

Smart, Creative and Entrepreneurial



# CPL230-PENGEMBANGAN PERANGKAT LUNAK (PERTEMUAN-11)

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# Principle of Human Computer Interaction

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#### **Introduction to HCI**

Lecture 2

# Outline

- Introduction
- What is HCI?
  - The HCI Challenge
  - HCI is Not about
  - HCI is about
- The goals of HCI
- What is Usability?
- Why is usability important?
  - Why HCI is Important in the Context of WWW?
  - It is not Simple to Make Good User Interfaces
- Examples of good and bad design

#### Introduction

- Interacting with technology has become an essential part of everyday life for the majority of people.
- The average user of a computer system is now less likely to understand the technology. Since, there are different types of technology they have to use.
- People are busy and may spend little or no time actually learning a new system.

# Introduction..(cont.)

- Therefore, computer systems should be easy to use, easy to learn, and with no errors.
- To design and develop of such a system is a major concern of HCI

#### What is HCI?

• Human-computer interaction (HCI): "is a discipline concerned with the design, evaluation and implementation of interactive systems for human use and with study of major phenomena surrounding them."

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(ACM SIGCHI, 1992, p. 6)
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#### What is HCI?

- HCI (human-computer interaction) is the study of interaction between people (users) and computers.
- Interaction between users and computers occurs at the user interface
- The golden principle in HCI is that "people should come first".

# What ..(cont.)

HCI consists of three parts:

- Human: could be an individual user or a group of users.
- **Computer**: could be any technology ranging from the general desktop computer to a large scale computer system.
- Interaction: any direct or indirect communication between a human and computer.

# What ..(cont.)

 HCI concentrates on the study of human factors

• The study of human factors started during the Second World War by US army.

• Usability was born because of badly designed arms that caused "friendly fire" during war.

**The HCI Challenge** 



What can it do? How can it be built? What are the possibilities? What are people doing? How would it fit it? What would they do with the technology?

#### **HCI is Not about**

• Making the interface look pretty

 Only about desktop computers (and that goes for computing as well!)

 Something that would be nice to do but usually there's no time for it

#### HCl is about

- Understanding the users
- Understanding users tasks
- Understanding the surrounding environment
- GUI requirements gathering and analysis
- Design prototype
- Evaluate the system

### The goals of HCI

• The goal of HCI "is to develop or improve the safety, utility, effectiveness, efficiency and usability of system that include computers." (Interacting with computers, 1989, p3)

# The goals of HCI

- The goals of HCI are to produce usable and safe systems, as well as functional systems. In order to fulfill that, developers must attempt to:
  - Understand how people use technology
  - Building suitable systems
  - Achieve efficient, effective, and safe interaction
  - Put people first

People needs, capabilities and preferences should come first. People should not have to change the way that they use a system. Instead, the system should be designed to match their requirements

# What is Usability?

- A usable system is:
  - easy to use
  - easy to learn
  - easy to remember how to use
  - effective to use
  - efficient to use
  - safe to use
  - enjoyable to use

# Why is usability important?

- A <u>Good</u> user-interface can:
- 1. Earn a company billions.
- 2. Increase users loyalty.
- 3. Increase users trust.
- 4. Makes users happy : )

# Why ..(cont.)

#### A <u>Bad</u> user-interface can:

- 1. be annoying, embarrassing, frustrating, and even deadly.
- 2. Increase mistakes in data entry and system operation.
- 3. Makes functions become completely inaccessible.
- 4. System failure because of user rejection.

