

# 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, location TBD

**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 and model human interaction with the systems.
- Learn about current research threads in technical HCI.