**21UCT502- Human Computer Interaction**

**UNIT I**

**SESSION : 1**

**TOPIC : Introduction Human Computer Interface**

**Industry/Tech : Computer Architecture Industry**

**Problem statement:** To understand about the Introduction of human computer Interface.

**Objective :** To gain the knowledge about HCI.

**Outcome :** Student will be able to know about HCI

**Class delivery plan**

| **Time in Minutes** | **Content** | **Student engagement technique** | **Skill covered** | **DT stage\*** | **Resource needed #** |
| --- | --- | --- | --- | --- | --- |
| 5 | Introduction to the Human computer Interface | Discussion | Cognitive, Emotional, Social | Define human computer interaction |  |
| 15 | The Human Introduction  Introduction to Input/output channels | Random picker | Cognitive, Social, Emotional | 1.Explain about human memory 2.Define the Input and Output channels | Label |
| 15 | Design Focus : What is middle?  Human Memory  Thinking  Reasoning | Lecture | Cognitive, Emotional ,Social | Explain in detail about Design Focus what is middle? |  |
| 10 | Problem Solving Cashing 7+\_2 Revisited  Human Error & False Memory | Debates,  Lecture | Cognitive, Social, Emotional | 1.Construct Problem Solving  2.Summarize the Human Error.  3.Classify the short note on False Memory |  |
| 5 | Recall the Topic | Quiz | Cognitive, Emotional | Compare the difference between human error and human factor |  |

**Project/ HW/ Assignment – assessment/evaluation plan**

| **Topic** | **Blooms levels** | **Assessment method** | **Resource needed** |
| --- | --- | --- | --- |
| Introduction to HCI | Understand | Assignment on Problem Solving | Random picker |

### TEXT(S)

Text Book of Alan Dix Janet Finlay, Grecory D. Abowd Russell Bealc Human Computer Interaction.

### REFERENCE MATERIALS

E-RESOURCES 1.www.tutorialspoint.com ›

2.https://computingstudy.wordpress.com/theory-of-computation