

**ST. ANN'S COLLEGE OF ENGINEERING & TECHNOLOGY: CHIRALA**  
**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING**  
**LECTURE SCHEDULE**

**Subject: HUMAN COMPUTER INTERACTION**

**Academic Year: 2017-18**

**Name: Dr.P.HARINI**

**Year&Sem/Section:IV-II SEM 'A'**

**No.of Lectures per week: 4+1\*TUTORIAL**

S.No.	Date	Unit No.	Topic to be Covered
1	28/11/2017	I	Introduction to Usability of Interactive Systems
2	29/11/2017		usability goals, measures, usability & motivations
3	30/11/2017		universal usability & goals for our profession
4	2/12/2017		Introduction to Managing Design Processes
5	5/12/2017		Organizational design to support usability
6	6/12/2017		Four pillars of design, Ethnographic observation
7	7/12/2017		development methodologies
8	8/12/2017		<b>TUTORIAL</b>
9	12/12/2017		Participatory design ,Scenario Development
10	13/12/2017		Social impact statement for early design review
11	14/12/2017		legal issues, Usability Testing and Laboratories
12	15/12/2017		<b>TUTORIAL(OT-1)</b>
13	16/12/2017		<b>UNIT-1 PPT'S/NPTEL VEDIOS</b>
14	19/12/2017		<b>UNIT TEST-1</b>
15	20/12/2017	II	Introduction to Menu Selection ,Task- Related Menu Organization
16	21/12/2017		Single menus, Combinations of Multiple Menus
17	22/12/2017		<b>TUTORIAL</b>
18	23/12/2017		Content Organization, Fast Movement Through Menus
19	26/12/2017		Data entry with Menus in Form Fill-in
20	27/12/2017		Data entry with Menus in dialog Boxes, and alternatives
21	28/12/2017		Audio Menus and menus for Small Displays
22	29/12/2017		<b>TUTORIAL(OT-2)</b>
23	30/12/2017		<b>UNIT-1 PPT'S/NPTEL VEDIOS</b>
24	2/1/2018		<b>UNIT TEST-2</b>
25	3/1/2018		III

26	4/1/2018		Command organization Functionality, Strategies and Structure
27	5/1/2018		<b>TUTORIAL</b>
28	6/1/2018		Naming and Abbreviations
29	9/1/2018		Natural Language in Computing
30	10/1/2018		Introduction to Interaction Devices
31	11/1/2018		Keyboards and Keypads, Pointing Devices
32	12/1/2018		<b>TUTORIAL</b>
33	17/1/2018		Speech and Auditory Interfaces
34	18/1/2018		Displays- Small and large
35	19/1/2018		<b>TUTORIAL</b>
36	20/1/2018		<b>UNIT-3 PPT'S/NPTEL VEDIO</b>
37	22/1/2018	<b>MID-I</b>	Revision
38	23/1/2018		Revision
39	24/1/2018		Revision
40	25/1/2018		Revision
41	27/1/2018	<b>IV</b>	Introduction to Quality of Service
42	29/1/2018		Models of Response-Time impacts
43	30/1/2018		Expectations and attitudes
44	31/1/2018		User Productivity, Variability in Response
45	1/2/2018		TimeFrustrating Experiences
46	2/2/2018		<b>TUTORIAL</b>
47	3/2/2018		Introduction to Balancing Function and Fashion
48	6/2/2018		Error Messages, Nonanthropomorphic Design
49	7/2/2018		Display Design,
50	8/2/2018		Web Page Design
51	9/2/2018	Window Design, Color	
52	10/2/2018		<b>UNIT-4 PPT'S/NPTEL VEDIO</b>
53	14/2/2018		<b>UNIT TEST-4</b>
54	15/2/2018	<b>V</b>	Introduction to sUser Documentation and Online Help
55	16/2/2018		Online Vs Paper Documentation

56	17/2/2018		Reading from paper Vs fromDisplays
57	20/2/2018		Shaping the content of the Documentation
58	21/2/2018		Accessing the Documentation
59	22/2/2018		Online tutorials and animated documentation
60	23/2/2018	<b>V</b>	<b>TUTORIAL(OT-5)</b>
61	24/2/2018		Online communities for User Assistance, The Development Process
62	27/2/2018		<b>UNIT-5 PPT'S/NPTEL VEDIO</b>
63	28/2/2018		<b>UNIT TEST-5</b>
64	1/3/2018		Introduction to Information Search
65	3/3/2018		Searching in Textual Documents and Database Querying
66	6/3/2018		Multimedia DocumentSearches
67	7/3/2018		Advanced Filtering and Searching Interfaces
68	8/3/2018	<b>VI</b>	Introduction to Information Visualization
69	9/3/2018		<b>TUTORIAL</b>
70	13/3/2018		Data Type by Task Taxonomy
71	14/3/2018		Challenges for Information Visualization
72	15/3/2018		<b>UNIT-6 PPT'S/NPTEL VEDIO</b>
73	16/3/2018		Revision
74	17/3/2018		Revision
75	20/3/2018		Revision
76	21/3/2018	<b>Revision</b>	Revision
77	22/3/2018		Revision
78	23/3/2018		Revision
79	24/3/2018		Revision
80	26/3/2018		Revision
81	27/3/2018		Revision
82	28/3/2018	<b>MID-II</b>	Revision
83	29/3/2018		Revision
84	31/3/2018		Revision

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**Text Books:**

1. Designing the User Interface, Strategies for Effective Human Computer Interaction, 5ed, Ben Shneiderman, Catherine Plaisant, Maxine Cohen, Steven M Jacobs, Pearson
2. The Essential guide to user interface design, 2/e, Wilbert O Galitz, Wiley DreamaTech.

**Reference Books:**

1. Human Computer, Interaction Dan R. Olsan, Cengage, 2010.
2. Designing the user interface. 4/e, Ben Shneidermann, PEA.
3. User Interface Design, Soren Lauesen, PEA.
4. Interaction Design PRECE, ROGERS, SHARPS, Wiley.

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