# Why HCI is Important in the Context of WWW?

- Competition is very close (just another link...)
- Comparison is easily possible (example Online-Shop)
- Users who can't find the product in the shop can not buy it
- Users who are not able to fill in correctly the order form are not going to buy

# It is not Simple to Make Good User Interfaces

Basic misconceptions:

- If I (the developer) can use it, everyone can use it
- If our non-technical staff can use it, everyone can
- Good user interfaces are applied common sense
- A system is usable if all style guidelines are met

#### Examples of good and bad design



8) Age:				
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🗹 Male				





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#### **Introduction to HCI**

Lecture 3

# Outline

- Disciplines Contributing to Human-Computer Interaction
- Is HCI really Important?
  - A real life example
  - The importance of HCI
  - Reasons for Failures
- Traditional approach
- User-centred design
- Examples of good and bad design

# **Disciplines Contributing to Human-Computer Interaction**



#### Is HCI really Important?



### A real life example

Example about: Health and safety concerns If the video doesn't record a TV program because we pressed the wrong button, we are likely to feel angry.



**A real example**: a pilot shuts down the wrong engine and the plane crashes (as happened near Leicestershire, in England on the M1 motorway in 1989), this is obviously more serious. **47 died** 

# A real ..(cont.)

Example about: direct correlation between HCI and sales

- NYNEX: a telecommunication company in Italy
  - Purpose: to increase the performance of helpdesk office
  - Decided to improve the usability of the helpdesk operator interface
  - Reduced the process time 1 second per call Result: \$ 3,000,000 benefit / year

# The importance of HCI

- 1. Can Preventing accidents
- 2. Health and safety concerns
- 3. Can reduce the cost of customer training and support
- 4. Direct correlation between HCI and sales
- 5. HCl can provide you a job.

#### Time to Think!

- What is the percentage of software development projects that fails?
- A. 20%
- B. 35%
- C. 55%
- D. 85%

- Fact
- Fletcher Buckley ": 85% of Software projects are either late or delivered without satisfying the specification."

But WHY?

#### **Reasons for Failures**

Projects in general fail for various reasons:

- lack of senior management commitment
- lack of user involvement
- lack of user requirements specifications

poor project planning and team problems

# Traditional approaches to system development

- Is concerned with producing software, software specification, maintainability, and testing
- Generally considers the interface to be just another software component.



#### **Example of traditional approach**



# Introduction to User Centered approach

This approach normally involves a number of key activities throughout the development of the software including:

- Involving users
- Obtaining their feedback on the design
- Providing prototypes for system evaluation and redesign in light of user feedback and comments.

#### **User Centered approach**

- Real users involved at each step of the process
- Find out about the users before requirement specification
- Design and implementation
- Review (usability test) with the users

### The life cycle for interactive systems



cannot assume a linear

#### **User Centered Development**

- 1. Data Collection
- 2. Data Analysis
- 3. Prototyping
- 4. Design
- 5. Evaluation

# **1. Data Collection**

- Data recording
  - Using media
- Interviews
  - Stakeholder interviews
  - Subject Matter Expert interviews
  - User and customer interviews
- Questionnaires
  - Surveys, product reviews
- Literature review
  - Studying existing systems

### 2. Data Analysis

- Requirement analysis
  - Formal specifications of the system
- User analysis
  - Identifying and understanding the user
- Task analysis
  - Steps user take to accomplish this task
- Functional analysis
  - Functions that system perform to help the users carry out their task

# 3. Prototyping

#### **Advantages of Prototyping:**

- Users are actively involved in the development
- It provides a better system to users
- The users get a better understanding of the system being developed.
- Errors can be detected much earlier
- Quicker user feedback is available leading to better solutions

## 4. Design

- Goals
  - Achieving goals
- Users and systems
  - Understanding the raw materials: computer and human
- Limitations
  - Accepting limitations of humans and of design

#### 5. Evaluation

- Testing the usability, functionality and acceptability of an interactive system
- Expert evaluation
  - Evaluation by Subject Matter Experts
- User evaluation
  - Evaluation by user or customer

#### **Designer vs. Users**

#### Making a photocopy





Why this photocopier does not work? What do you think!

#### **Designer vs. Users**



Designer meant by 'C' = Clear

People thought that 'C' = Copy



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