

# Human-Computer Interaction



Eric Paulos

University of California, Berkeley  
EECS, Computer Science Division  
CS10, Spring 2013

MY BACKGROUND • UCB • INTEL RESEARCH • CMU • UCB



eric paulos

berkeley center for new media • electrical engineering and computer science • ucb



Top

Secret

ERIC'S

PLans

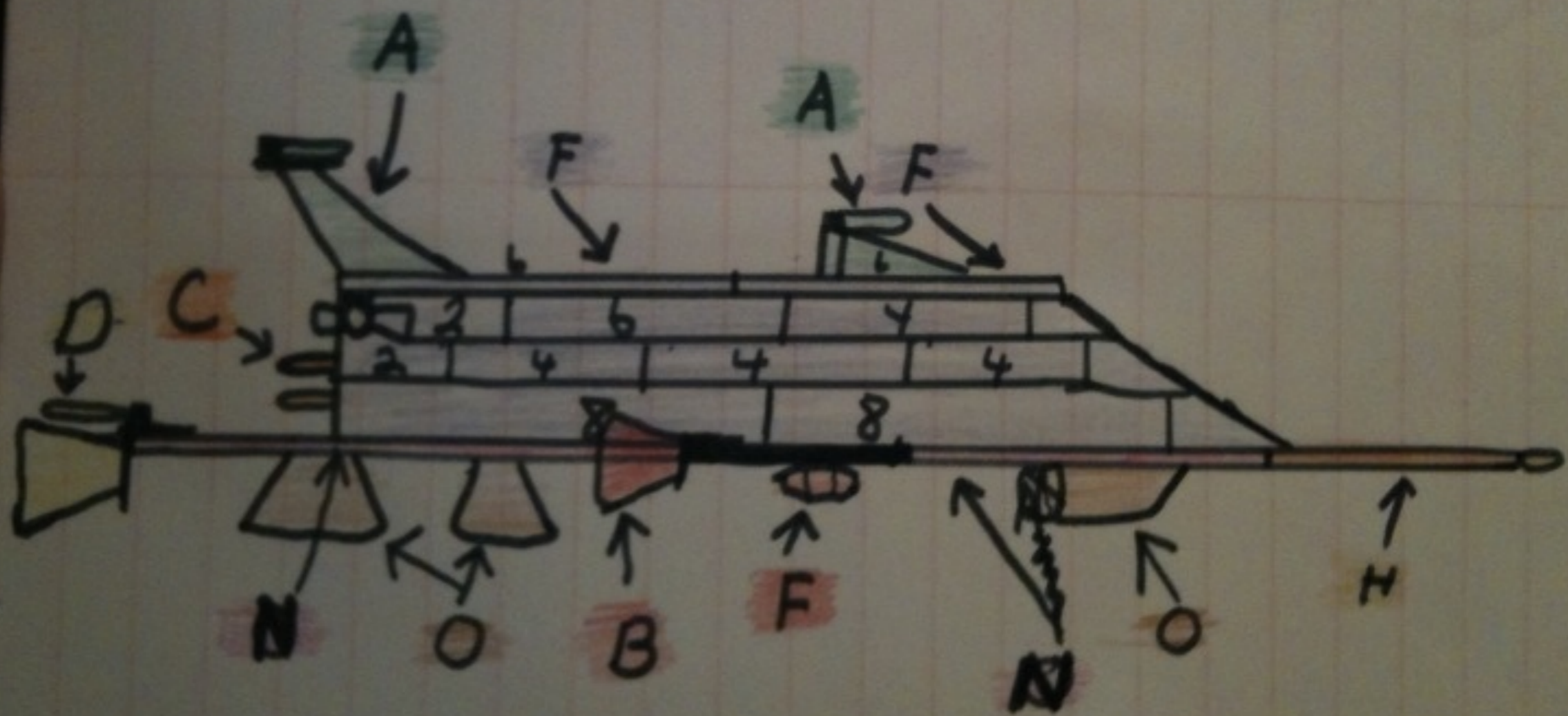
Do not

open

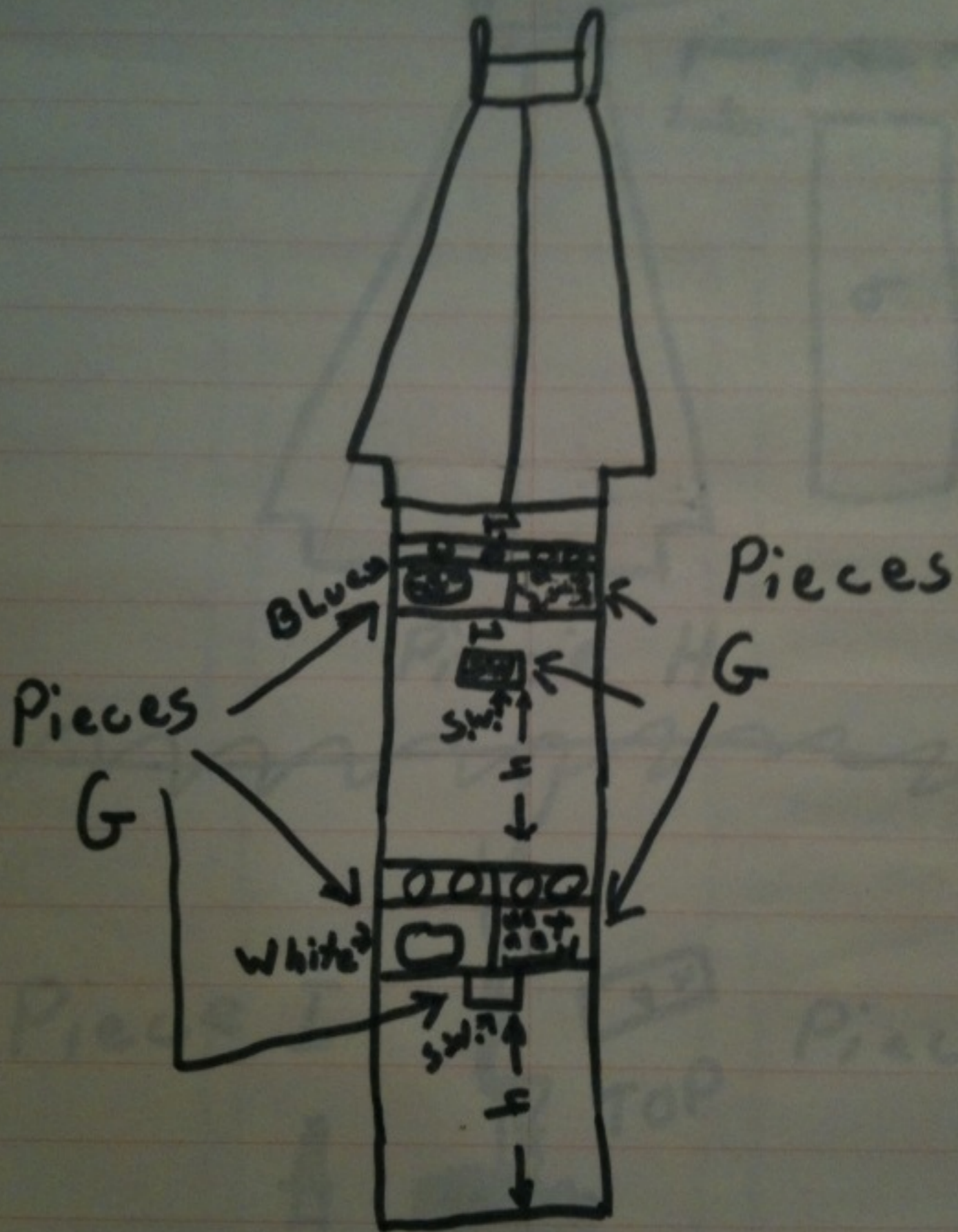
UNLESS

AUTHORIZED

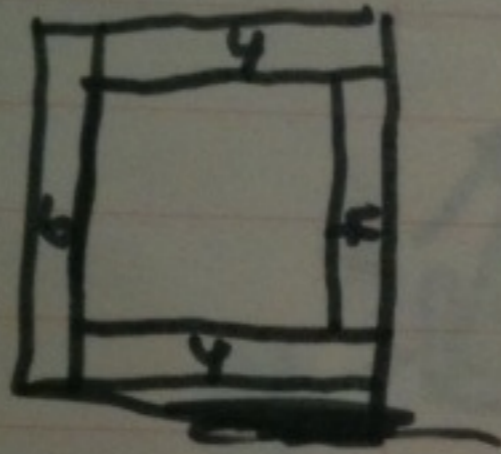




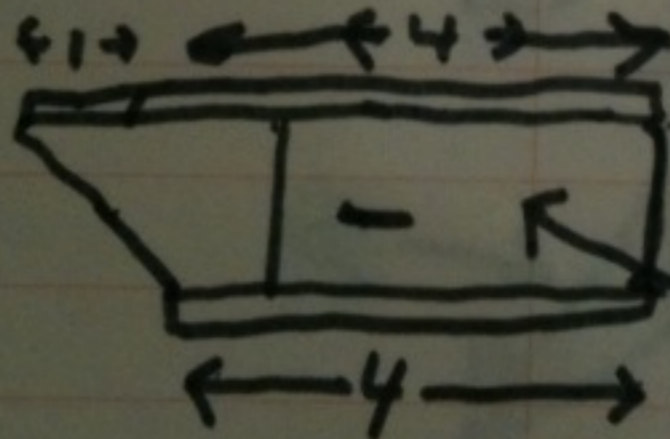




# Part 0



TOP



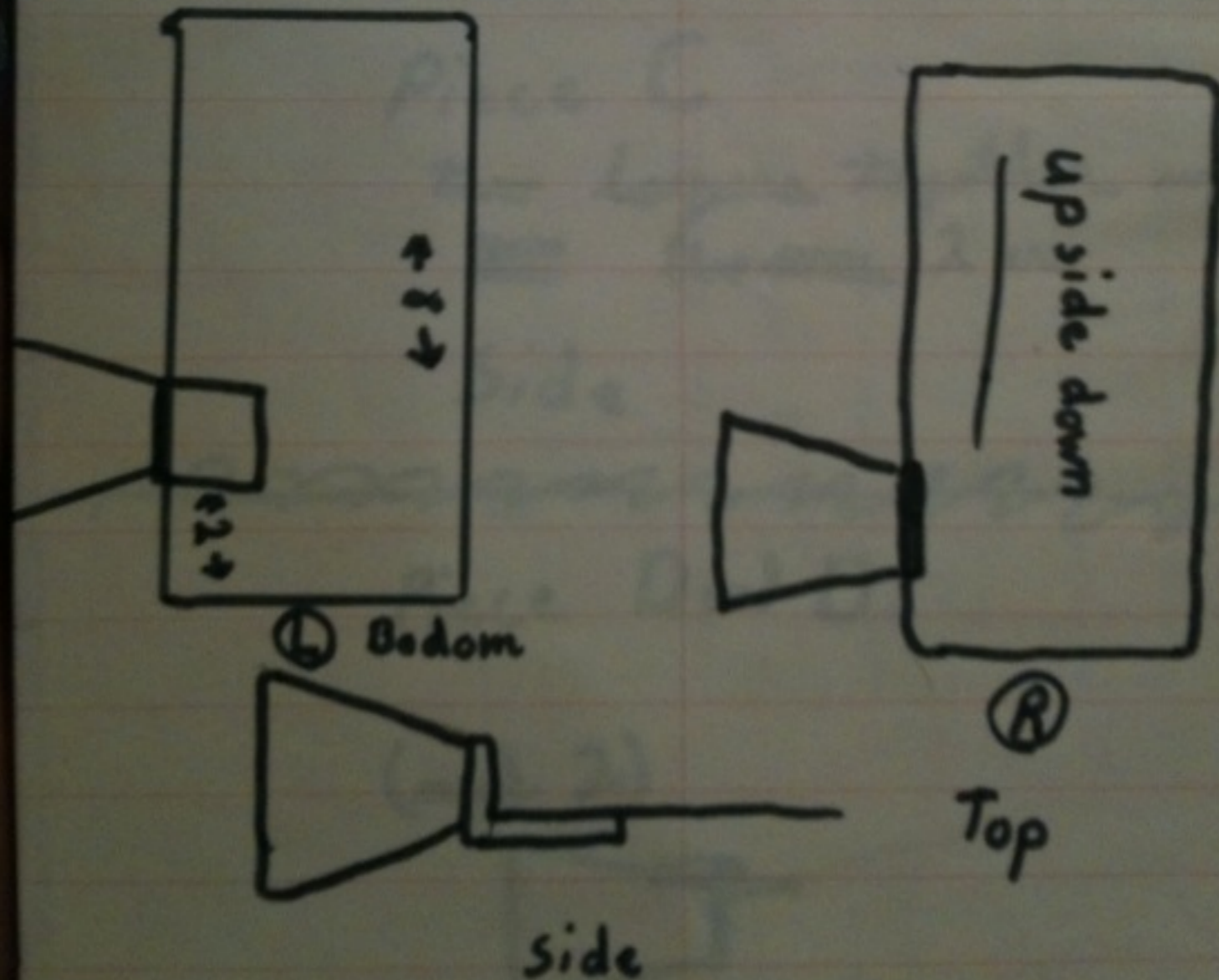
put a door on each side

SIDE



Piece B and B<sub>2</sub>  
...

Engine and engine holder need  
to be reversed for right and  
left side





© The Leg Laboratory





processor: **Intel Pentium (66 MHz)**

browser: **Mosaic**

search engine: **Alta Vista**

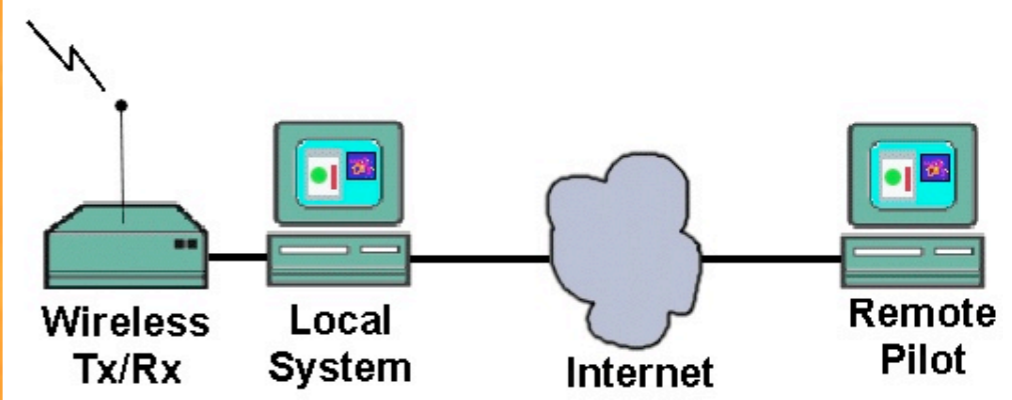
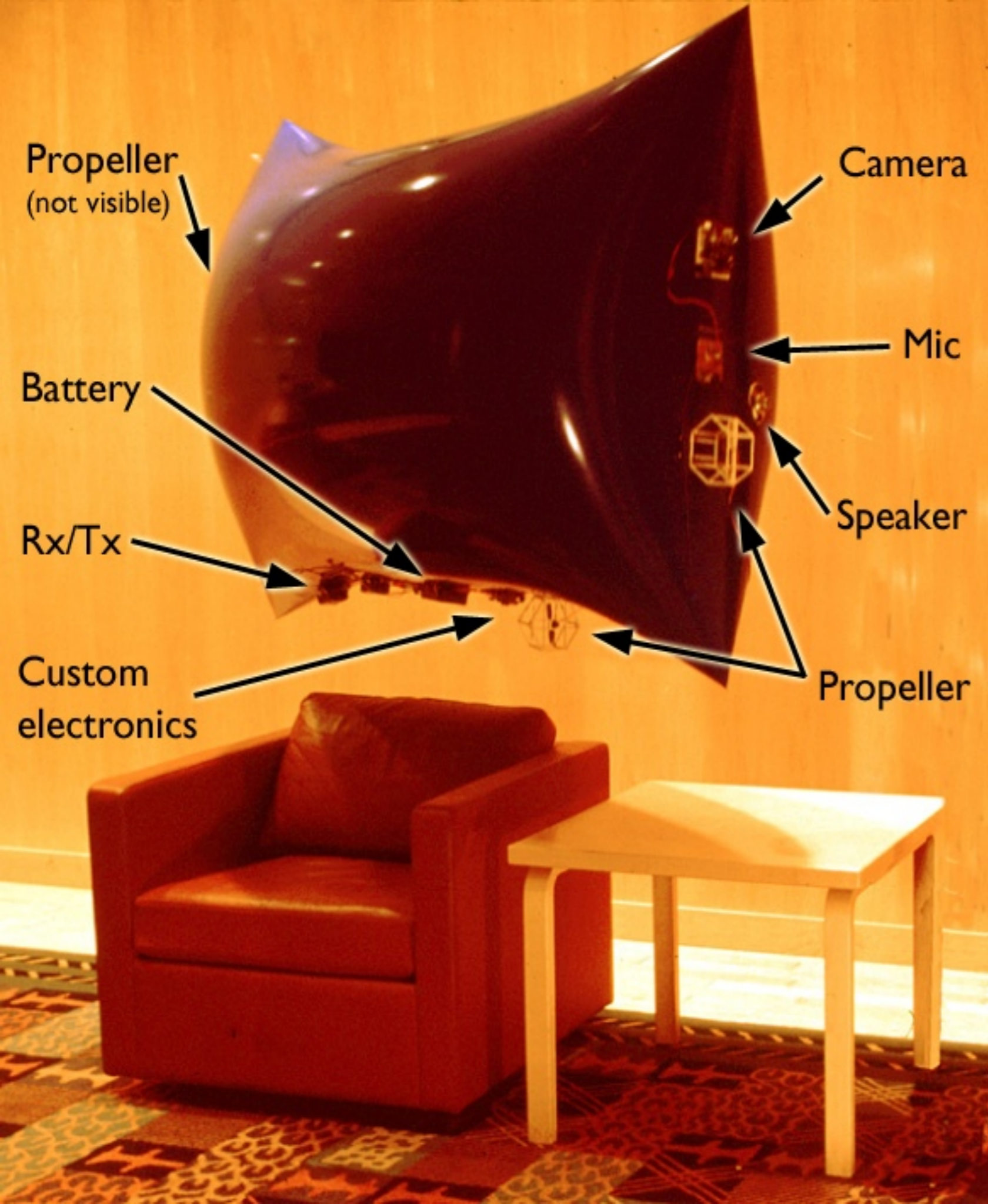
social networking: **The Well / Usenet**

