

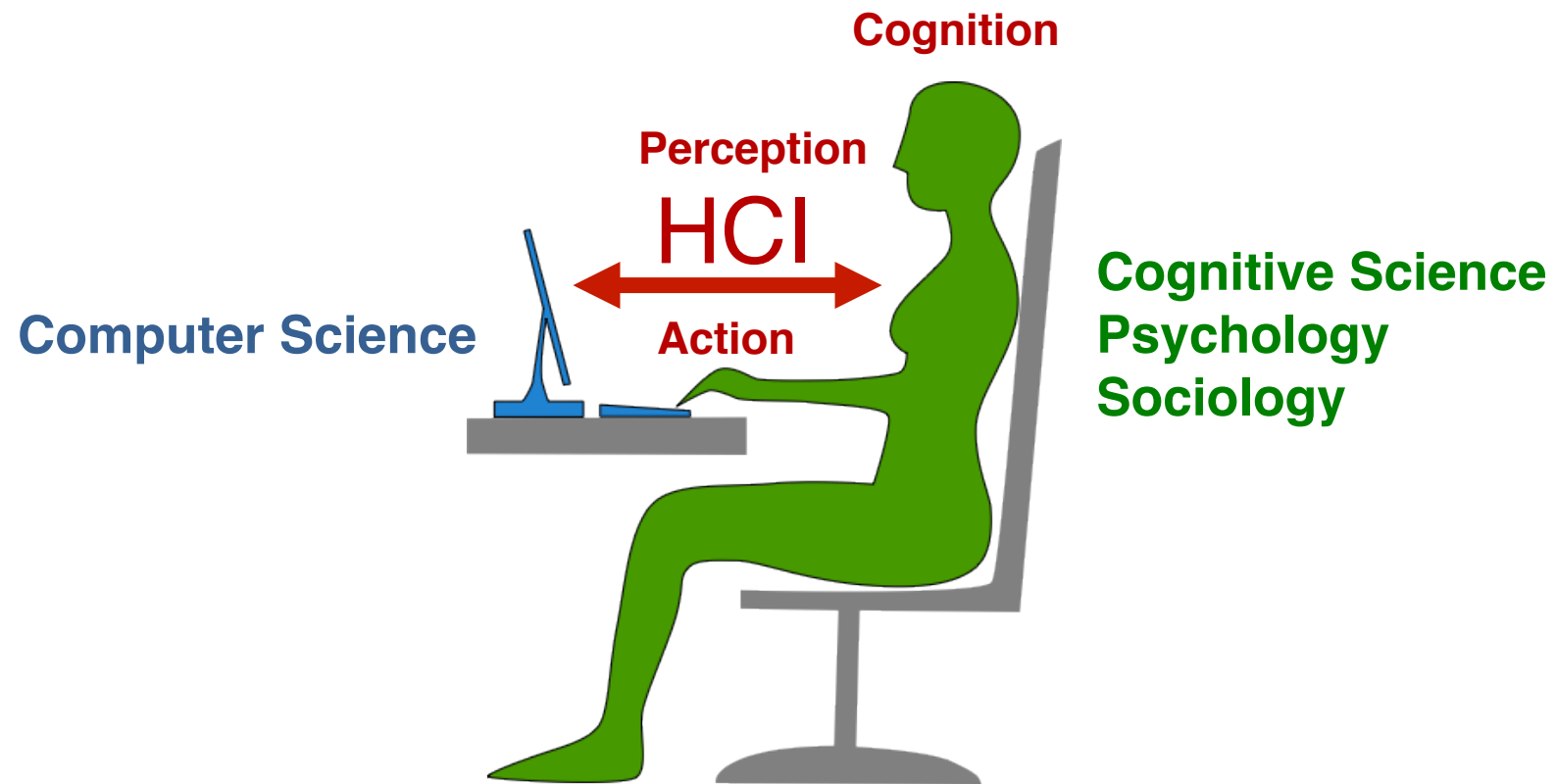
Engineering Human Computer Interaction (HCI)

