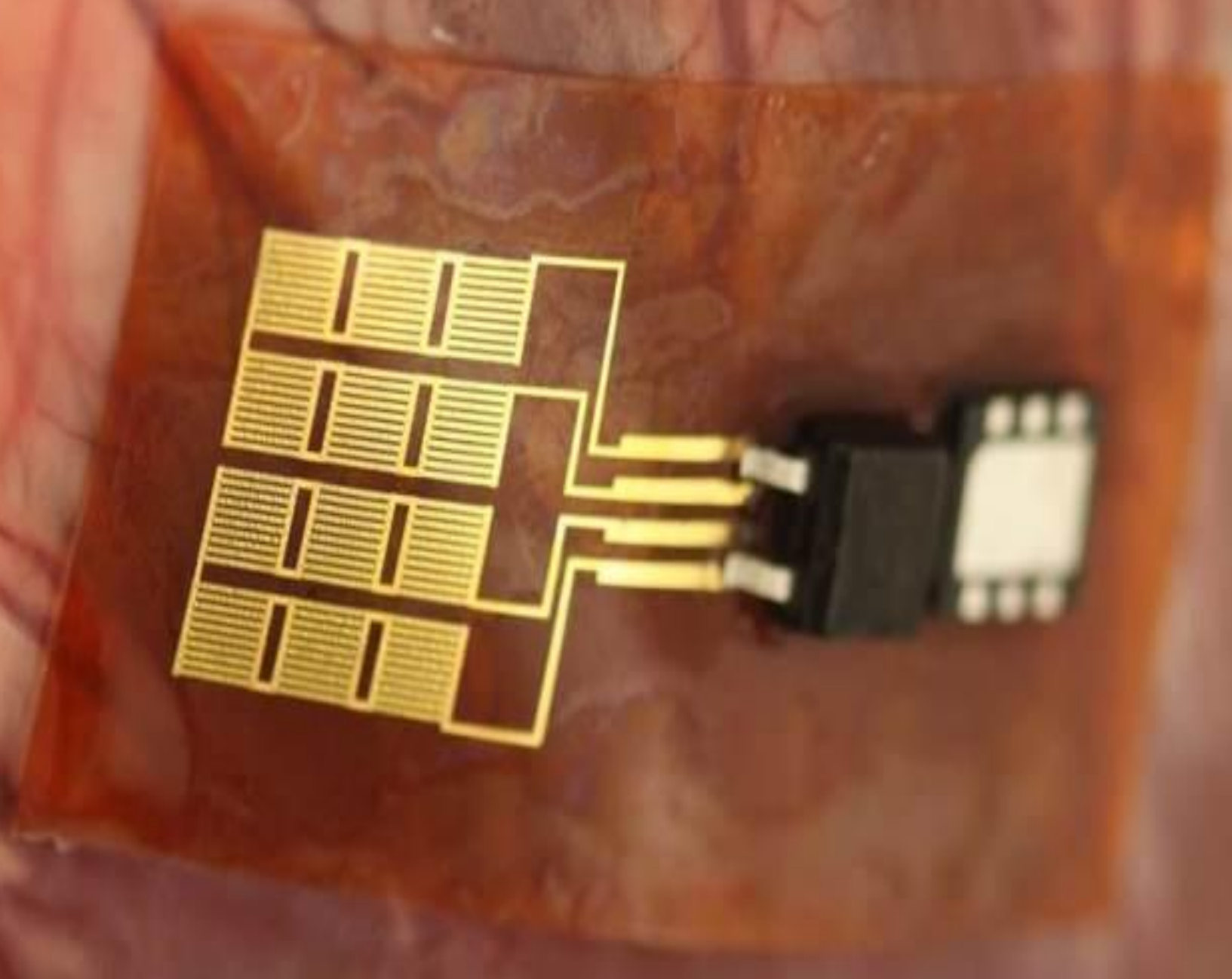
Google/Novartis(Alcon)



Miniature sensor and antenna sandwiched between two contact lenses.