mobile platform: **Palm Pilot**

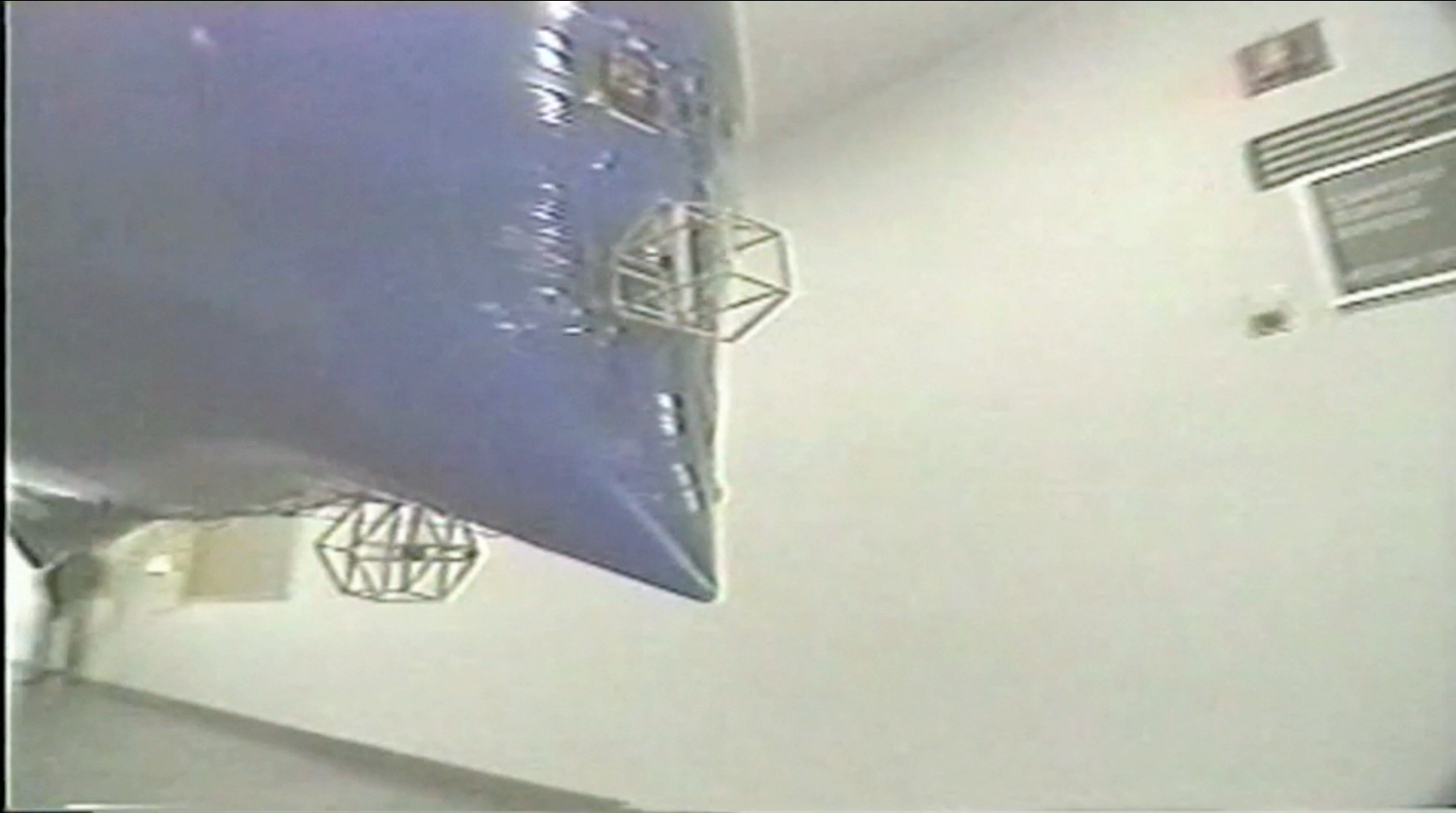


```
00fe7 info-cpm at BRL, AUTREY-HUNLEY a fa.info-cpm 17-Jul-82 07:25
00fe8 Help with hard disk and SDS syst fa.info-cpm 17-Jul-82 10:30
00fe9 Cursor movement fa.editor-p 17-Jul-82 10:42
00fea Rings and food net.games.rogue 17-Jul-82 10:45
00feb Super natural Bug? net.games.rogue 17-Jul-82 10:57
00fec VW Joke net.auto.vw 17-Jul-82 11:50
00fed Did you hear about net.jokes 17-Jul-82 12:29
00fee Re: VAX UNIX magtape lockout - ( net.unix-wizar 17-Jul-82 12:36
00fef SF-LOVERS Digest V6 #17 fa.sf-lovers 17-Jul-82 13:13
00ff0 IT 1 net.nlang 17-Jul-82 13:53
00ff1 Public domain programs in commer fa.info-cpm 17-Jul-82 15:12
00ff2 6502 simulator fa.info-cpm 17-Jul-82 15:19
00ff3 Who's Crazier? (Take 2) net.misc 17-Jul-82 17:20
00ff4 Bladerunner and The Bradbury net.movies 17-Jul-82 17:33
00ff5 bad saves net.games.rogue 17-Jul-82 18:32
00ff6 CP/M ED.COM 1.4 fa.info-cpm 17-Jul-82 19:21
00ff7 Number theory problem net.general 17-Jul-82 19:37
00ff8 kids... net.jokes 17-Jul-82 19:38
00ff9 CP/M ED 1.4 fa.info-cpm 17-Jul-82 20:19
00ffa Epson Modification net.micro 17-Jul-82 20:30
00ffb Netnews spreads to BTL Indian Hi net.news.newsite 17-Jul-82 21:02
00ffc x**x**x**x... : Where did I go w 1 net.math 17-Jul-82 21:09
00ffd [Steven E. Hills: Epson Modific fa.info-terms 17-Jul-82 21:21
news>
```











**Eye/Head  
Camera**

**LCD  
Screen**

**Speaker**

**Drive  
Base**

**Microphone**

**Hand/Arm  
Pointer**

**PC  
Electronics  
Batteries**



















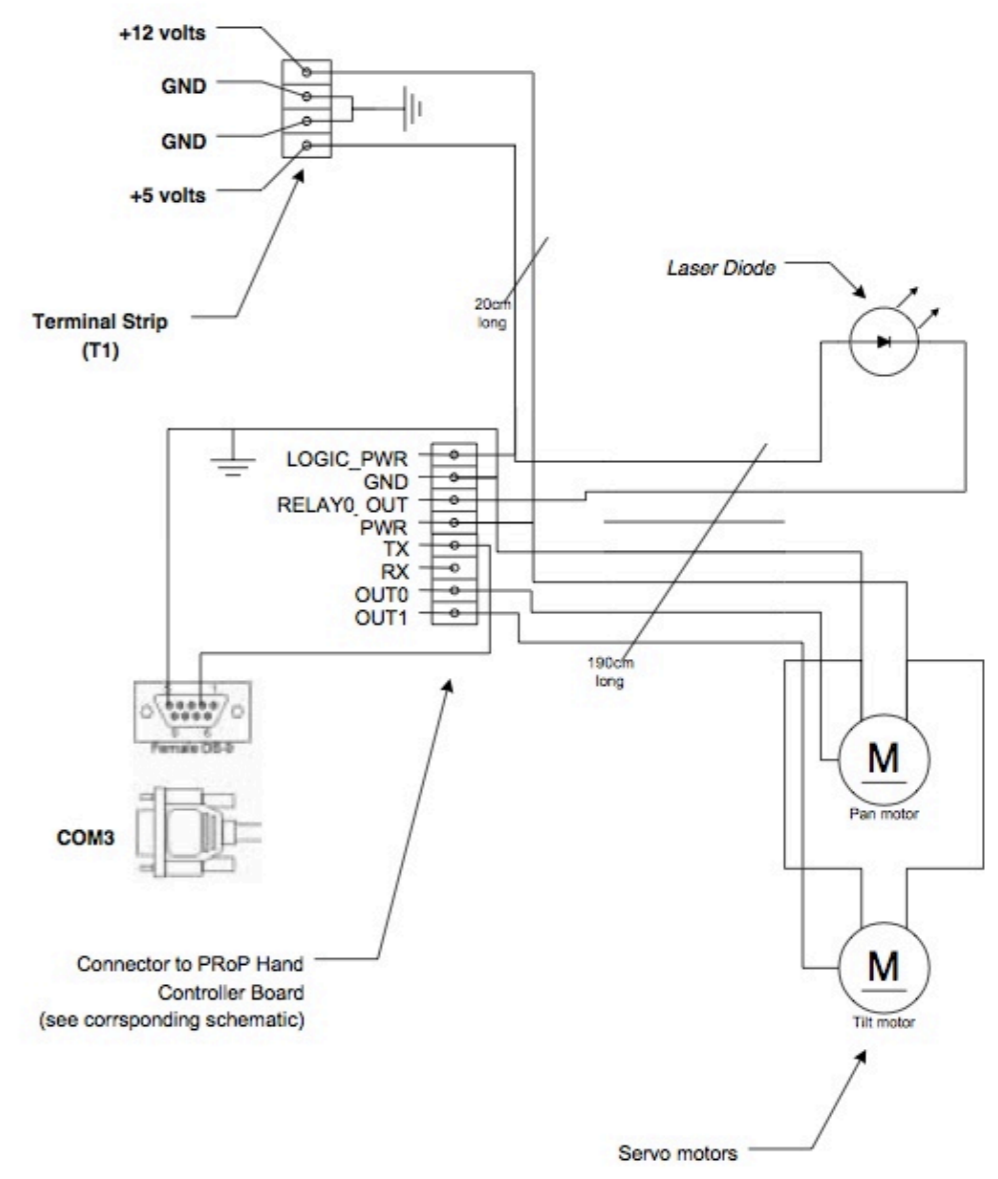
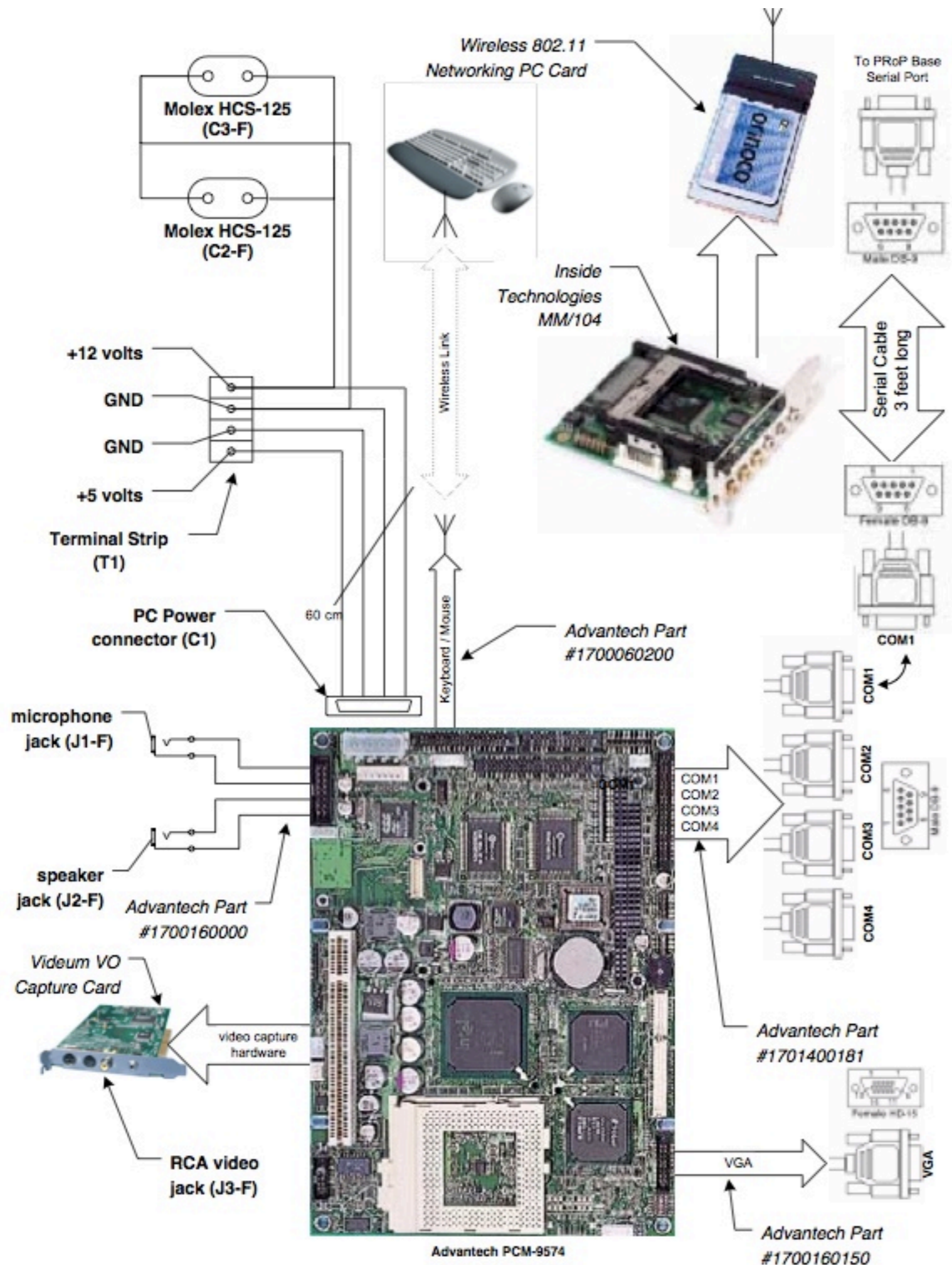




