

# Research and Practices in HCI

CIS\*6650

# Lecture Outline

## Intro

- Blair
- CV and Photo Shoot
- Course Description
- Why Study HCI?

# Blair – prof for grad HCI course

- What to call me
  - Blair (preferred)
  - Dr. Nonnecke or Professor Nonnecke
- Research
  - Online communities
  - Help systems
  - Development of trust in GPS Navigation
  - Usability practices
- Usability Consultant (BlairWare of course)
- Former Director of Usability (Maptuit Corp.)
- Former Partner (Convivia Interaction Design)
- Interests: photography, woodworking, biking, real ale

# Who, When, Where

- Blair Nonnecke (Instructor)
- Lecture - Mack 313
  - Tuesday 8:30-9:50
  - Thursday 8:30-9:50
- Office Hours
  - Blair: Reynolds 313 - if door open or by appointment
- and you? CVs and photos

# My Course Objectives

- understand UCD practice and research
- be exposed to a broad range of concepts and methods
- gain skills through critical reviews
- gain skills in performing usability evaluations
- gain experience in presenting findings (soft skills)

# Useful Resources

- Jacob Nielsen ([useit.com](http://useit.com))
- Jared Spool ([uie.com](http://uie.com))
- UX matters ([uxmatters.com](http://uxmatters.com))
- Uxpod ([uxpod.com](http://uxpod.com))

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- Usability Professionals Association
- ACM SIGCHI
- ACM Library (through U of G library)
- Google Scholar ([scholar.google.com](http://scholar.google.com))

# Course Resources

- Course Web page
  - <http://www.cis.uoguelph.ca/~nonnecke/courses/cis665f08/>
- Announcements page - NB
- Schedule page - NB

# Assessment

(subject to change)

- reviews of discussion papers and class participation ( $\sim 30\%$ )
- Literature review, class exercises, and presentation(s) ( $\sim 35\%$ )
- Usability plan, evaluation, report, and presentation ( $\sim 35\%$ )

# Policies

- Late
- Missing
- Regrades
- Academic misconduct
- Special needs (within one week)

# Why Study HCI?

- Neat stuff
- Integrates many fields
- Not thought about by most grad students
- Software has UIs
- Increasingly important component of software development
- Good design means profit/efficiency for employers
- Make YOU more marketable
  - [http://www.upassoc.org/usability\\_resources/jobs/](http://www.upassoc.org/usability_resources/jobs/)
  - <http://davidcrow.ca/jobs>

# For Tuesday

- First part of Assignment 1 is due
- See the Schedule page for details