Continuous monitoring of blood glucose level in human tear.

Uploaded to smart phone.



Flexible Heart Sensor (UIUC)



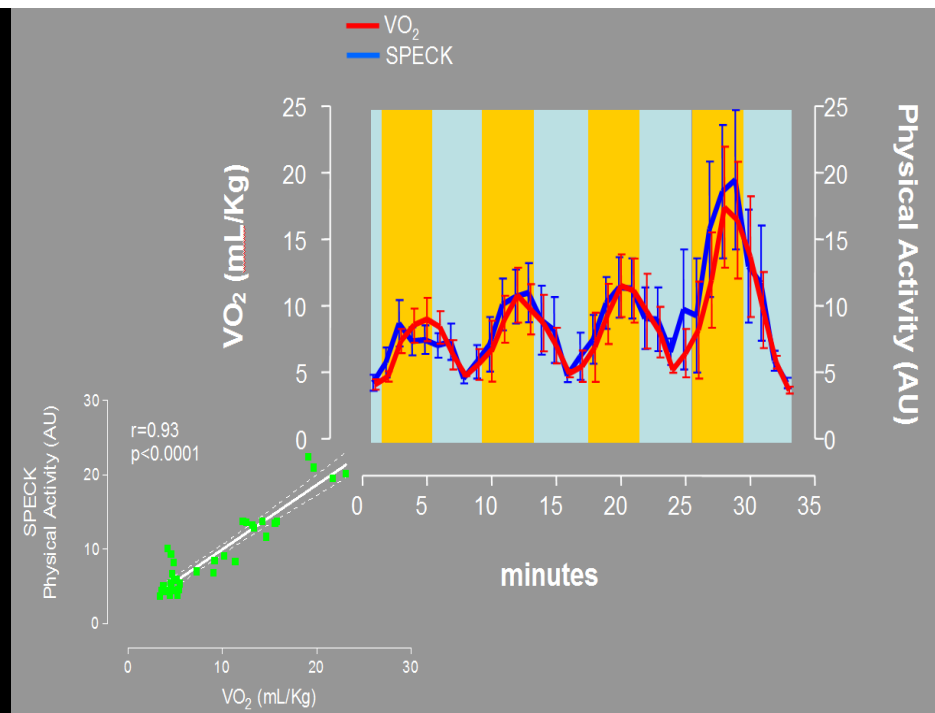