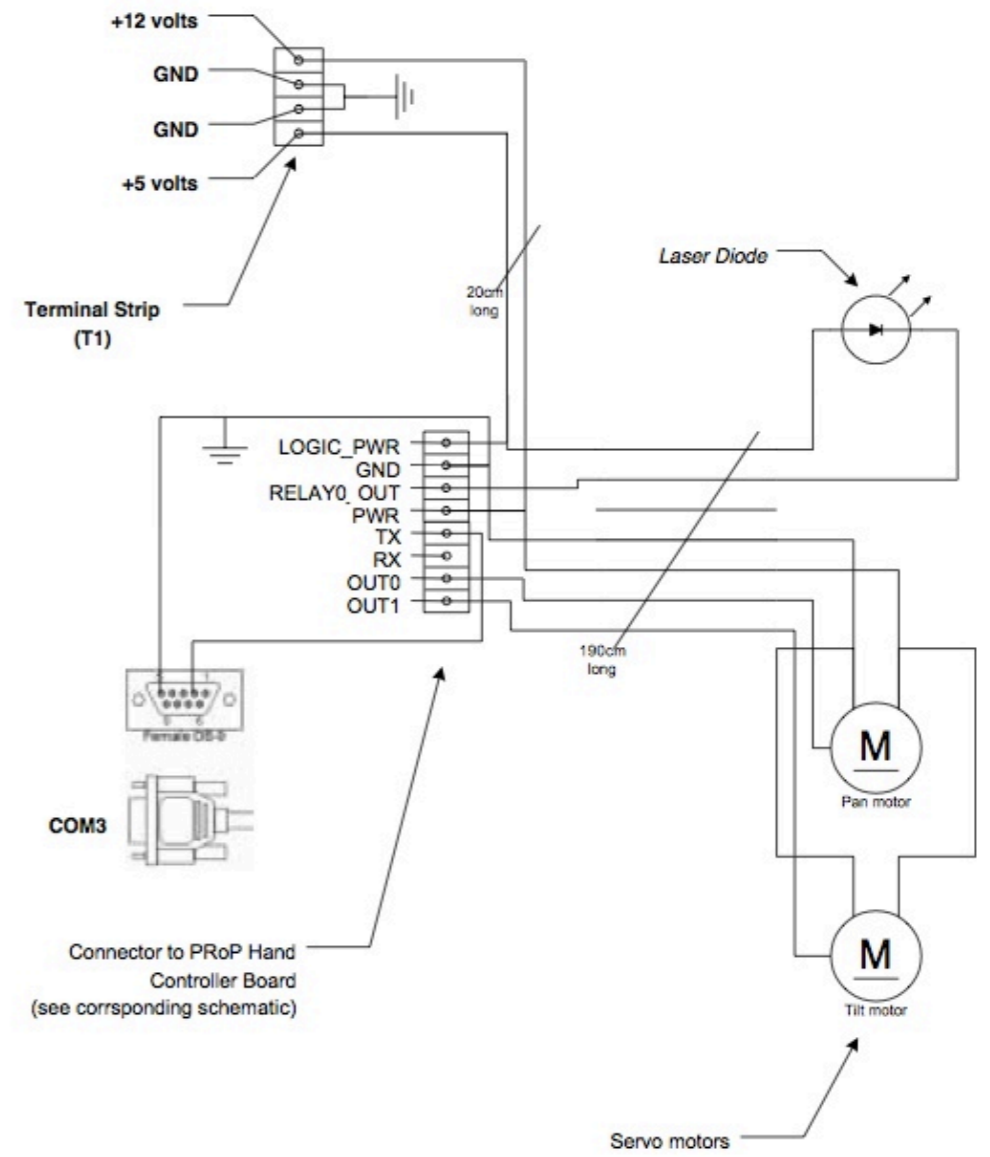




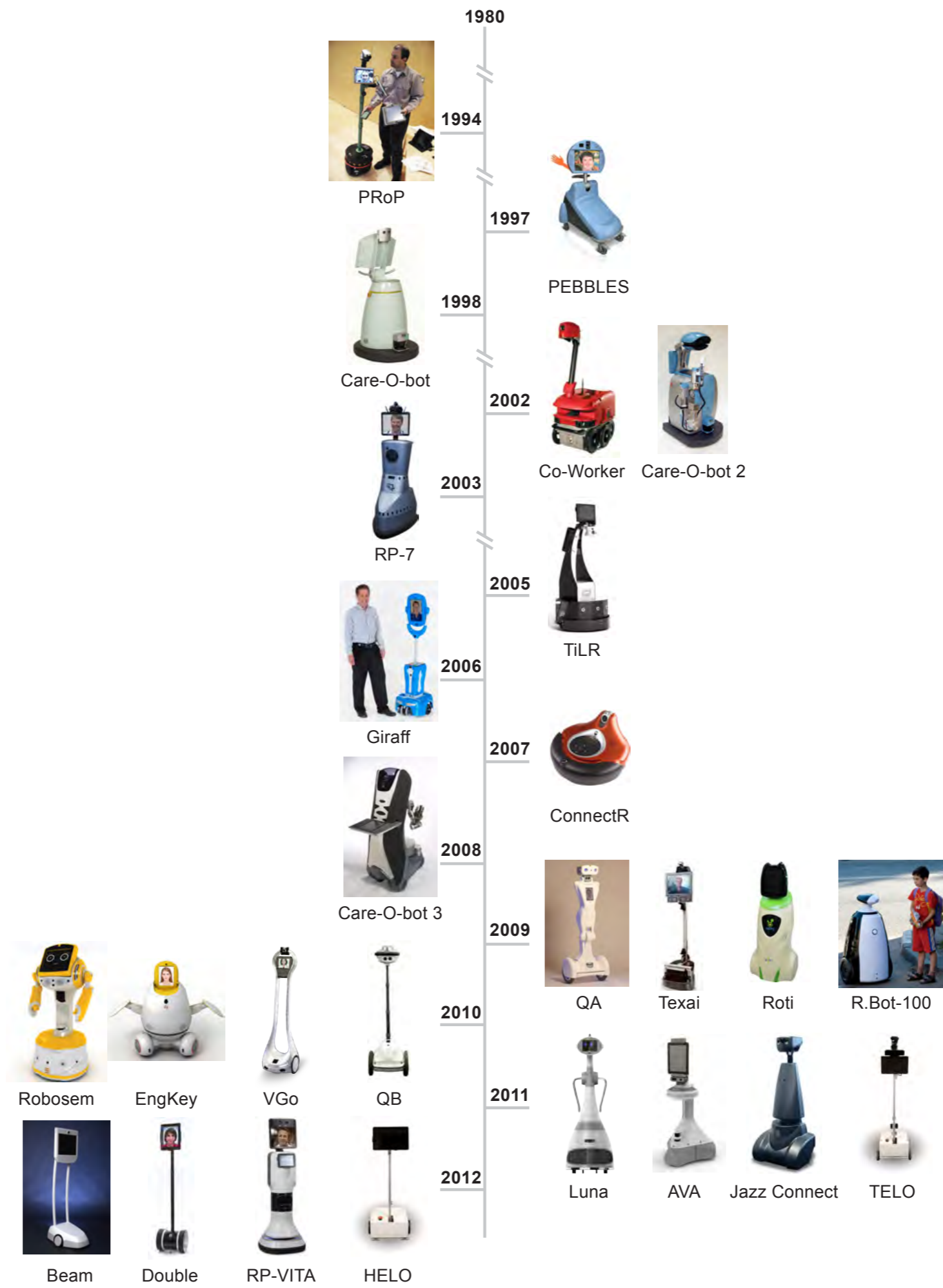














# | What is HCI?



# Human-Computer Interaction (HCI)

## Human

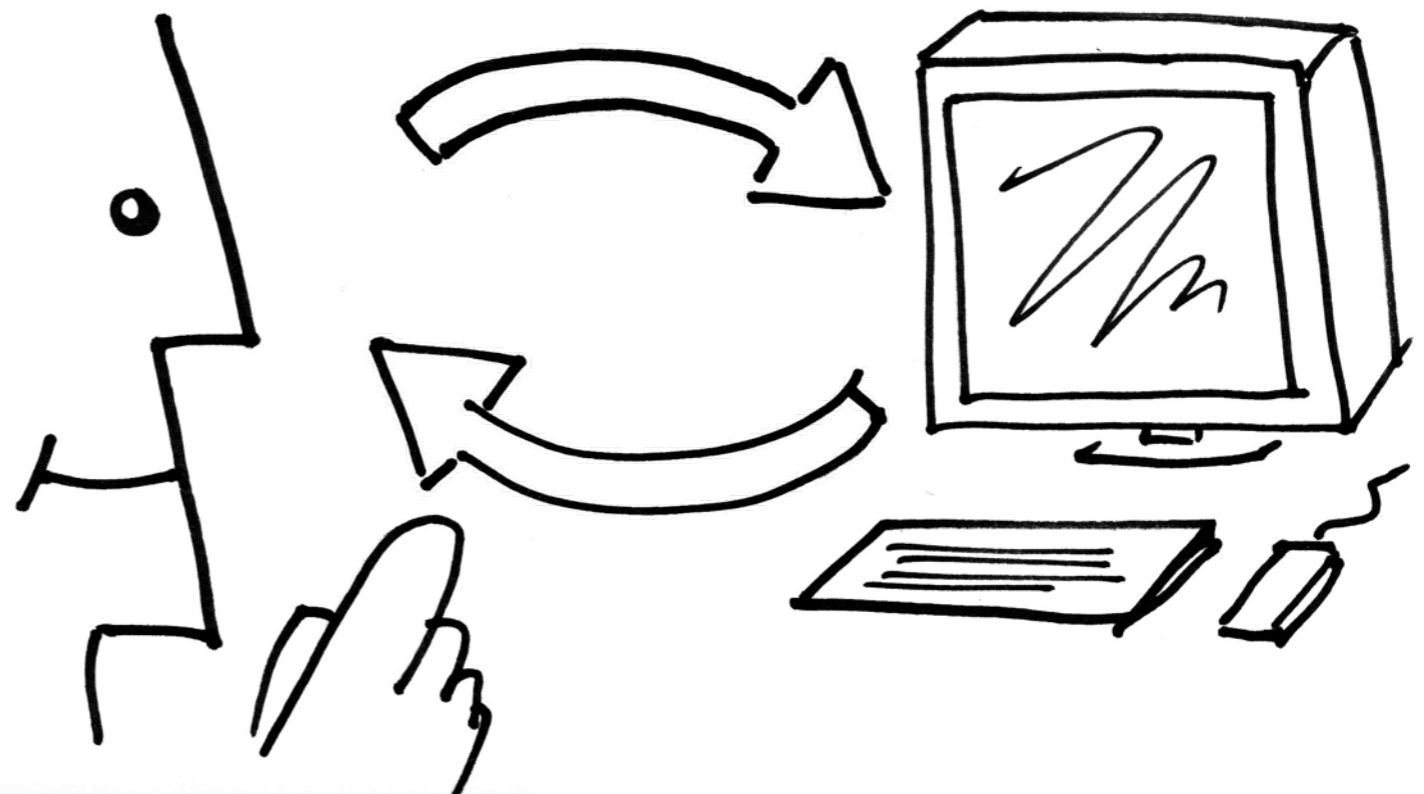
- End-user of program
- Others (friends, collaborators, coworkers)

## Computer

- Machine program runs on
- Often split: clients & servers

## Interaction

- User tells the computer what they want
- Computer communicates results





# User Interfaces (UIs)

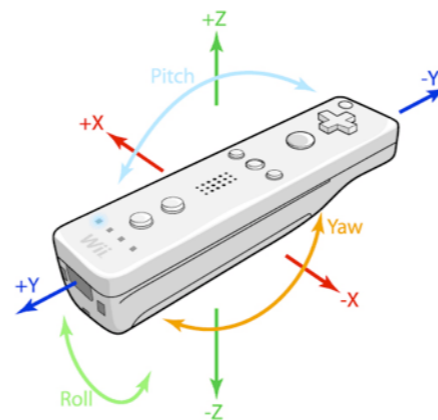
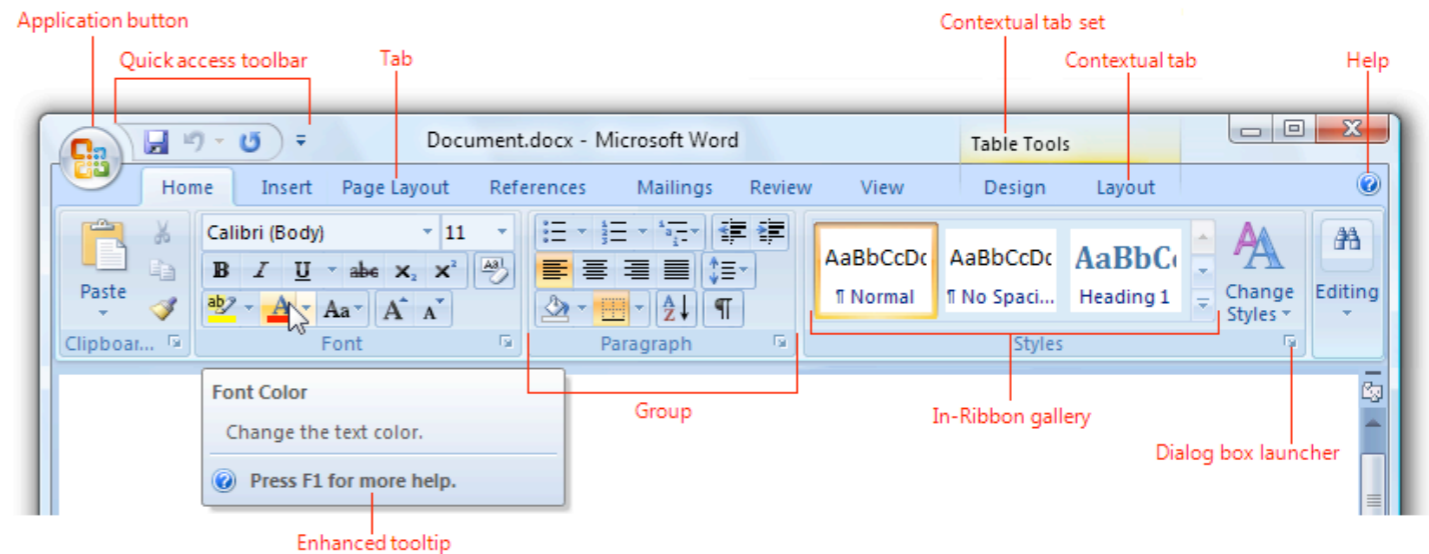
Part of application that allows

- People to interact with computer
- Computer to communicate results

Can include hardware design

- Buttons, sliders, other sensors

**HCI =  
design,  
prototyping,  
implementation &  
evaluation of UIs**



<http://www.reactable.com>





**Design**

**Computer Science**

**Applied Psychology**





← 600  
TECHNOLOGY  
← 1500  
LIBERAL ARTS



artist



scientist



designer

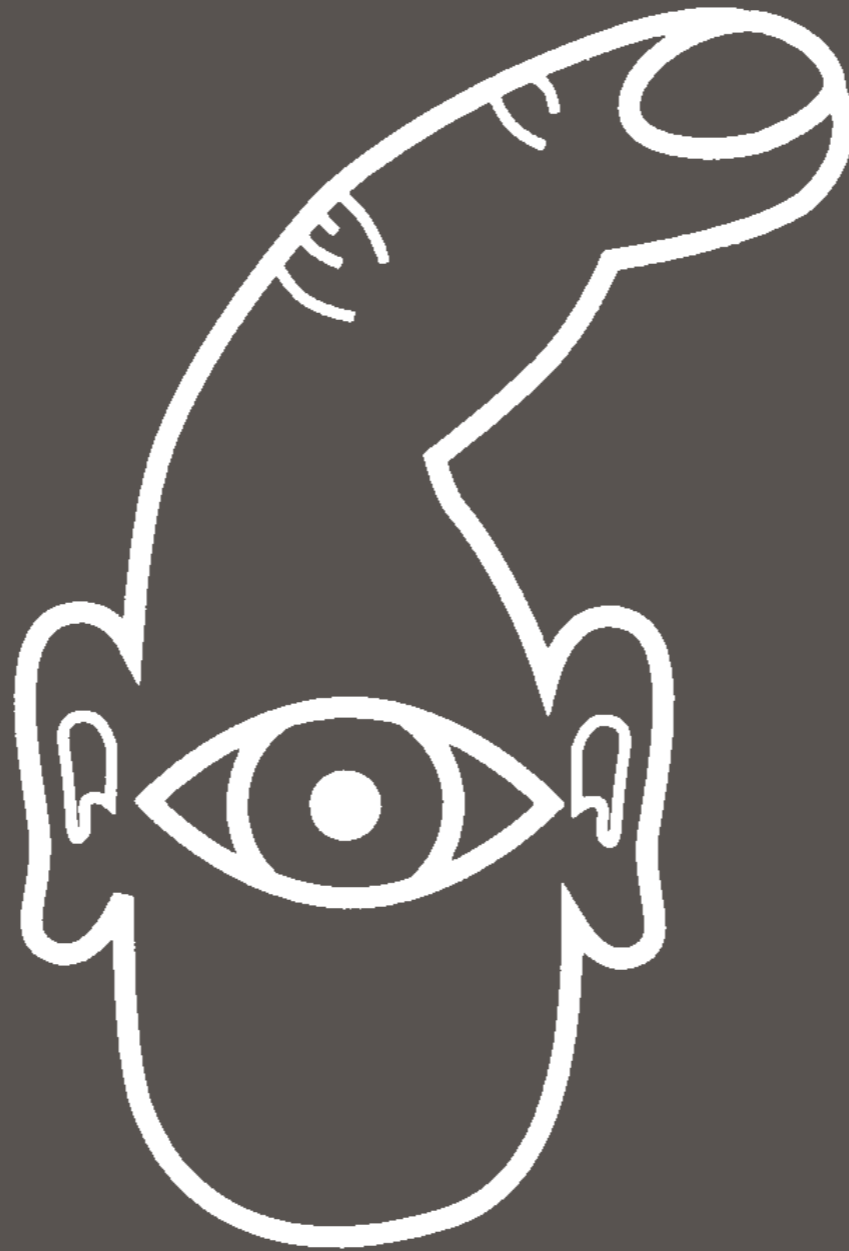


engineer



Rich Gold, *The Plenitude*, MIT Press

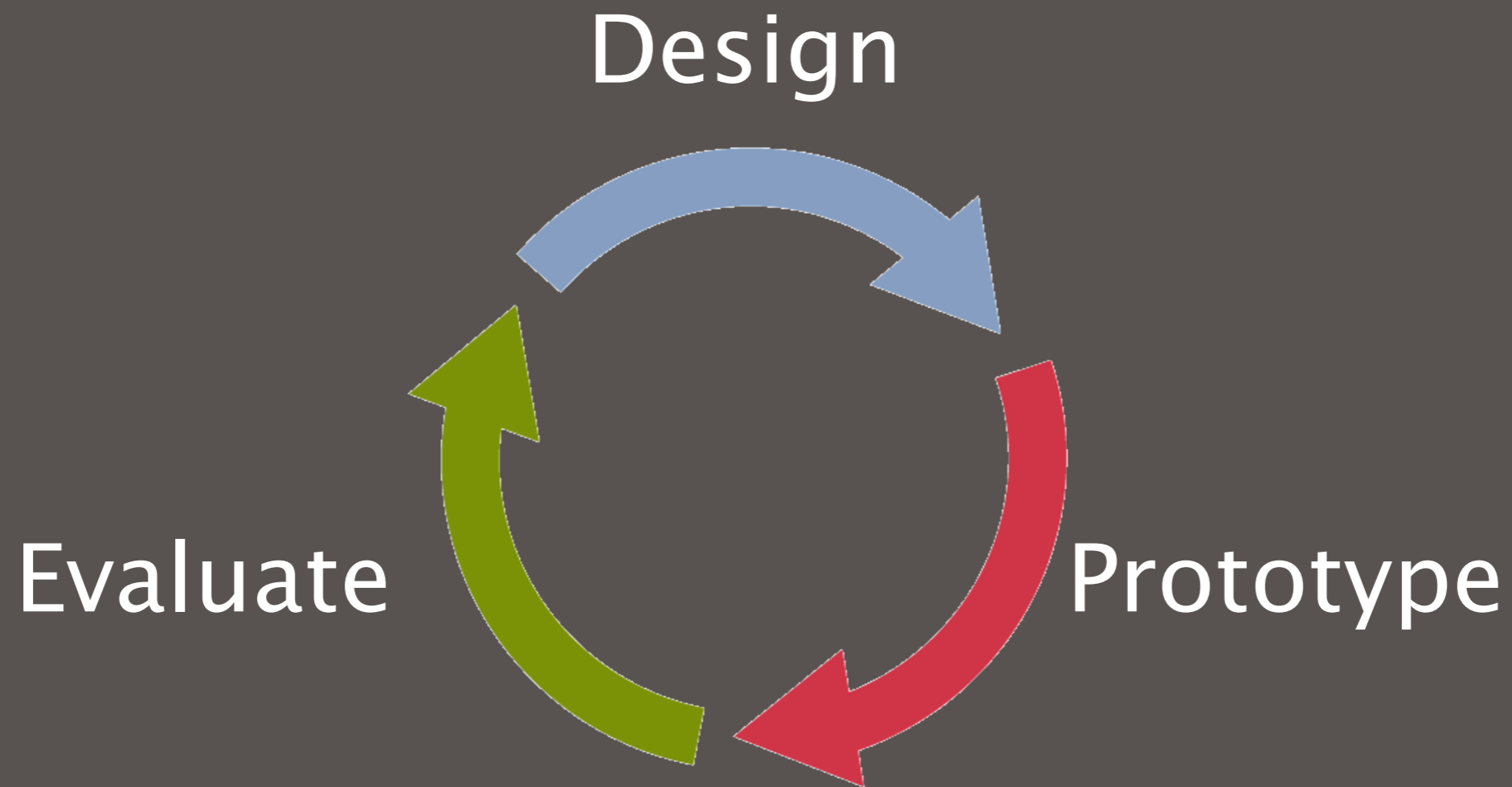




(c) Dan O'Sullivan



# | Iterative Design Cycle



Getting it right the first time is hard!

