

Introduction to Human-Centered Computing (HCC) Fall 2015

Place: Room 107, New Building, IIS, AS **Time:** 14:00-17:00 Tues

Chair: Prof. Hao-Chuan Wang 清大 王浩全 (Co-Chair: Prof. Neng-Hao Yu 政大 余能豪)

Outline: The course aims to provide graduate students of the TIGP program of Social Network and Human-Centered Computing (SNHCC) an overview of human-centered computing (HCC), particularly from the view of user-oriented computing system design and research. As an emerging, multidisciplinary field, HCC is commonly referred to and characterized by the idea of devising designs of computing systems based on properties, needs and constraints of the users and their tasks, rather than the inverse. Thus HCC embodies more than technology building, such as how to the software and hardware systems for supporting people. It also includes systematic understanding of people and the interactions between people and technologies. In this course, we'll explain and illustrate the state of the art of human-centered computing, focusing on fundamental concepts and practices of interface/interaction design and engineering, methods for studying users/tasks, methods for design-prototyping, and key topics that are closely related to the TIGP program, such as human computation, social computing, mobile computing, and tangible interaction etc.

Reference: Yvonne Rogers, Helen Sharp, Jenny Preece. *Interaction Design: Beyond Human-Computer Interaction*. 3rd Ed. 2011 (the "ID book")

TA : Yu-Lun Hsieh **Office hours:** 13:30~15:30 at O304

Grades (subject to change): Assignments 30%, Midterm exam 35%. Final project 35%

	Date	Topics/Brief Description	Lecturers
1	2015/09/15	Overview (ID book chap 1)	Hao-Chuan (NTHU) Neng-Hao Jones Yu (NCCU)
2	2015/09/22	Understanding and Conceptualizing Interaction (ID book chap 2) + Course Project Experience Sharing	Hao-Chuan + TA
3	2015/09/29	Rescheduled (due to Typhoon)	
4	2015/10/06	User Interfaces: Usability and Usefulness (ID book chap 6)	Hao-Chuan
5	2015/10/13	Design Methods and Processes (ID book chap 9, 10)	Jones
6	2015/10/20	Persuasive and Ubiquitous Computing I (tentative)	Chuang-Wen You
7	2015/10/27	Tangible and Physical Interaction	Jones Rong-Hao Liang
8	2015/11/03	Human Computation and Crowdsourcing I	Hao-Chuan
9	2015/11/10	Midterm Exam	
10	2015/11/17	Human Computation and Crowdsourcing II	Hwai-Jung Hsu
11	2015/11/24	Mobile HCI	Jones
12	2015/12/01	Prototyping (ID book chap 11)	Jones Hsien-Hui Tang
13	2015/12/08	Evaluation (ID book chap 12,13,14)	Hao-Chuan
14	2015/12/15	Persuasive and Ubiquitous Computing II (tentative)	Chuang-Wen You
15	2015/12/22 Moved to O108	Collaborative and Social Computing	Hao-Chuan
16	2015/12/29	Wearable Computing	Jones Li-Wei Chan
17	2016/01/05	Cognitive and Social Foundations (ID book chap 3 and chap 4)	Hao-Chuan
18	2016/01/12	Final (project presentation and report submission)	