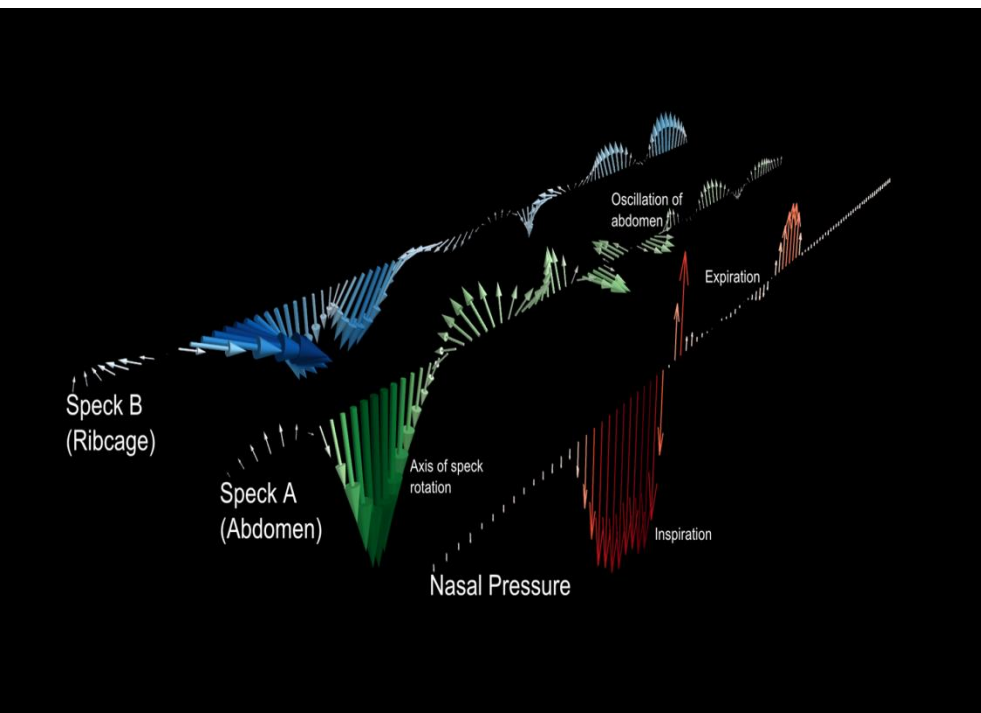
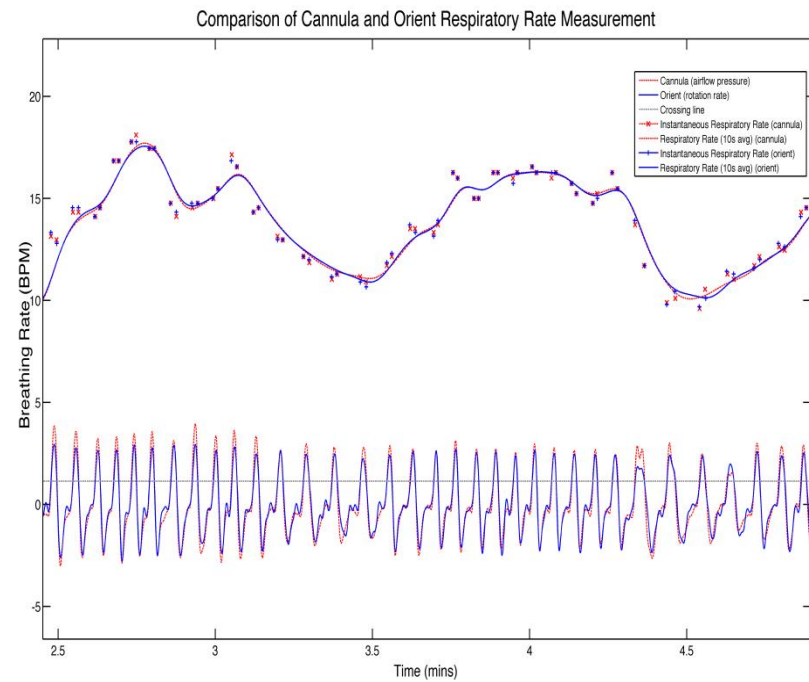
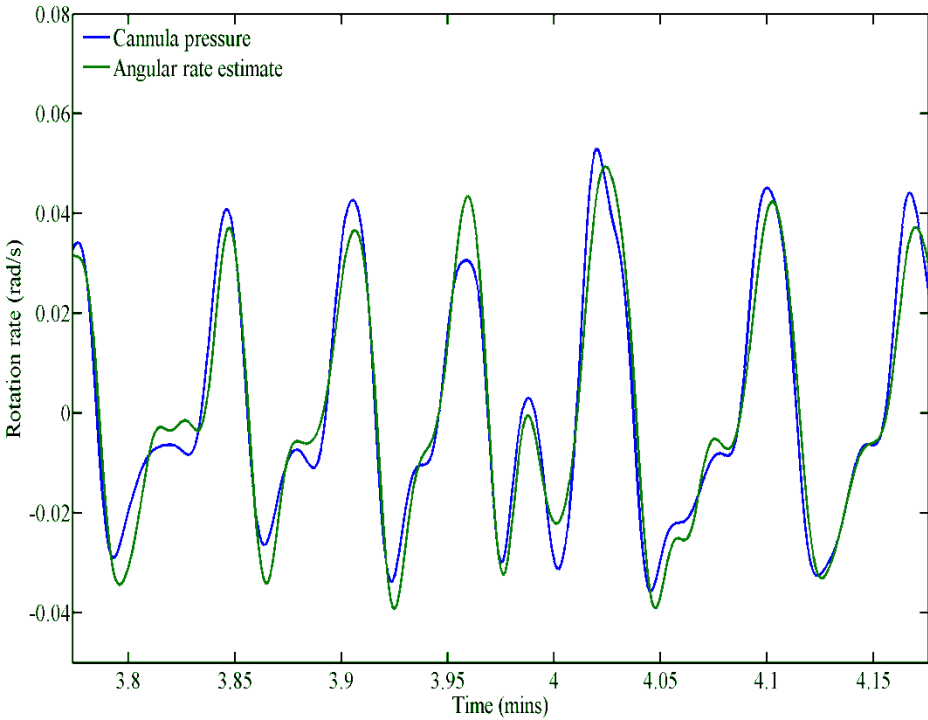
Sensor laden sheath around the heart.