# | Understanding Users

Observe existing practices

Create scenarios of actual use

Build models to gain insight into work processes



CS247, Stanford, 2006



<http://www-personal.umich.edu/~chrisli/m2.html>



# Prototyping Interfaces

Rapidly build a mockup of your UI

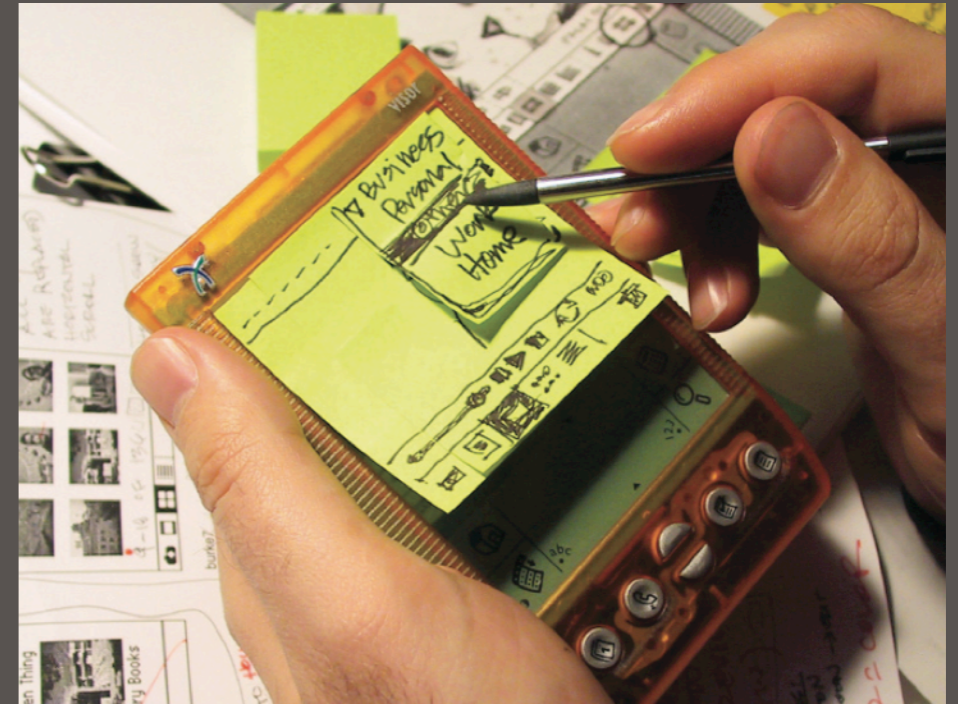
Low-fidelity techniques:

Paper prototyping

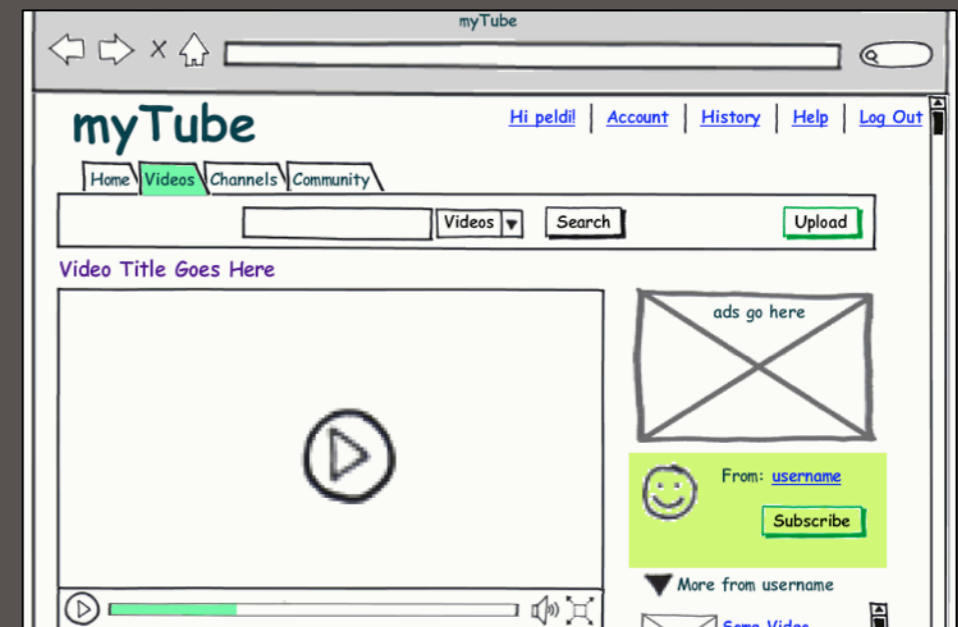
Video prototypes

Interactive prototypes:

HTML, Javascript, Flash, ...

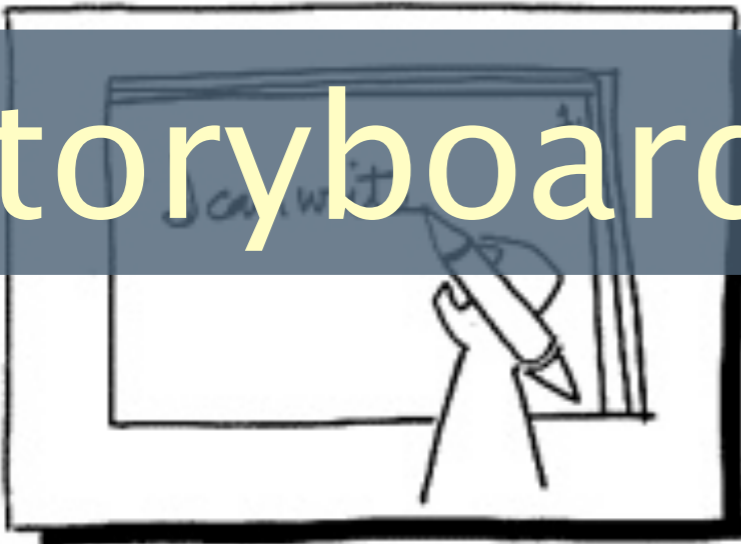


Moggridge, Designing Interactions, p.704



<http://www.balsamiq.com/products/mockups/examples#wiki>

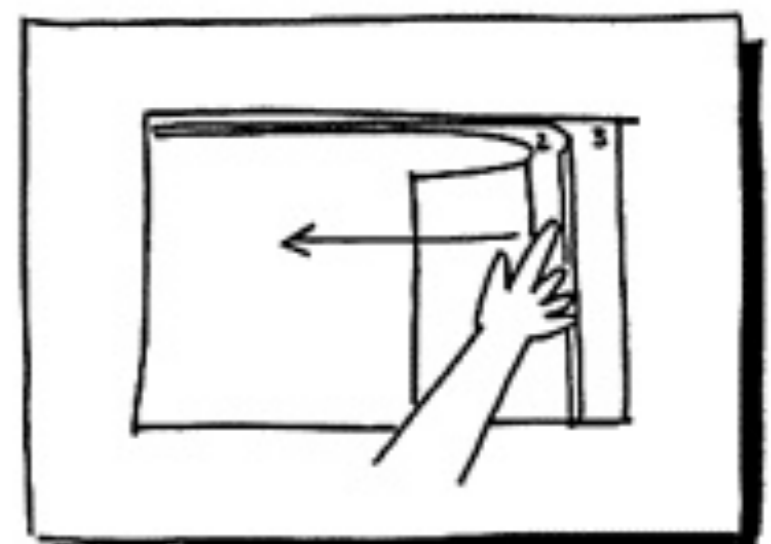
# Storyboarding



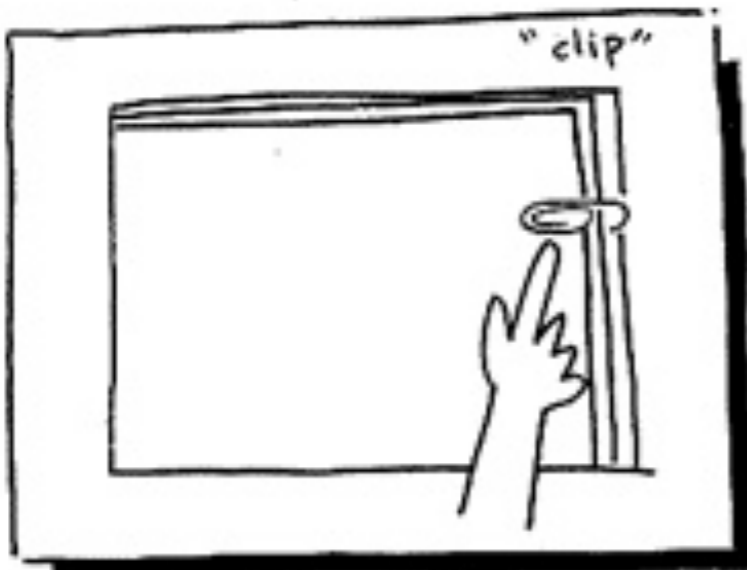
L. can write into her notebook.



She can flip over her pen and erase.



L. can flip to the next page.



L. marks her place.



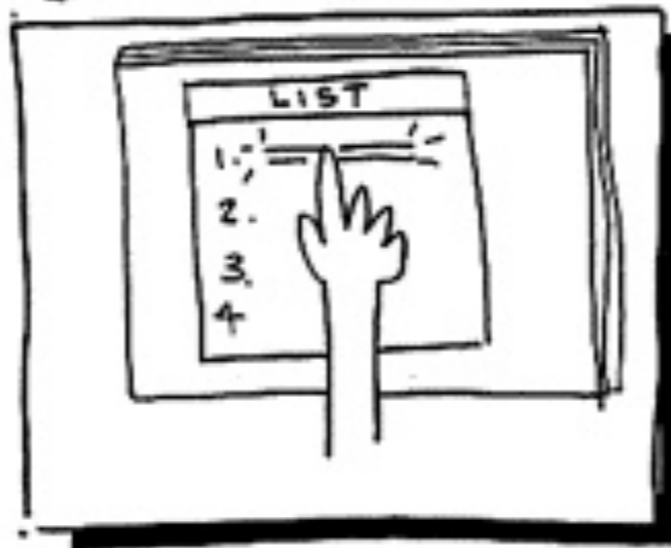
L. marks a phone number.



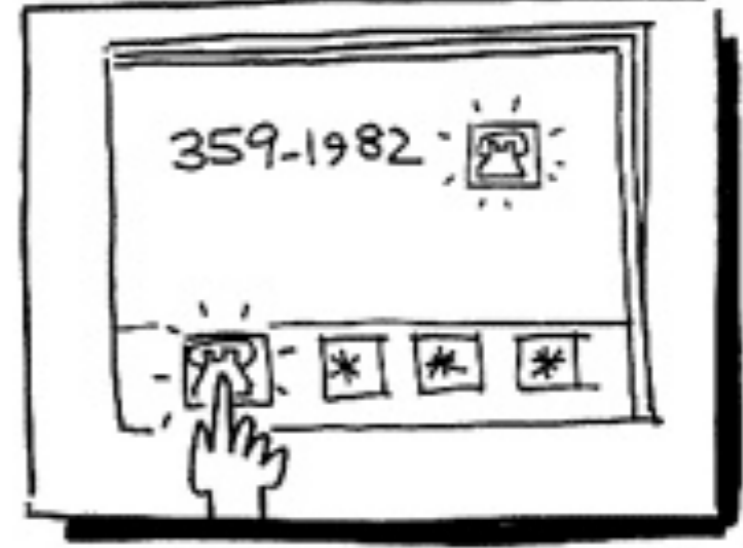
L. shifts to the InBox Section.



L. adds comments



L. brings up a list.



L. looks for phone numbers.





# | Evaluation

## **Formative**

Are we building the right thing?

What should be different in the next iteration?

## **Summative**

Does it work? Is it better than existing solutions?

Can this teach us something about how people or the world work?





<http://www.laurasmith.info/UsabilityTest.jpg>

# Techniques

Analytically, expert walkthroughs, laboratory studies,...

# | Why study user interfaces?

How much of an application's source is devoted to user interface code?

A. 10%

B. 20%

C. 35%

D. 50%

E. 75%



# | Why study user interfaces?

“The results show that in today's applications, an average of 48% of the code is devoted to the user interface portion.

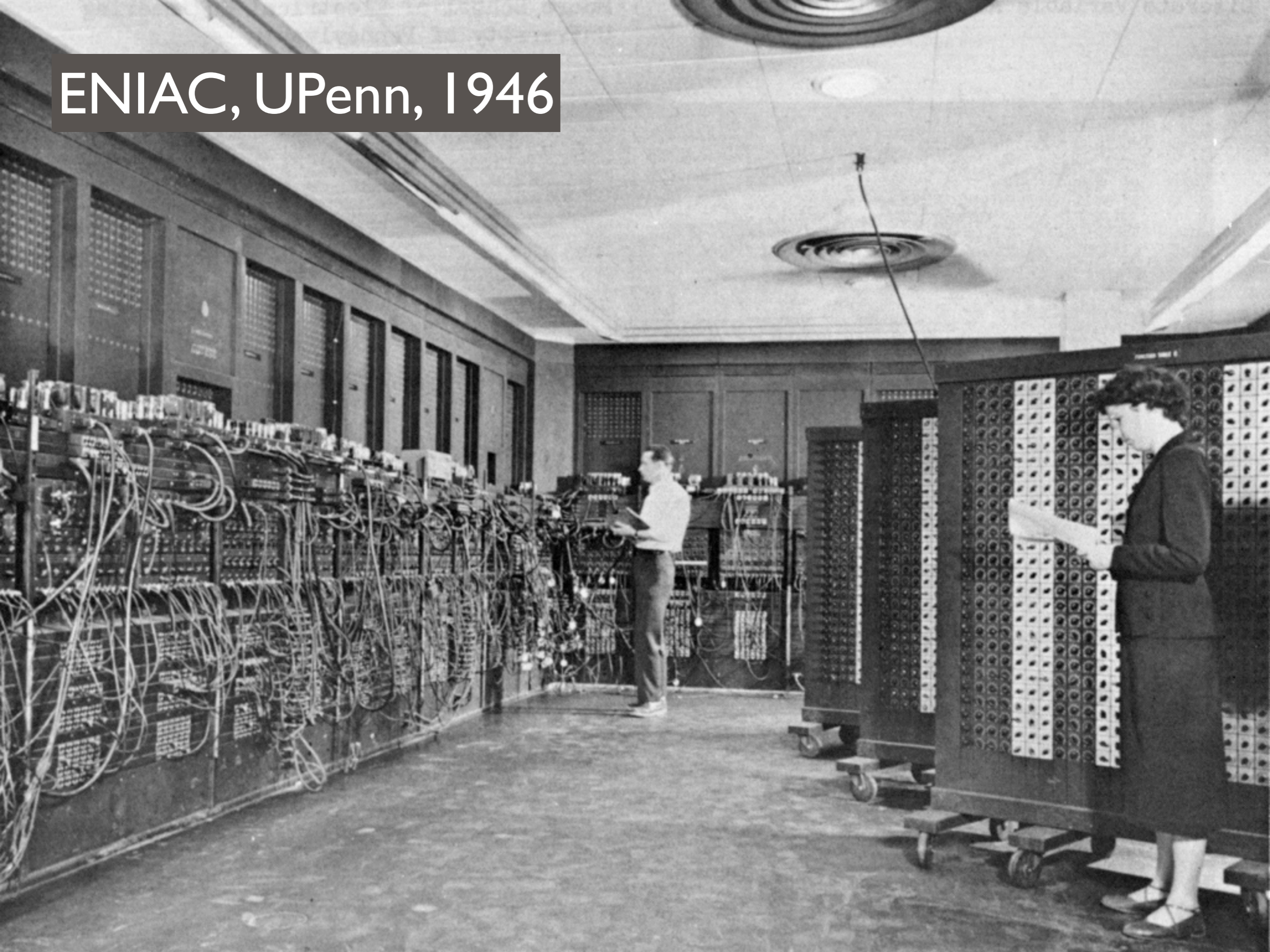
The average time spent on the user interface portion is 45% during the design phase, 50% during the implementation phase, and 37% during the maintenance phase.”

