

# Questions and Answers for the Lectures on HCI

## Module 1

1. What HCI stands for? What are the other names by which the field is popularly referred to?

**Answer:** The term HCI stands for **H**uman **C**omputer **I**nteraction. It is also popularly known by the names **C**omputer **H**uman **I**nteraction (CHI) and Man Machine Studies.

2. How the field is defined?

**Answer:** According to the ACM (**A**ssociation for **C**omputing **M**achinery) SIGCHI (**S**pecial **I**nterest **G**roup on **C**omputer **H**uman **I**nteraction) definition, HCI is a discipline concerned with the *design, implementation and evaluation* of interactive computing systems for human use and with the *study of major phenomenon surrounding them*.

3. Discuss about the nature of the field.

**Answer:** The field is interdisciplinary. That means, it is influenced by inputs from various fields of study that include computer science, engineering, psychology, cognitive science, social science, anthropology, fine arts and so on. However, according to the ACM SIGCHI, computer science is the core discipline whereas others serve as the supporting discipline.

4. Mention only the milestone in the evolution of the field.

**Answer:** The field evolved parallel with the evolution of the field of computing technologies, shaped by many technological milestones. Listed below are the major milestones in the historical development of the field.

- a) Video display units (1950s)
- b) Sketchpad by Ivan Sutherland (1962)
- c) The NLS system by Douglas Engelbart and group (1968)
- d) Idea of personal computer (1970s)
- e) WIMP interfaces and direct manipulation (1980s)
- f) The idea of World Wide Web (WWW) (1989)

To get more details on these milestones, refer to the slides of Module 1, Lecture 2.