Irregular heart rhythm.

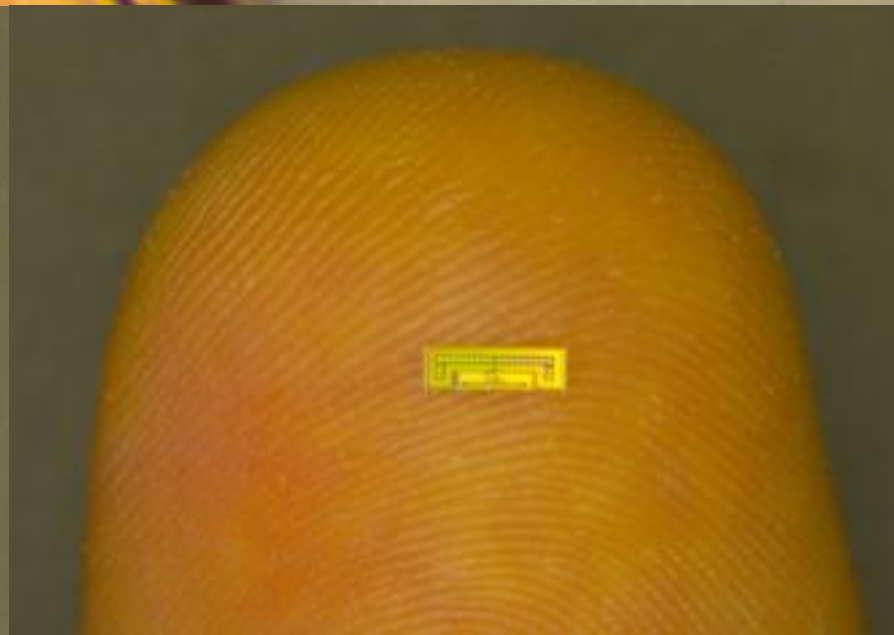
Changes in pH during restriction of blood supply.