– Myers & Rosson, CHI'92

# | History



# ENIAC, UPenn, 1946





# | When was the mouse invented?

A. 1948

B. 1963

C. 1978

D. 1984

E. 1991







Doug Engelbart &  
Bill English, SRI, 1963





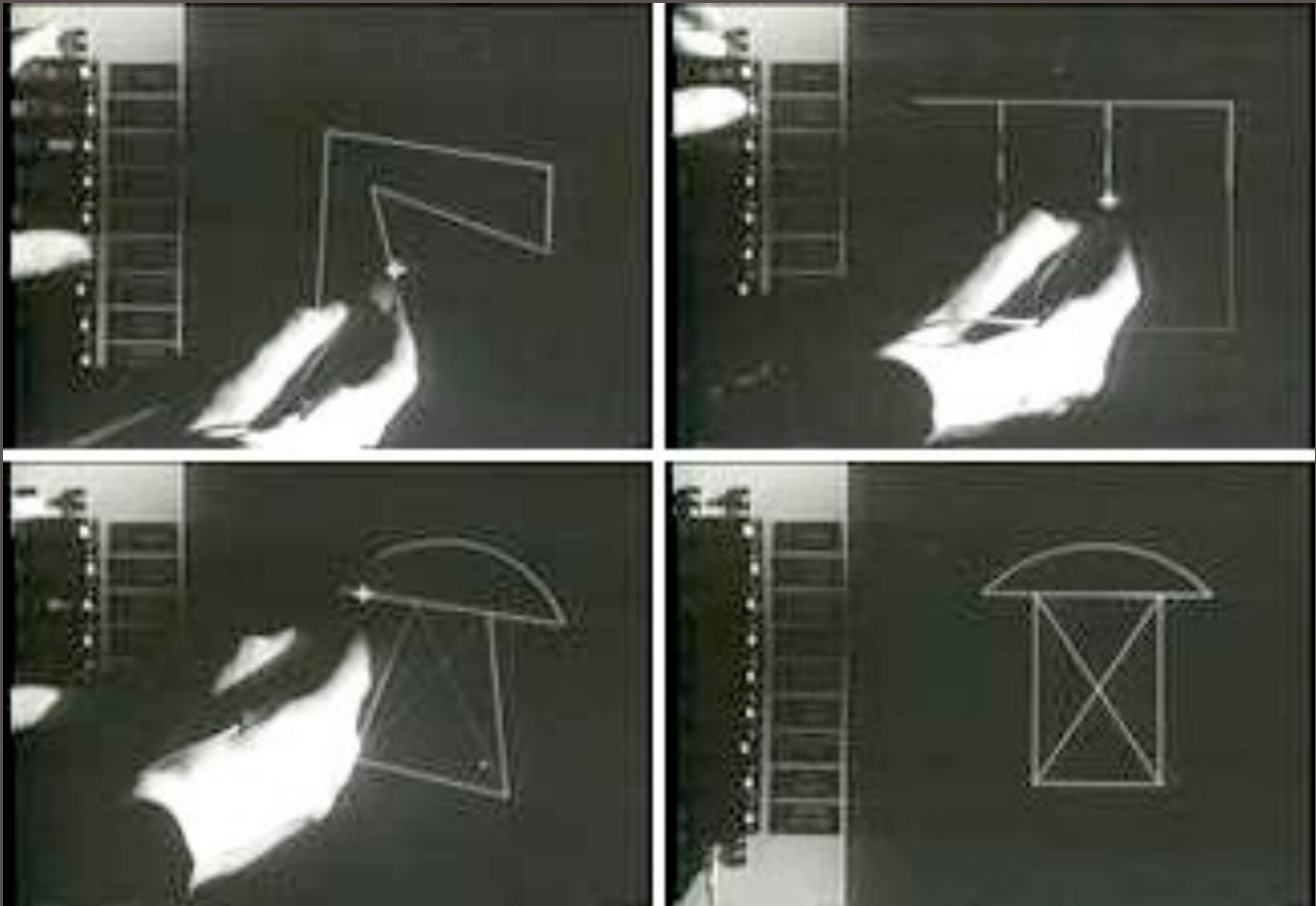
(cc) Flickr user John Chuang  
<http://www.flickr.com/photos/13184584@N08/1362760884/>



# | When was pen input invented?

- A. 1964
- B. 1973
- C. 1986
- D. 1995
- E. 2001





# Ivan Sutherland, Sketchpad, MIT, 1963/64





digibarn.com



# The new iPad



engadget



| Which company introduced the touch screen phone?

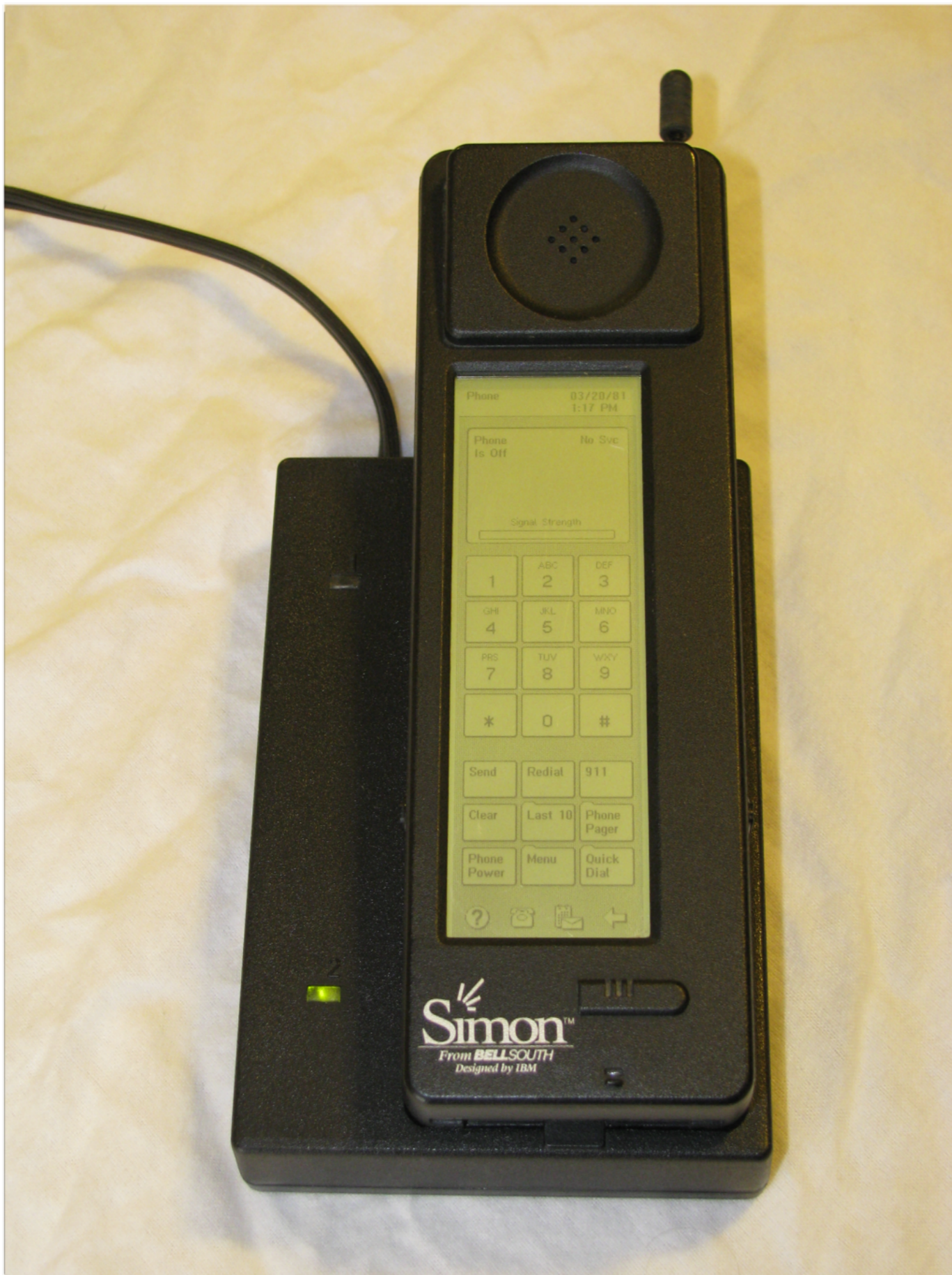
A. Nokia

B. Apple

C. Microsoft

D. IBM

E. Samsung



IBM Simon  
1992

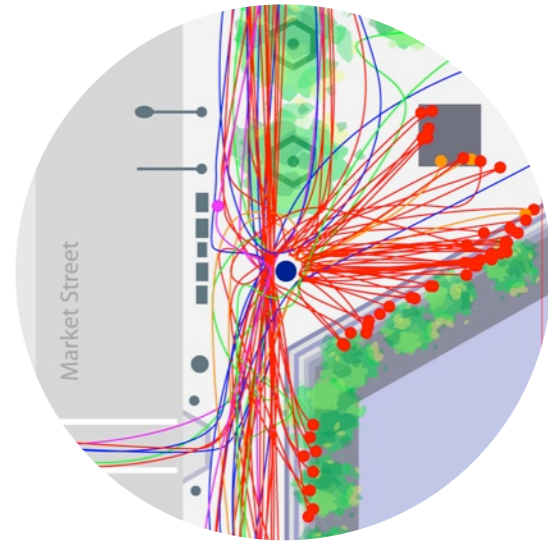


# URBAN ATMOSPHERES

Eric Paulos  
Chris Beckmann  
Elizabeth Goodman  
RJ Honicky  
Ben Hooker  
Tom Jenkins  
August Joki  
Chris Myers  
Ian Smith  
Parul Vora









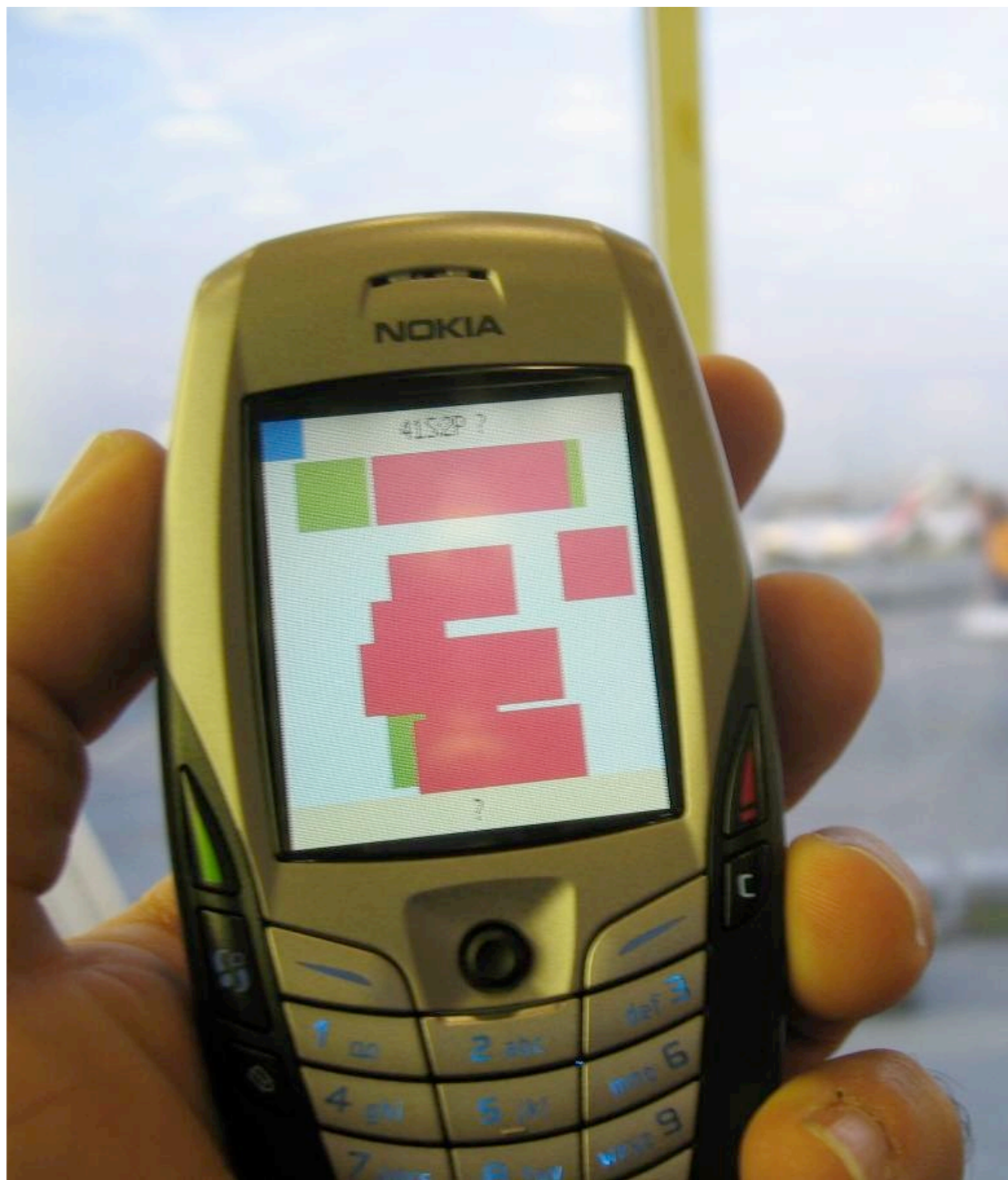
# JABBERWOCKY

encountering our familiar strangers



The Familiar Stranger: Anxiety, Comfort, and Play in Public Places, ACM SIGCHI 2004  
Eric Paulos and Elizabeth Goodman

