**UNIT III**

**SESSION : 3**

**TOPIC : Introduction the Interaction**

**Industry/Tech : Computer Architecture Industry**

**Problem statement:** To construct the knowledge about Interaction

**Objective:** To learn about the model of interaction, Ergonomics and Interaction styles.

**Outcome:** Student will be able to construct the knowledge about Interaction .

**Class delivery plan**

| **Time in Minutes** | **Content** | **Student engagement technique** | **Skill covered** | **DT stage\*** | **Resource needed #** |
| --- | --- | --- | --- | --- | --- |
| 5 | Recap about Input and Display Devices | Discussion | Cognitive, Emotional, Social | Identify the computer graphics in HCI. |  |
| 15 | Models of Interaction  Design Focus : Video Recorder | Discussion, ICT | Cognitive, Social, Emotional | 1. What is the model of Interaction ?with example  2.Show briefly explain about video Recorder. |  |
| 15 | Ergonomics  Design Focus:  Industrial Interfaces  Interaction Styles | Lecture | Cognitive, Emotional, Social | 1.Explain in detail about Ergonomics.  2.Illustrateof an Interaction Styles |  |
| 10 | Design Focus : Navigation in 3D and 2D  Elements of WIMP Interfaces  Design Focus Learning Toolbar | Demo | Cognitive, Social, Emotional | 1.Relationship between Navigation in 3D and 2D  2.Build the short notes on 5 elements of WIMP interfaces.  3.Simplify the short notes on learning toolbar. |  |
| 5 | Summarize | Oral test | Cognitive, Emotional | Categorize the digital paper in HCI. |  |

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

| **Topic** | **Blooms levels** | **Assessment method** | **Resource needed** |
| --- | --- | --- | --- |
| Interaction Introduction | Analyze | Assignment on Ergonomics | A4 Sheets |

### TEXT(S)

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

REFERENCE MATERIALS

### E-RESOURCES

1. <https://www.javatpoint.com>