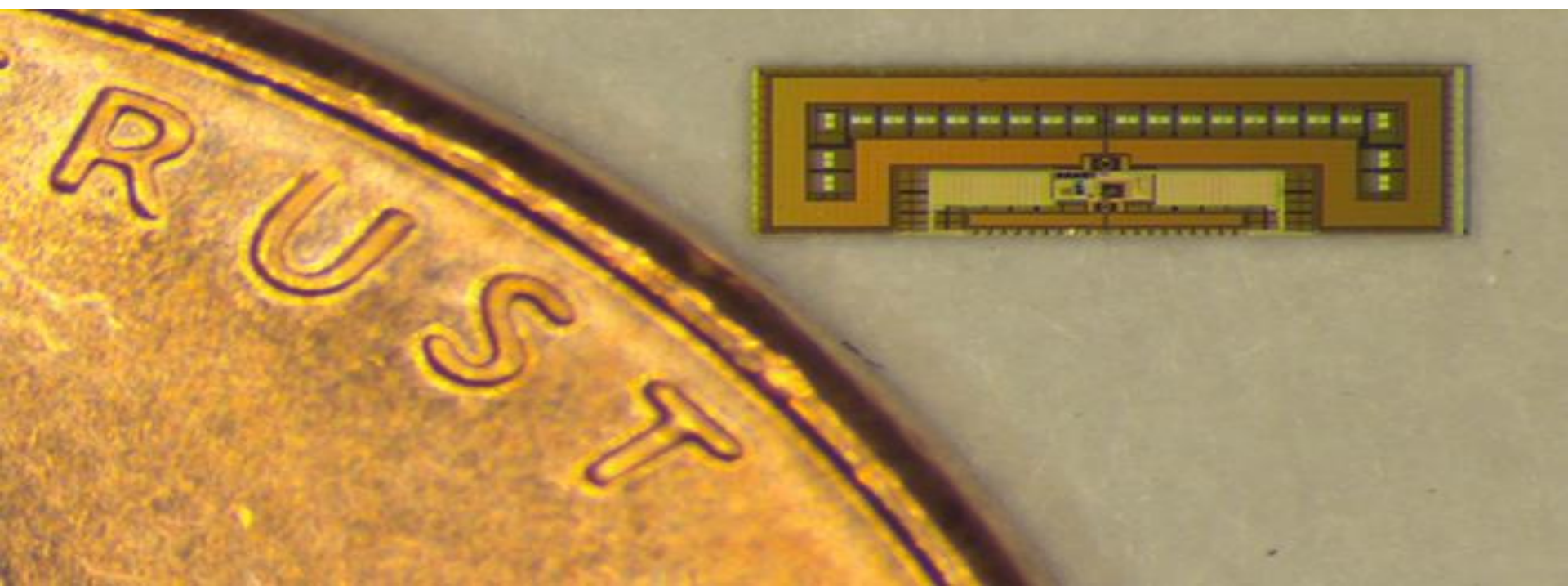
Temperature fluctuations resulting from localized burns.





Miniaturisation





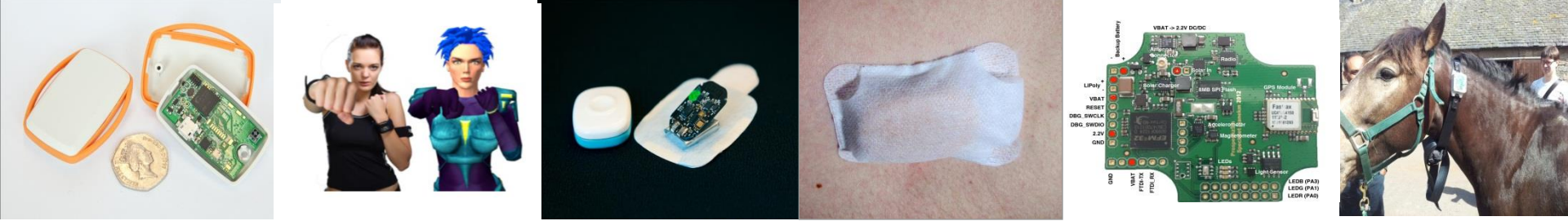
Self contained – no external components.

24/60 GHz radio.

50 cm radio range.

