

Human-Computer Interaction: Concepts, Methods, Tools

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Aim

The aim of this tutorial is to present basic concepts and paradigms of Human-Computer Interaction (HCI) as well as its design principles and prototypes. The primary focus is on concepts, methods, and tools for the design, the implementation, and the evaluation of interactive systems.

Contents

In particular the following areas are covered: introduction and basic concepts; human factors and technological factors; interaction, design, and prototyping; as well as evaluation and usability. In evaluation and usability participants will get hands-on experience to empirical methods and eyetracking.

Instructors

Dr. Tom Gross is full professor and chair of Human-Computer Interaction at the Faculty of Information Systems and Applied Computer Science of the University of Bamberg, Germany. He also heads the Co-operative Media Lab. Christoph Beckmann is a senior researcher in the group. Further information on the research and teaching of the instructors can be found at: <http://cmlab.de/>.