Course C03
HCI History: Trajectories into the Future
1 unit

Instructor:
Jonathan Grudin, Microsoft Research, USA

Benefits:
Learn about the history of human-computer interaction as it has been addressed by psychologists, computer scientists, human factors engineers, information systems researchers, designers, and others. By understanding the dynamics that have brought us here, we will be in a better position to understand how to position our efforts effectively going forward.

Origins:
I have recently published articles on HCI history in several places, including the new HCI handbook edited by Julie Jacko and Andrew Sears. I penned the Timelines column on this topic for Interactions magazine. I have lectured on this topic and presented dozens of conference tutorials on other topics.

Features:
• How are different HCI fields similar and different? Why?
• What is the relationship between technology innovation and behavior?
• What is involved in bridging between HCI-related disciplines?
• What major shifts of direction have occurred in human-computer interaction, and why?
• What do the trajectories of change from past to present tell us may lie ahead?
• The course is not an engineering history focused on who did what when or a conceptual history focused on what ideas emerged when, although these are touched on. The course focuses on widespread shifts over time and the forces acting upon large groups that produce them.

Intended Audience:
The course is intended for anyone who thinks that the best preparation for where we are headed is to understand the road we have traveled to get where we are today.

Presentation Style:
The course is a lecture course, but will rely on graphics and quotations much more than bullet point slides.

Instructor’s Background:
Dr. Jonathan Grudin is a Principal Researcher in the Adaptive Systems and Interaction Group at Microsoft Research where he conducts research in several topics, including the history of human-computer interaction and the adoption of emerging technologies.