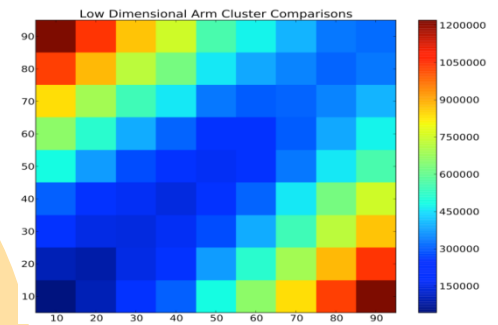
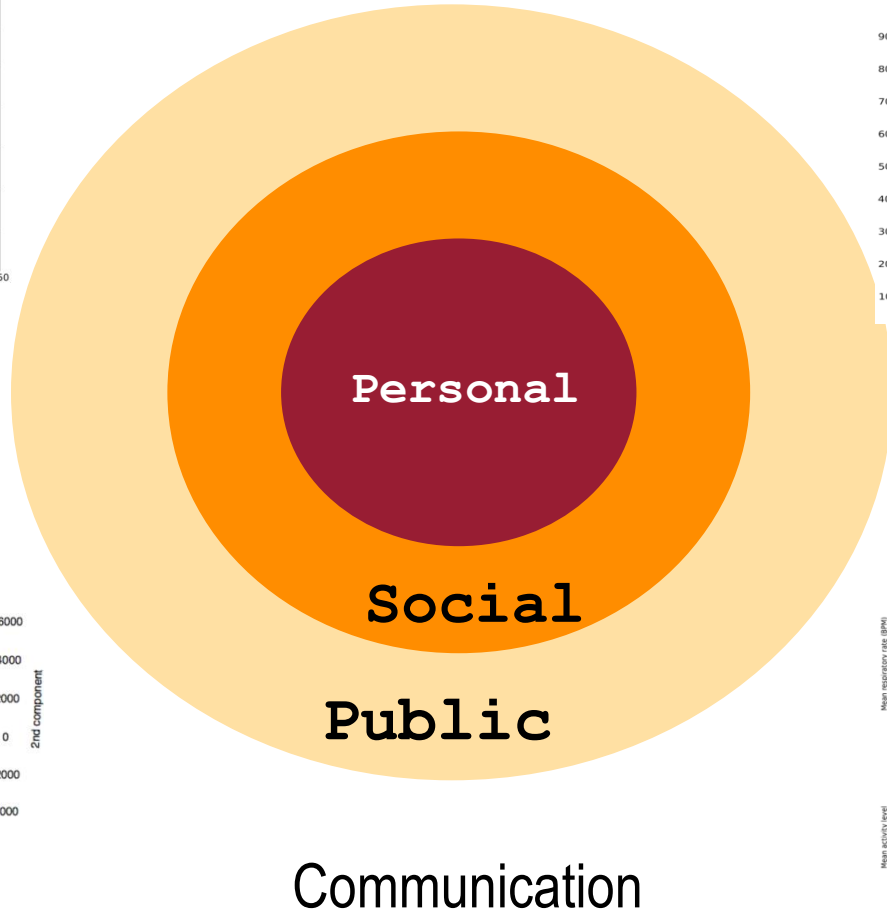
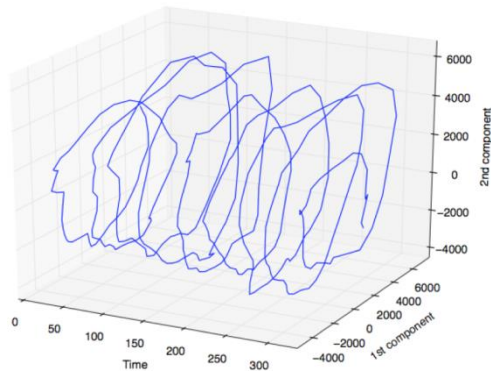
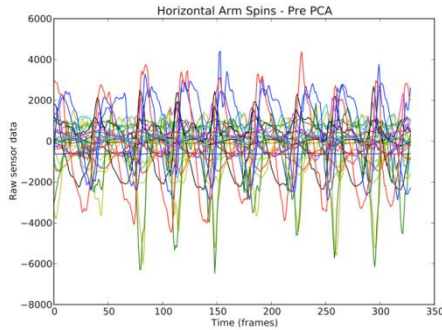
No battery required.