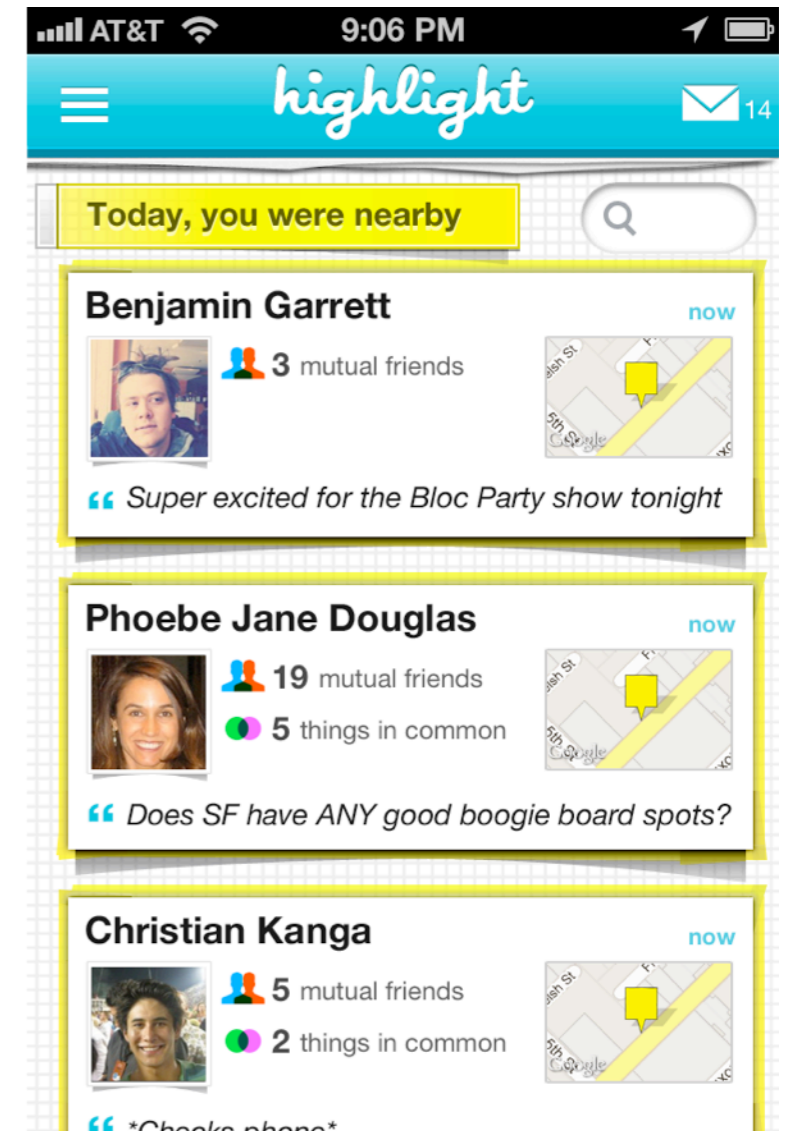








Nokia Sensor



Highlight



Google Latitude



Sonar

Banjo

Gauss

Glancee



Stanley Milgram 1971





Vito Acconci

Following Piece

1969



Sophie Calle

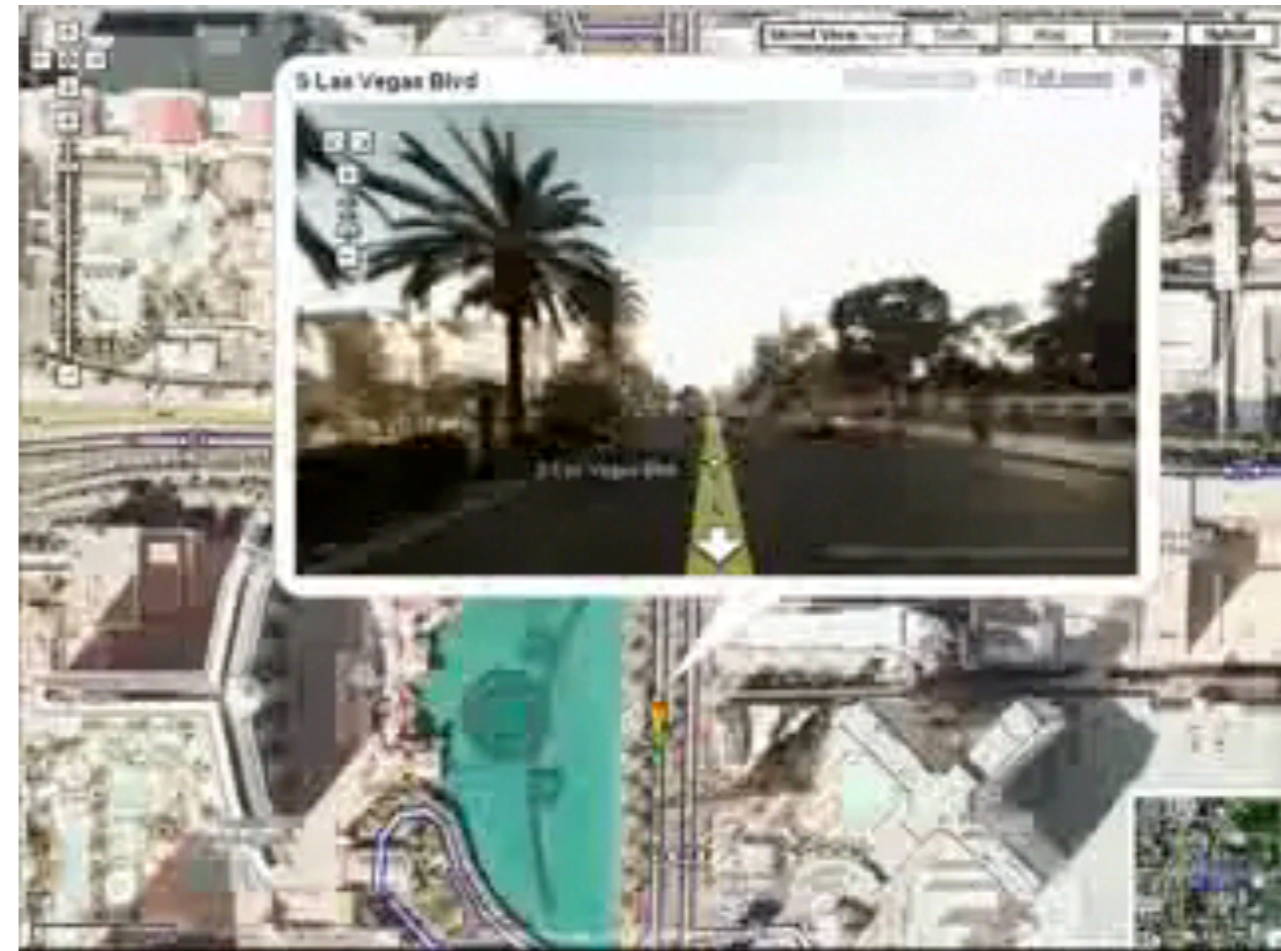
Please Follow Me

1983





Aspen Movie Map  
Michael Naimark  
1978



Street View  
Google  
2007

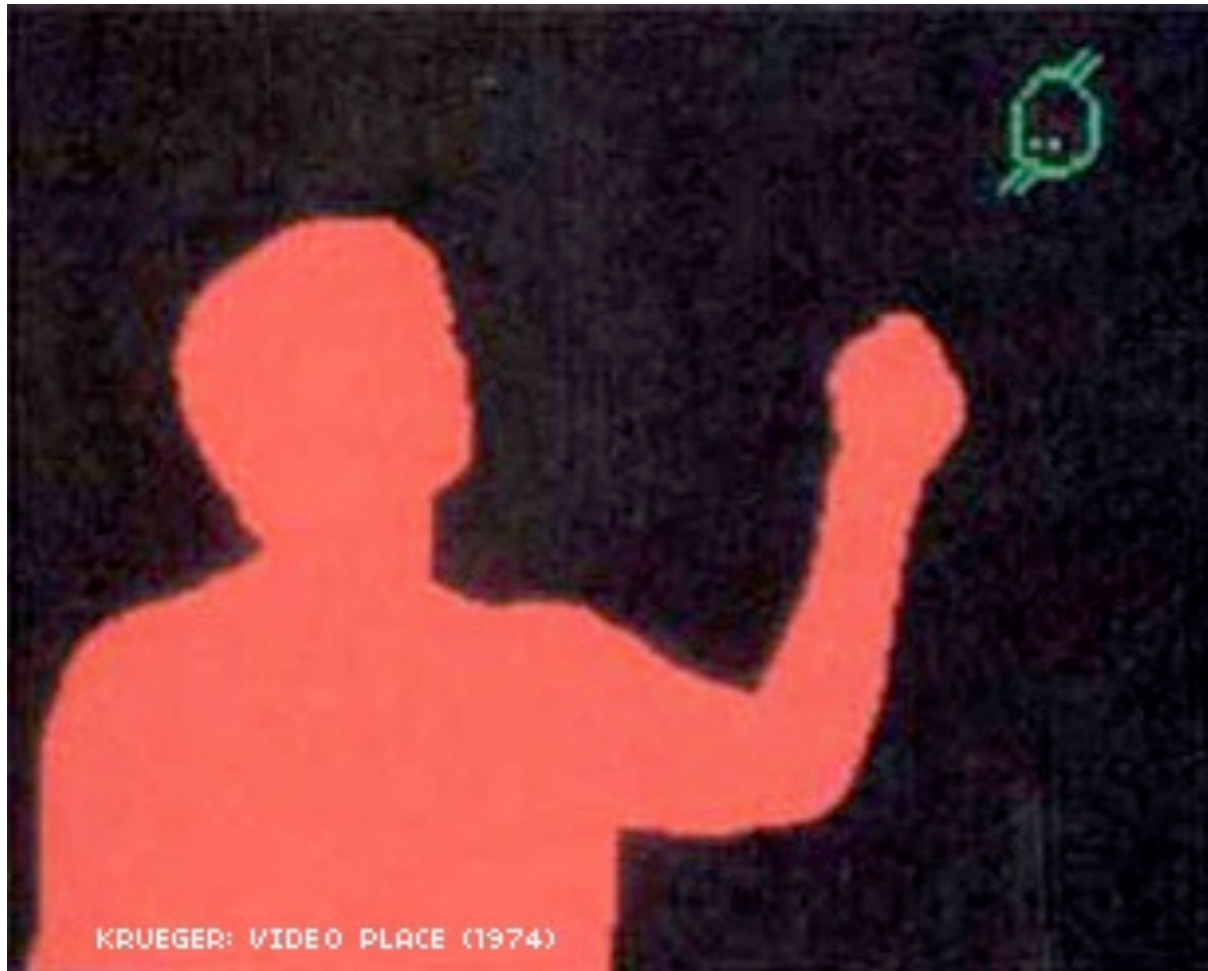


Michael Naimark & MIT ArchMac's Aspen  
Movie Map  
1978-1980



Google StreetView  
2007





Video Place  
Myron Krueger  
1974



EyeToy  
Sony  
2003



Legible City  
Jeffrey Shaw  
1988

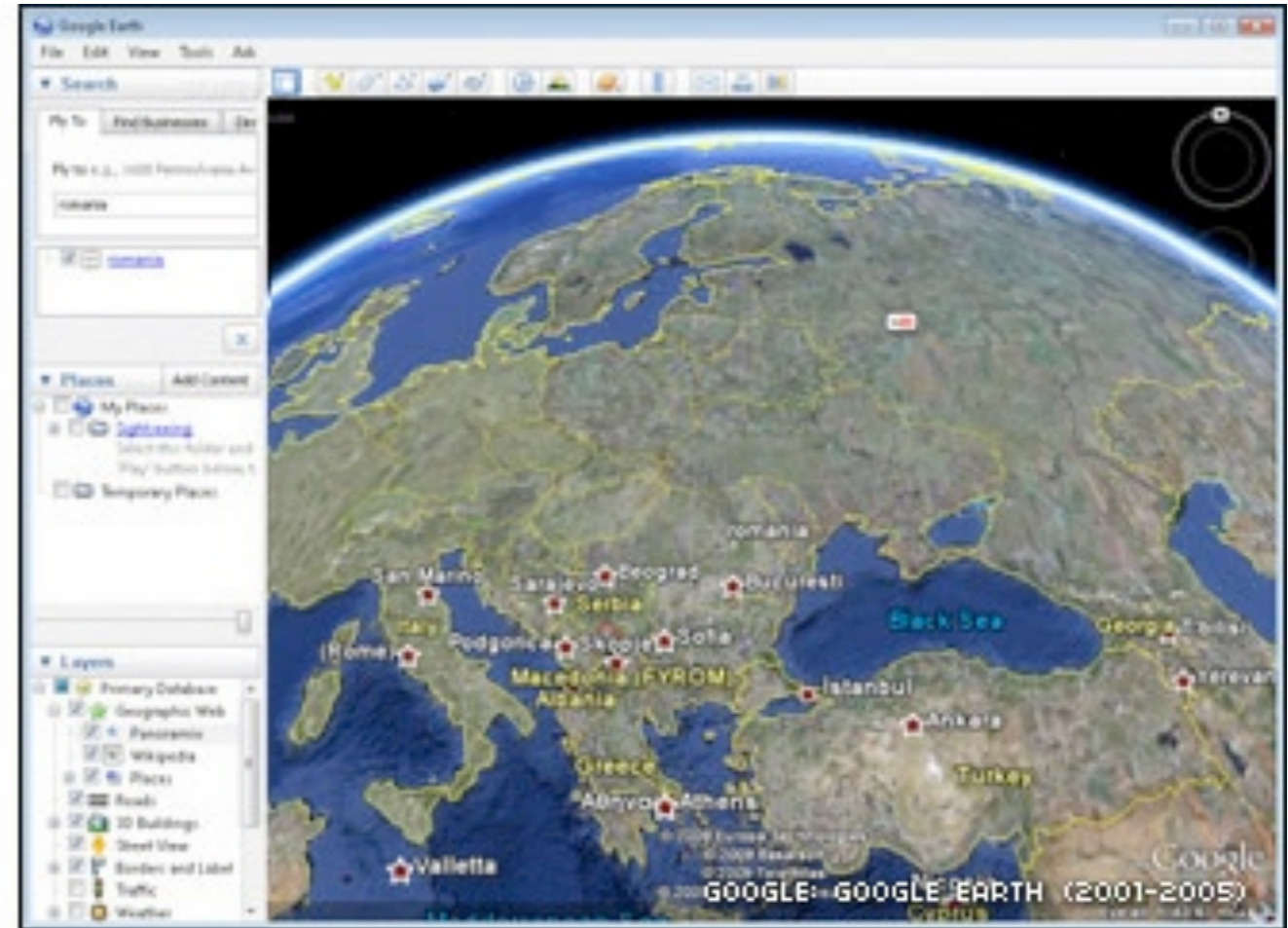


E-fitzone exercise equipment  
2008





Terravision  
Art+Com  
1996



Google Earth  
2005





GraffitiWriter & Streetwriter  
Institute for Applied Autonomy  
1998-2004

Nike Chalkbot  
2009





The Telegarden  
Ken Goldberg  
1995



FarmVille  
Zynga  
2009





Graffiti Research Lab  
L.A.S.E.R. Tag  
2007



Graffiti by Agents of Change  
all natural Cola by Red Bull  
2009





Context Photography  
Maria Håkansson and Lars Erik Holmquist  
2003



Instagram  
2010





**TXTmob**  
"nw mor thn evr"

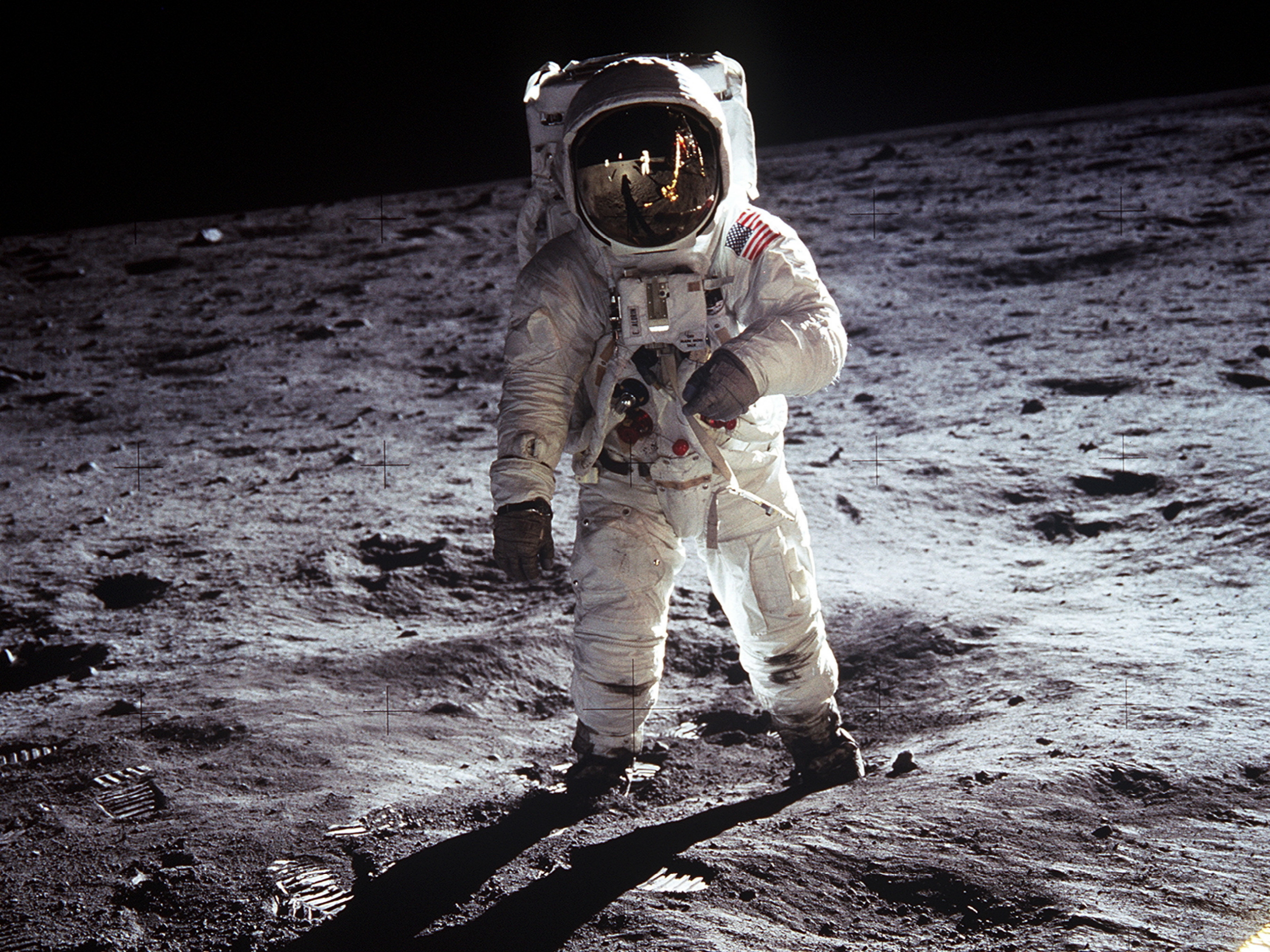
[www.txtmob.com](http://www.txtmob.com)