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Domain

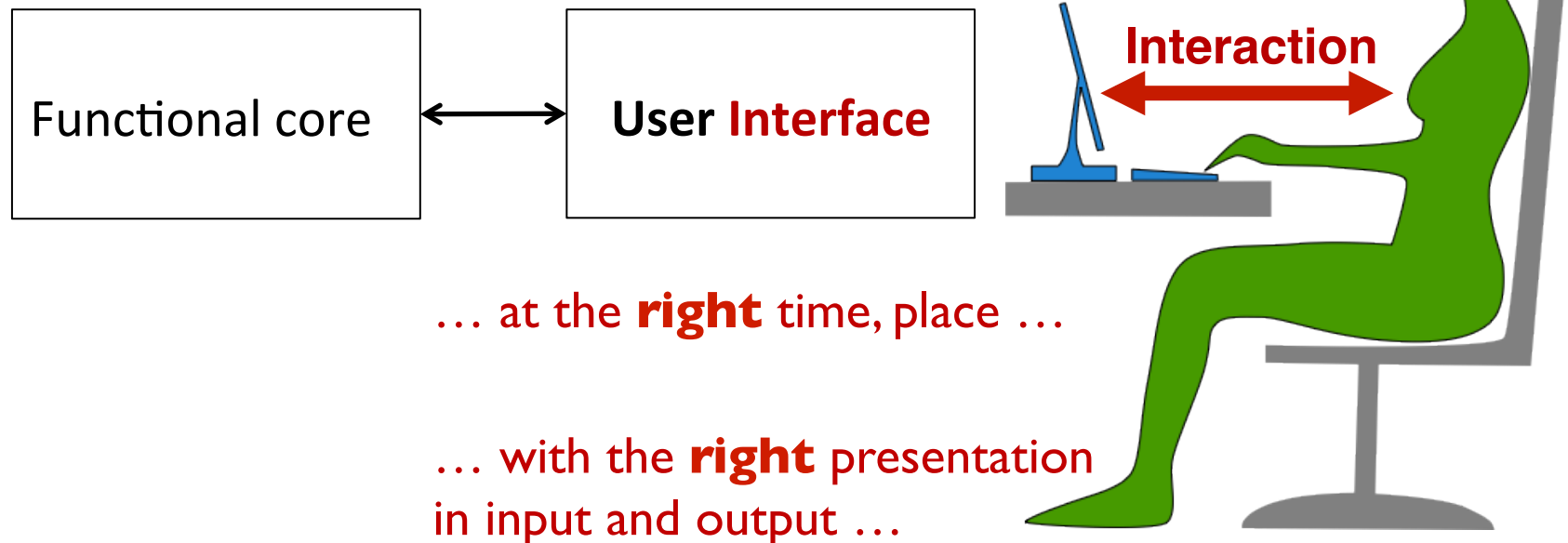
At the cross-road of several disciplines



Domain

Getting the right design and the design right

The **right** information, function ...



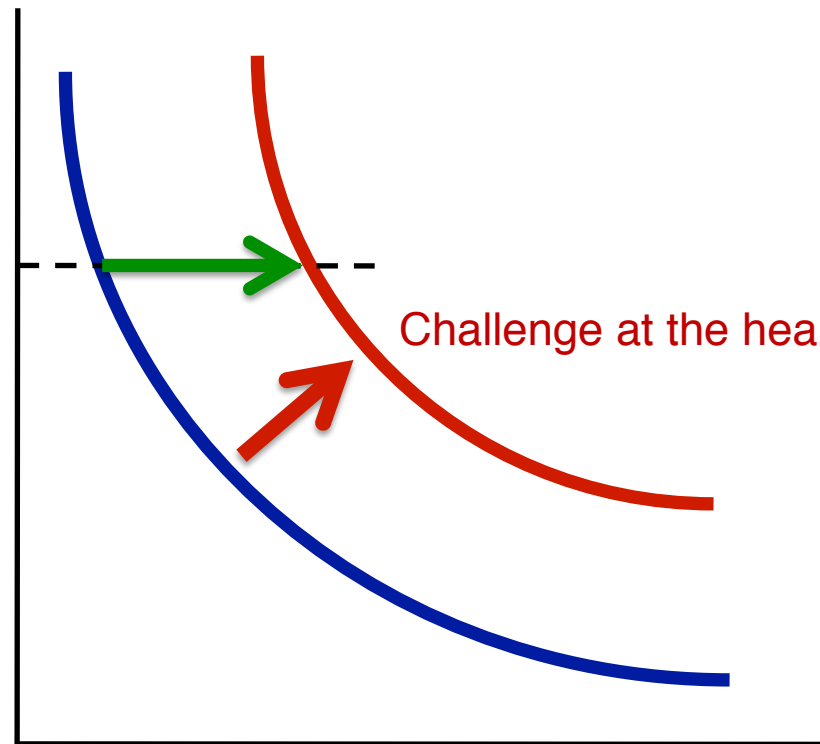
... at the **right** time, place ...

... with the **right** presentation in input and output ...

Domain

Making it simple is difficult

Functional
complexity: power



Challenge at the heart of the course

Non functional
simplicity: usability

Objectives of the course

Scope: know and know-how in engineering HCI

Ultimate goal: to ensure that interactive systems are **well suited** to **user needs** and **capabilities** in **context**

Approach: combination of **User-Centered Design** and **Software Engineering**

Capabilities:

- To analyze the **problems** and elicit the requirements
- To design **innovative solutions**
- To evaluate them based on **low-cost** mock-ups and prototypes

In practice

Lectures (12h)

- Foundations
- Methodology

Tutored project (24h)

- Groups of 3/4 students
- Moderated topics

Evaluation based on the project (**no exam**)