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