TXTMob  
Institute for Applied Autonomy  
2004



Twitter  
2006







GREENWICH MEAN TIME  
14:59:00

ORBIT NUMBER  
00

HOLD

COUNTDOWN  
05:34

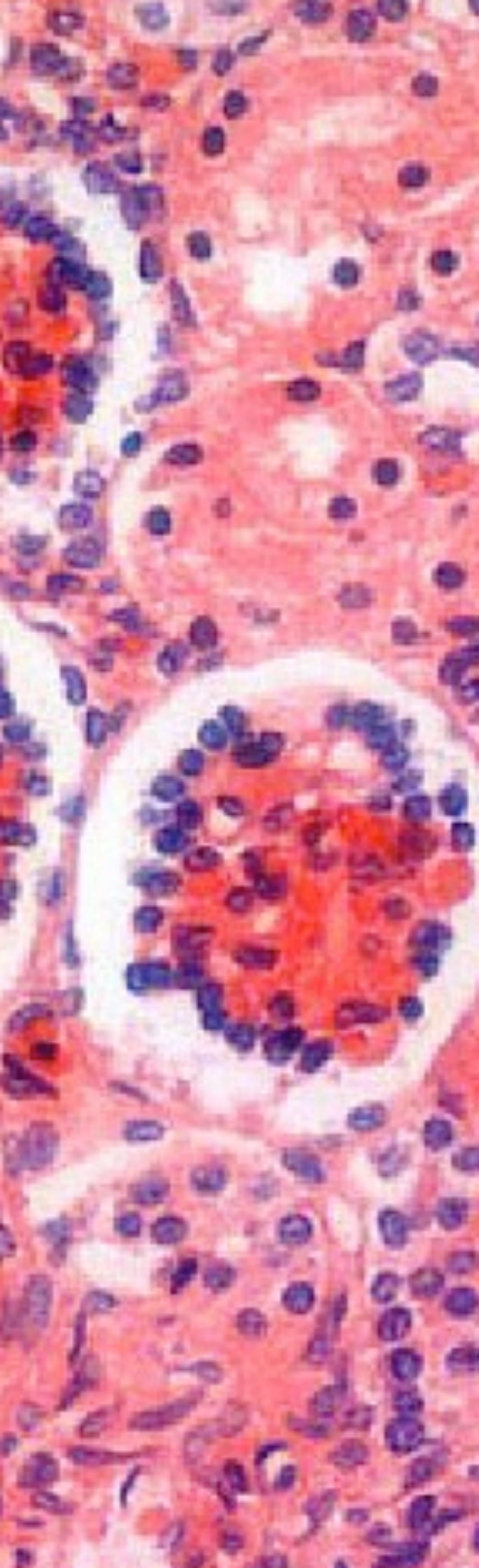
PROCEED

ELAPSED TIME  
00:00:16

TIME TO RETROFIRE  
00:00:00











Micro Volunteerism



# wicked problems



*Dilemmas in a General Theory of Planning, 1973*  
Horst Rittel and Melvin Webber

## **DESIGN RESEARCH**

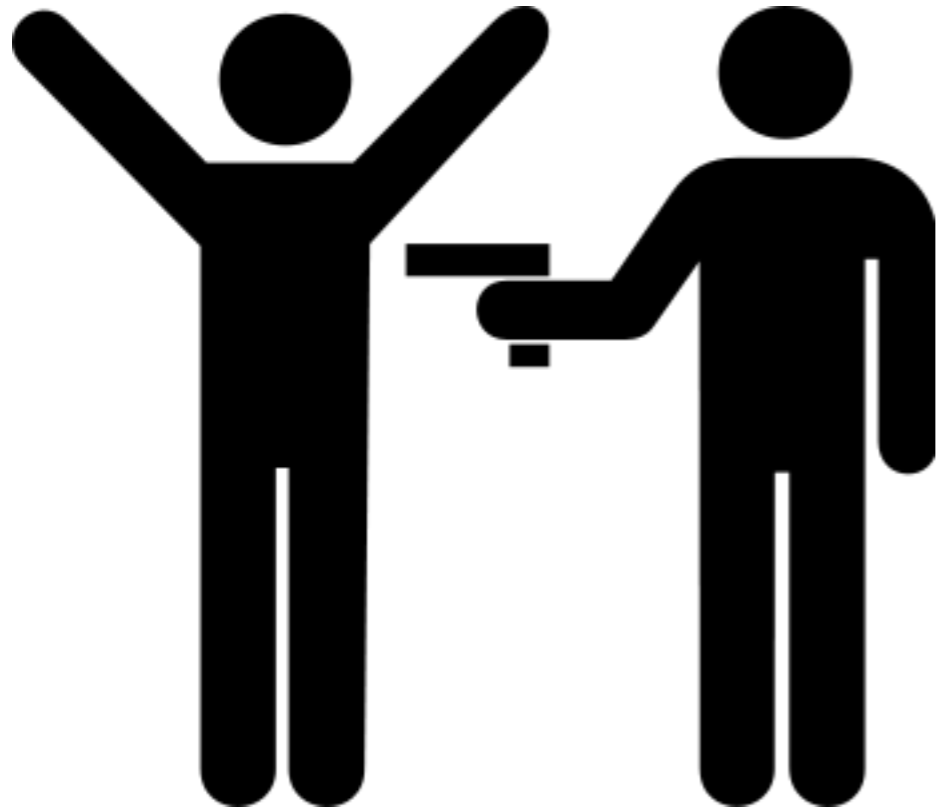
is an inquiry focused on  
producing  
a contribution of  
knowledge

**NOT**

to directly inform  
the development  
of a commercial product



wicked problems



street crime

disarm police?

repeal laws that define crime?

substitute ethical self-control for police and courts?

shoot criminals and thus reduce  
the numbers who commit crimes?

give away free loot to would-be-thieves  
to reduce incentive?



# DESIGN

VS

# DESIGN RESEARCH

affirmative

problem solving

provides answers

in the service of industry

for how the world is

science-fiction

futures

fictional functions

change the world to suit us

anti-art

research for design

applications

design for production

fun

consumer

user

makes us buy

critical

problem making

asks questions

in the service of society

for how the world could be

social-fiction

parallel worlds

functional fictions

change us to suit the world

applied art

research through design

implications

design for debate

satire

citizen

person

makes us think



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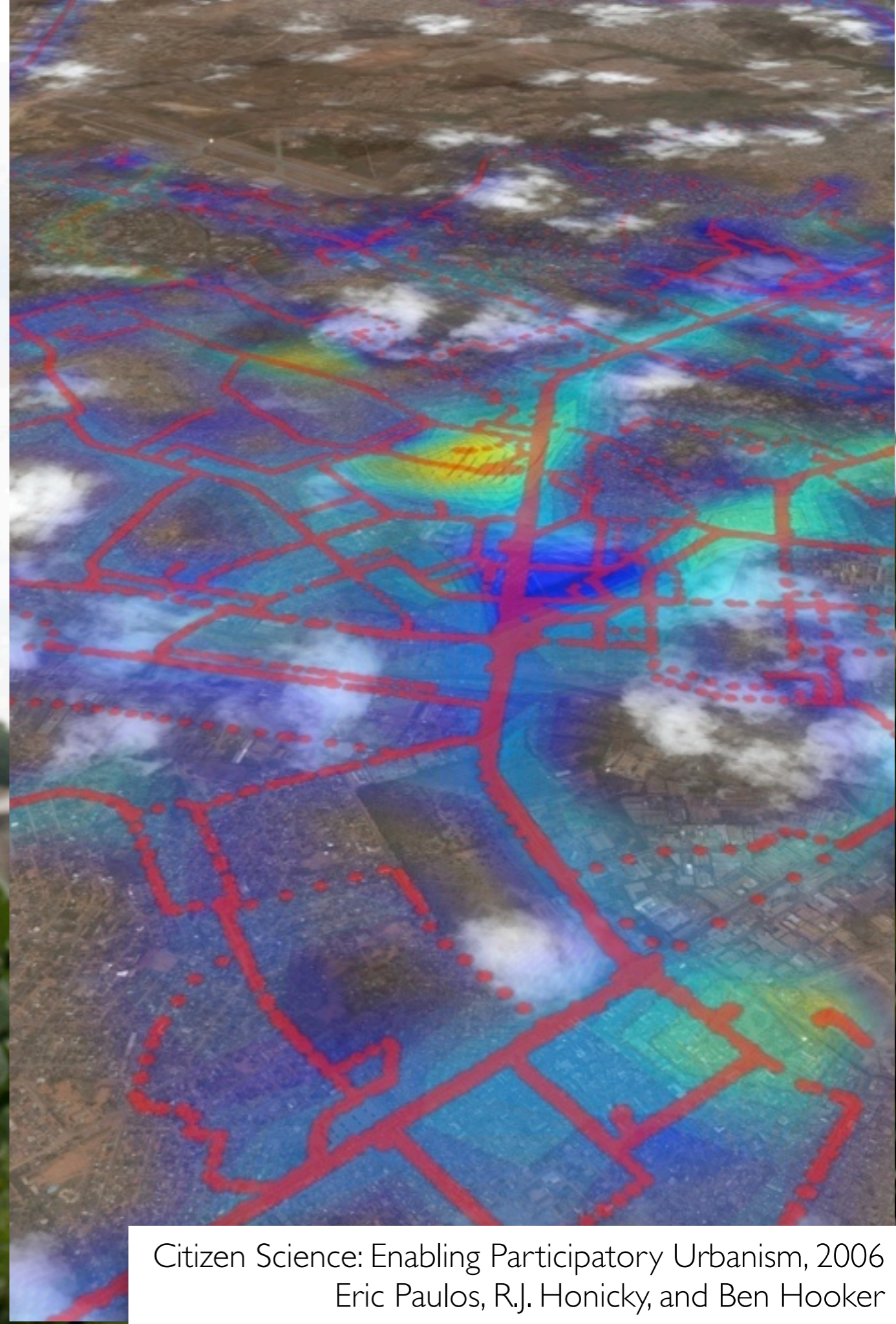
citizen

person

makes us think



Citizen Science



Citizen Science: Enabling Participatory Urbanism, 2006  
Eric Paulos, R.J. Honicky, and Ben Hooker









# Consumption

OUTSIDE  
TEMP

61 °F

 =50Wh Regenerated



Energy

Average

61.7 MPG

79 miles

Reset

Prius Effect



indoor fixed



mobile infrastructure



public placed





Eric Paulos  
Allison Woodruff  
Paul Aoki  
Alan Mainwaring  
RJ Honicky







CO

NOx

Ozone

Temperature

Humidity

Accelerometer

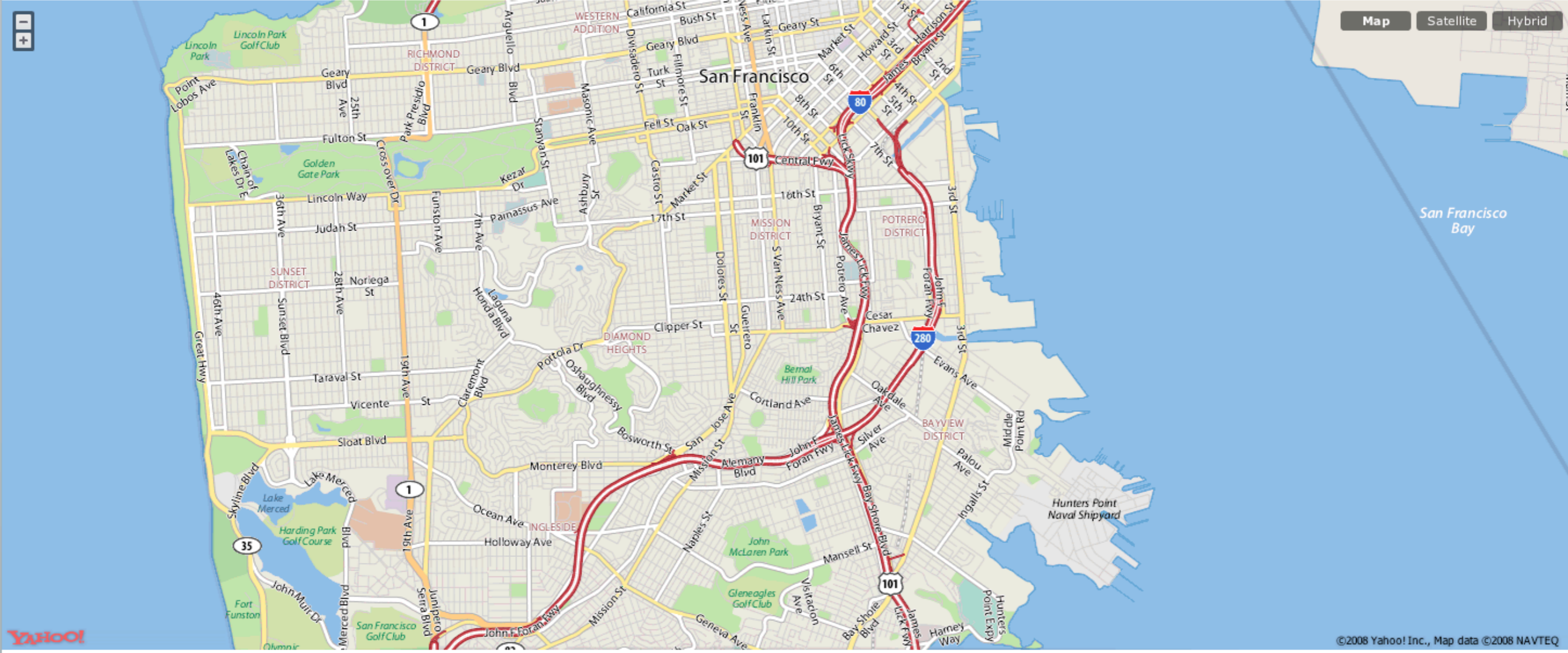




# SAN FRANCISCO AIR QUALITY

**SELECT MODE**      **CHOOSE DATE**      **CHOOSE SPEED**      **CHOOSE SENSOR**

DAY      Thr 24 July      FAST      Carbon Monoxide (CO)



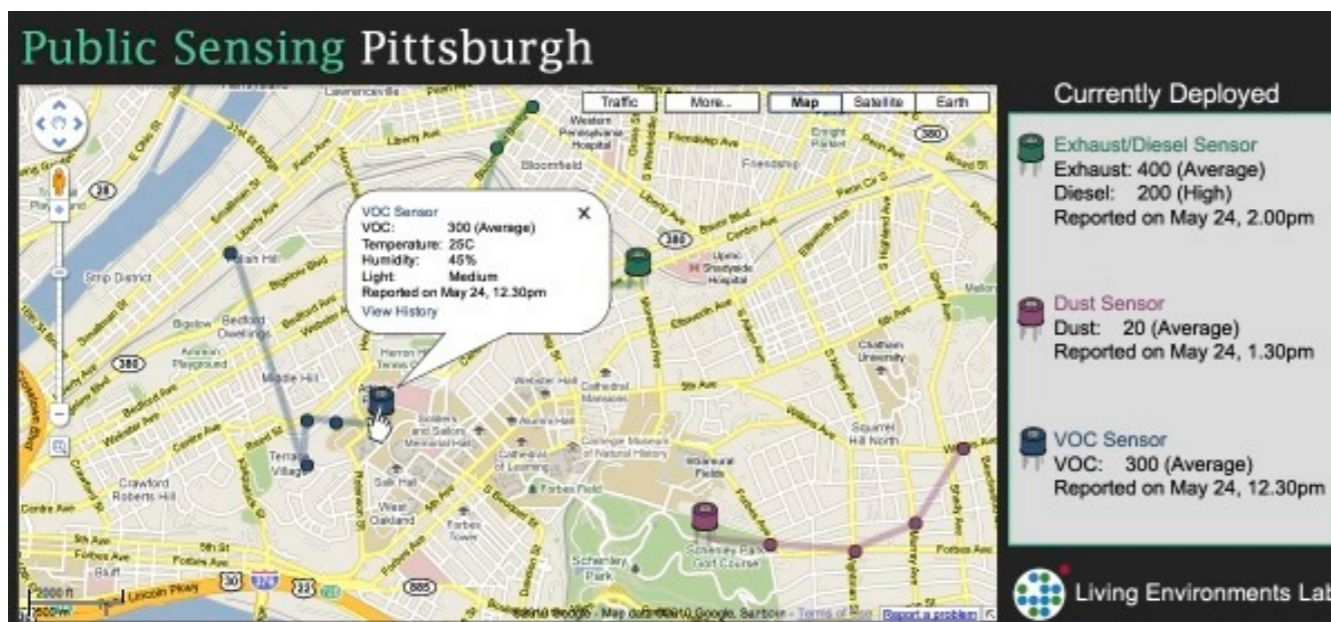
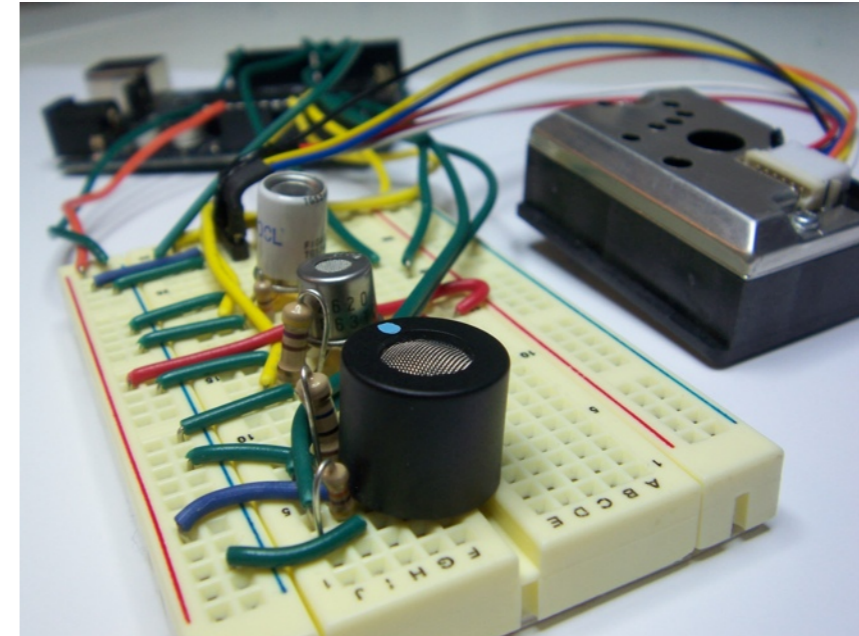
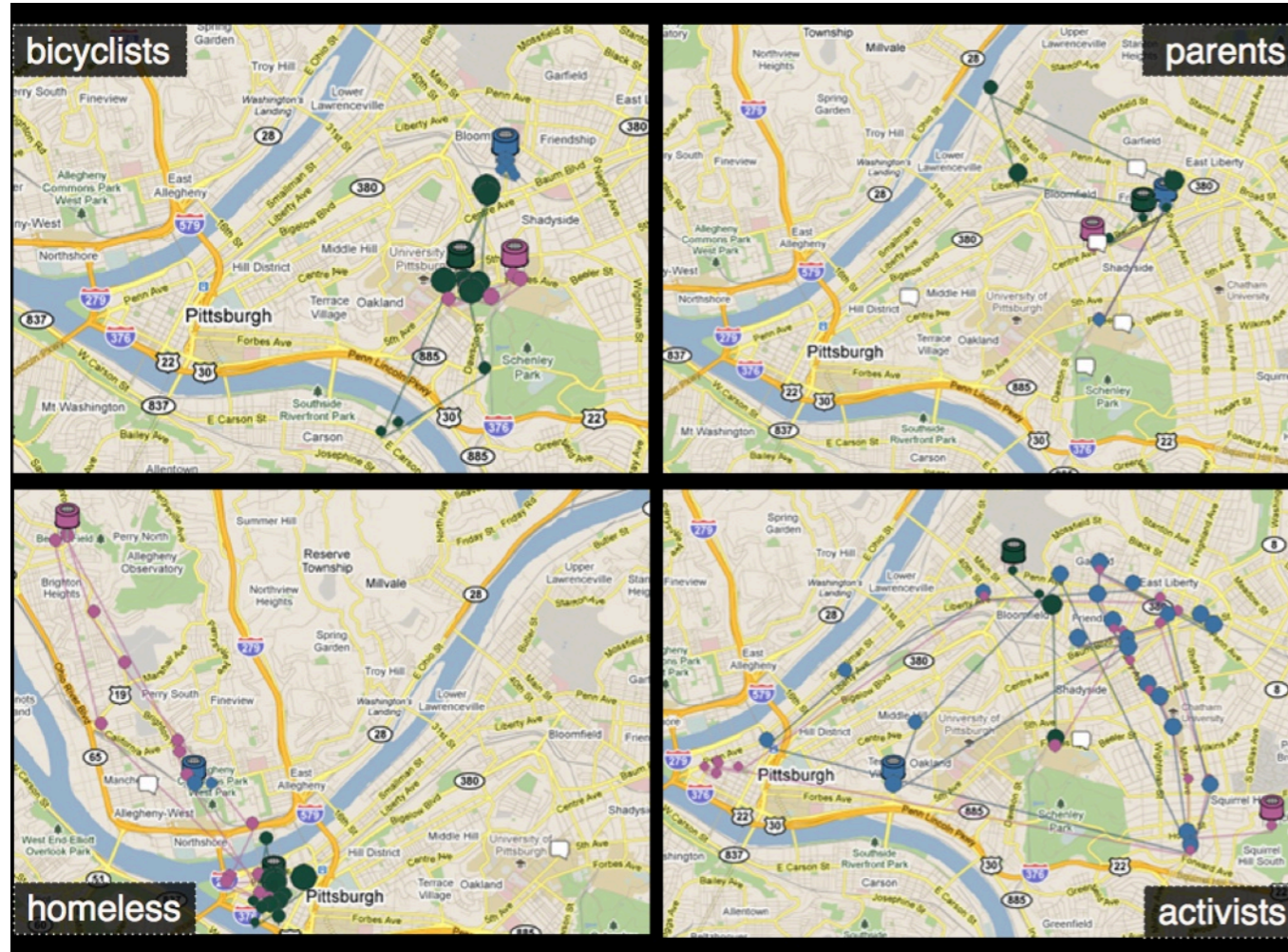
©2008 Yahoo! Inc., Map data ©2008 NAVTEQ

