

EECS 598: HUMAN-COMPUTER INTERACTION



This course will teach students principles and methods of technical Human-Computer Interaction (HCI) research. It will also include a survey of important research threads. Short individual assignments will give students exposure to existing research methods in HCI. Midterm and final exams will test the student knowledge of the topic.

Instructor: Nikola Banovic (<http://www.nikolabanovic.net>)

Time and Location: TTh 3PM – 4:30PM, 1014 DOW

Prerequisites: Graduate standing; or permission from instructor.

LEARNING OBJECTIVES

- Learn principles and methods of developing interactive software systems.
- Learn to gather engineering requirements from stakeholders.
- Learn engineering methods for iterative design of interactive systems.
- Learn methods for evaluation of interactive systems.
- Learn methods to measure, model human behavior and interaction with the systems.
- Learn about current research threads in technical HCI.