Sensor Data Analytics

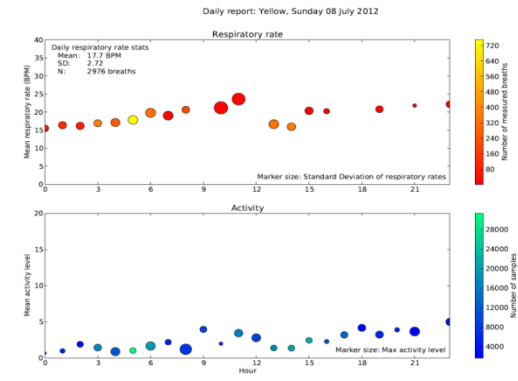


Integration of Computation, Communication and Control to provide time-bounded decisions and actions

Sense – Learn -- Act



“Intelligence”



Sensing Daily Rituals

How do consumers use FMCG products?

Current methods

- Interviews
- Diaries
- Questionnaires

Advantages

- Low-tech

Disadvantages

- Error-prone, Inaccurate, Intrusive, Overhead, Unreliable (noisy data)
- Time-consuming - what's in it for the consumer?





Message in a bottle

No change in consumer's behaviour

- Customer oblivious to data collection
- Data transmitted automatically to server

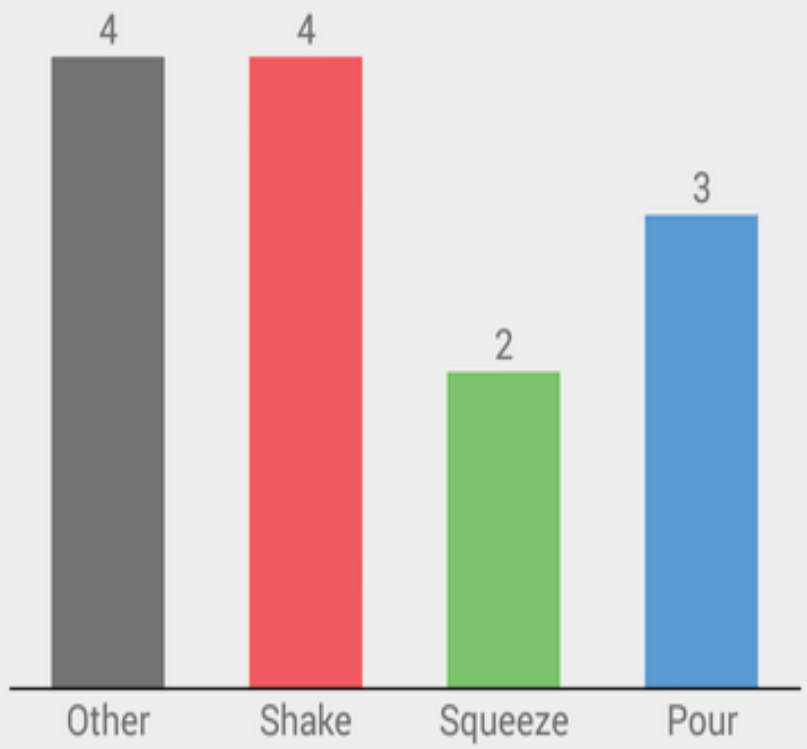
Data Analytics extracts actionable information

- Times and Frequency of usage
- Usage patterns (diurnal, monthly, annual)

