

# **Human Computer Interaction 2**

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## **Outline**

(numbers give approx. number of lectures (90 min))

### **1. HCI and the Web (3-4)**

- 1.1 HCI – A Quick Reminder
- 1.2 Web Technology – A Brief Overview
- 1.3 Web Usability
- 1.4 Web Accessibility
- 1.5 Usability Reporting

### **2. Mobile and Ubiquitous User Interfaces (3-4)**

- 2.1 Motivation
- 2.2 Input and Output on Mobile Devices
- 2.3 Design Guidelines for Mobile Devices
- 2.4 System Architectures for Mobile Devices
- 2.5 Example Applications
- 2.6 HCI and Ubiquitous Computing

### **3. Information Visualization – An Introduction (3)**

- 3.1 Motivation and Examples
- 3.2 Perception Basics
- 3.3 Principles and Terminology
- 3.4 Standard Techniques for Visualization