Fri Jul 25 09:03:19



# Community Sensing

Empowering civic engagement with place based community shared environmental sensors



If you have any questions, please feel free to [contact us](#).  
Stacey Kuznetsov, Jian Cheung, George Davic, Eric Paulos  
Human Computer Interaction Institute, Carnegie Mellon University

Ceci N'est Pas Une Pipe Bombe: Challenges to Urban Authoring and Participatory Sensing  
Stacey Kuznetsov, George Noel Davis, Jian Chiu Cheung, and Eric Paulos, ACM SIGCHI, 2011



← 000

LUCKY

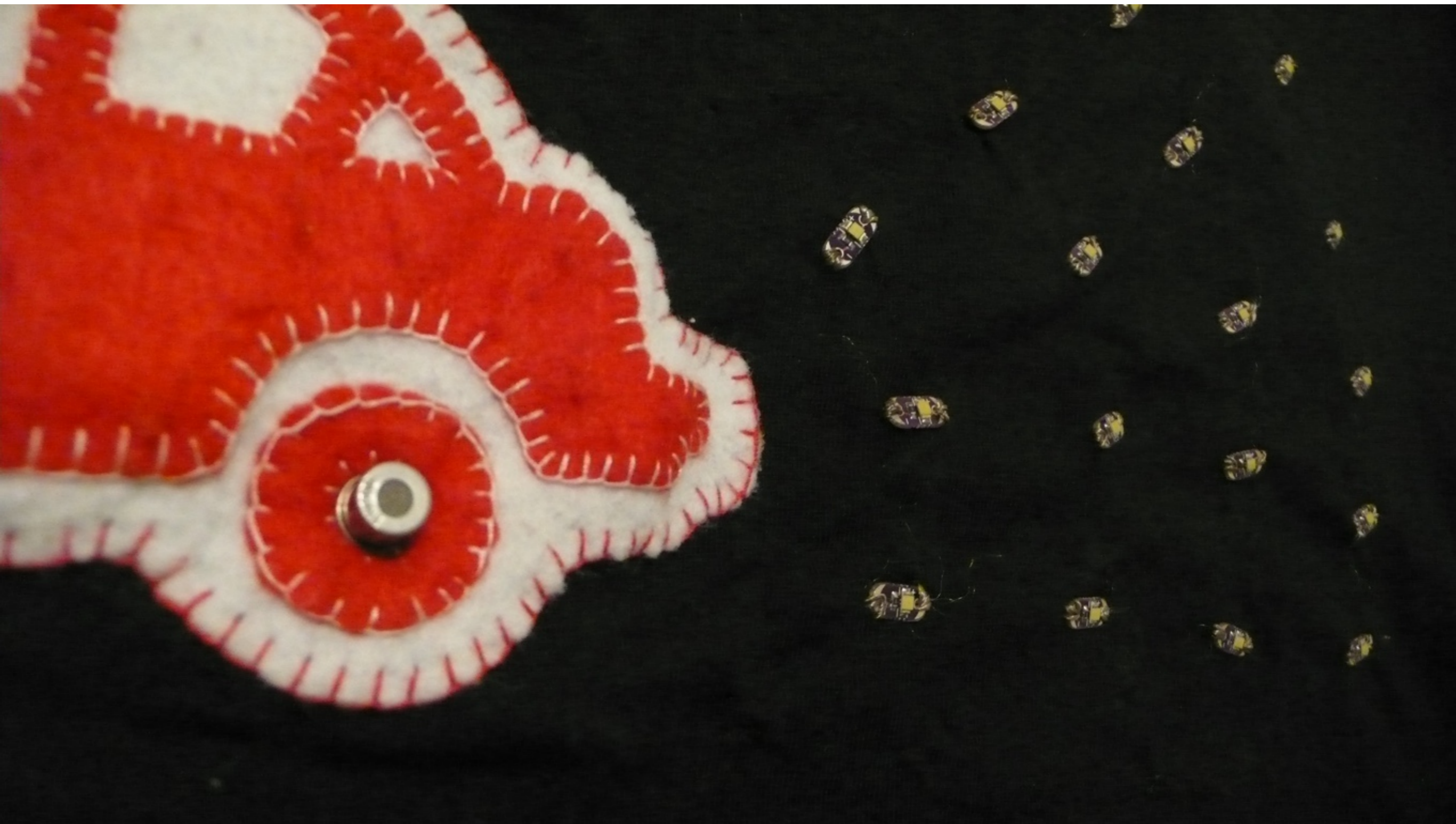
ONE WAY →

CO CLEAN ROUTE



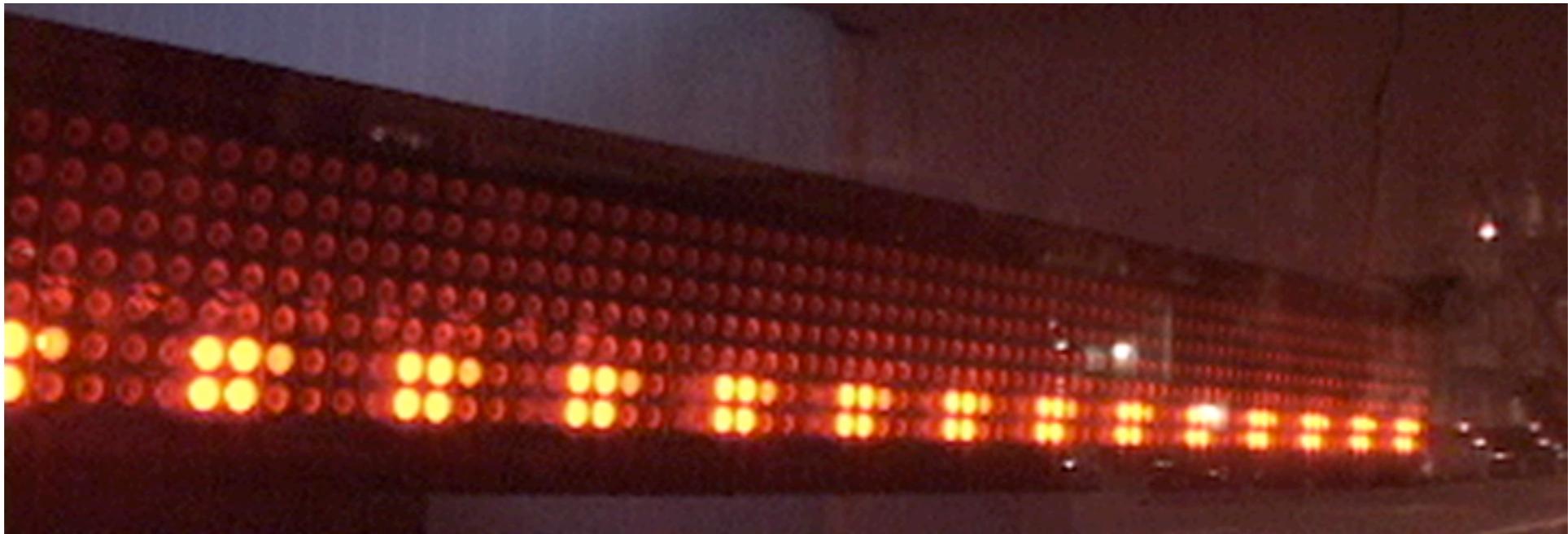
MOST SIMILAR IN THIS AREA: MYST?RI@US  
MOST RECENT UPLOADER: PAX-BUG  
WELCOME, NEWCOMER: ECOAPE





WearAir: Expressive T-shirts for Air Quality Sensing  
Sunyoung Kim, Eric Paulos, and Mark Gross  
Tangible Embedded and Embodied Interaction, 2010



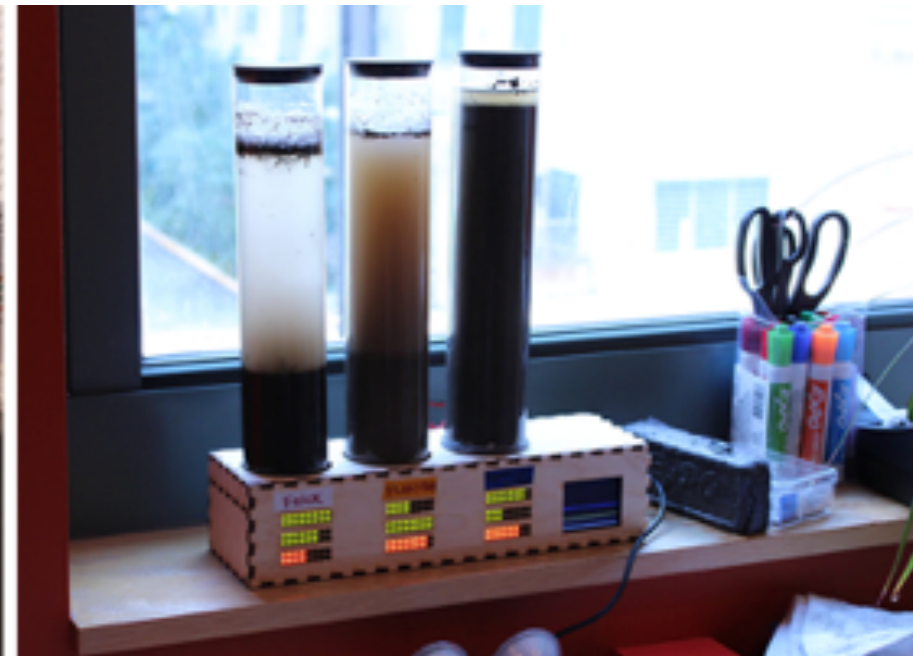
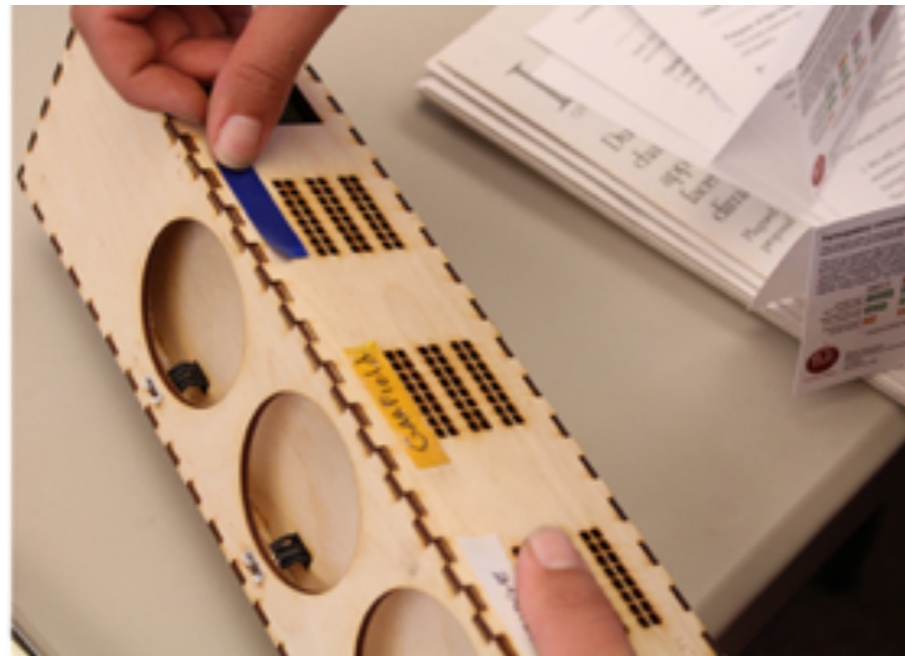
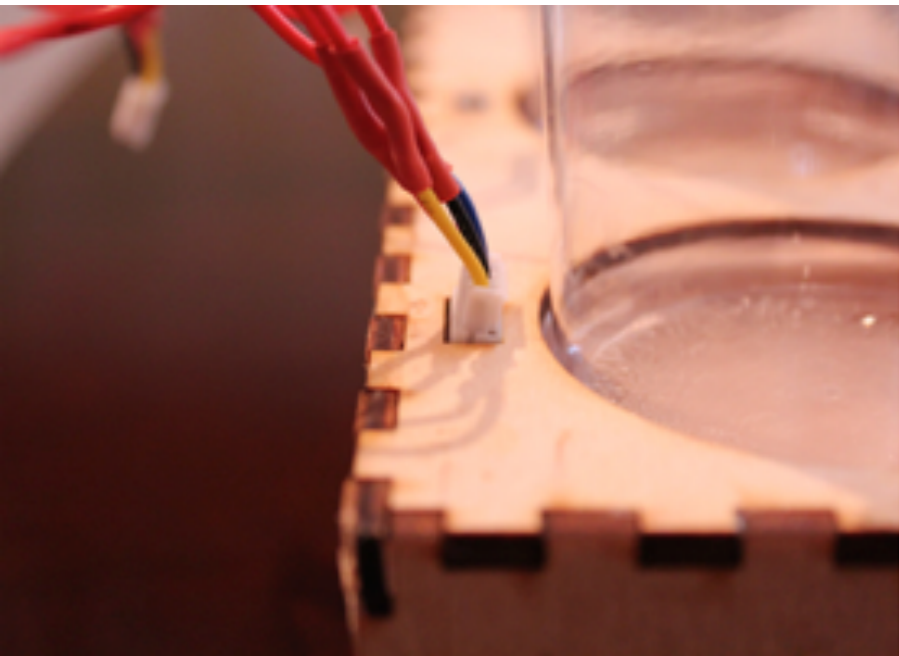






Spectacle Computing





diy bio sensing





thanks



@epaulos