Make informed Business and Design decisions

Daily Rituals 1

No. Events:13

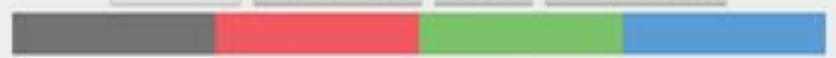


Daily Rituals

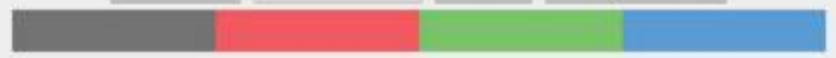
Device 1 CONNECTED 2015 08 31 11:56:30



Device 2 CONNECTED 2015 08 31 11:56:30



Device 3 DISCONNECTED

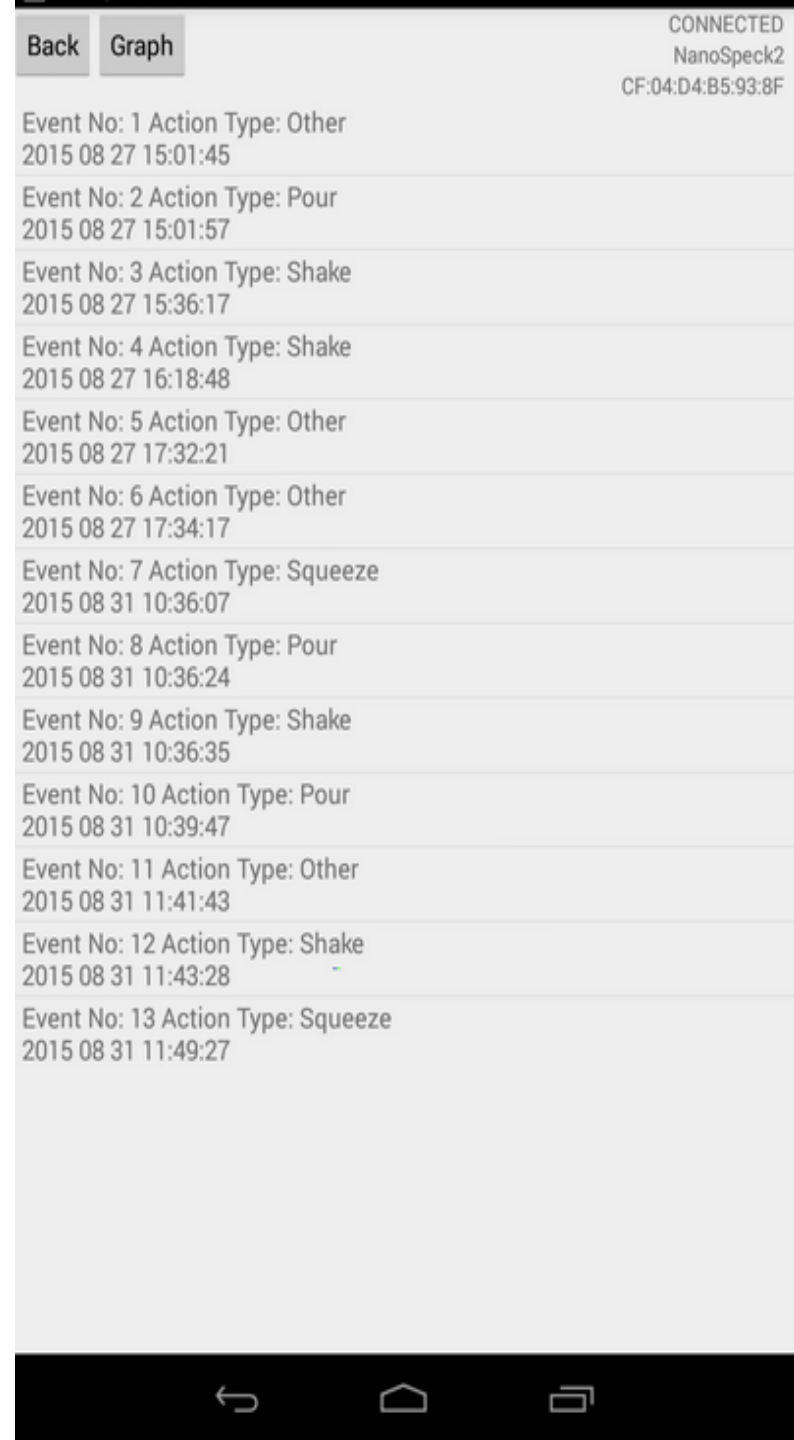


Events

- Pouring
- Squeezing
- Shaking

Phone App

- Recognises events
- Timestamp
- Transmits to server



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IxD4IoT

Interaction Design for the Internet of Things

- User oblivious to data collection
- Data transmitted automatically to the server

Data Analytics extracts actionable information

Design for the human at the centre