

Human Computer Interaction

The State University of New York at Oswego

Research Partnership

Background

Human Computer Interaction at the State University of New York at Oswego is a unique project based, interdisciplinary graduate program. Coursework includes the basic principles of HCI, design and evaluation methodology, programming user interfaces as well as general software design. Electives in graphic design and other disciplines allow students to broaden their HCI expertise as well as a particular specialization.

Throughout their educational experience, students are challenged by increasingly difficult course based projects as well as opportunities to engage in independent research projects or assist ongoing faculty research. The culminating experience for our students is a two semester long project experience. As HCI is an applied discipline, experiential learning is the principle element of the HCI program. These courses will provide students with the opportunity to participate in design projects that will require that they apply the principles of design, analysis and evaluation that they acquired in their previous course work.



The execution of the projects in these courses will emulate the methodology

students will employ in work settings. Working in teams they will select the project, identify the required tasks, assign work responsibilities, execute the plan and formally present the project to the faculty and students in the HCI program.

Partnership

As a way of enhancing the project experience of the students and providing a unique service to local companies, the Human Computer Interaction program is soliciting proposals from local technology orient companies who would benefit from the expertise and facilities our program will provide. Given the increasing complexity of computer-based products, attention to usability is an increasingly critical aspect of the design process. It is understood that, although the long-term benefits of usability analyses are well known, the costs of the facilities and testing can be prohibitive. By making our students and facilities available to local companies, we can provide the necessary usability analyses and testing that are essential for ensuring usable projects

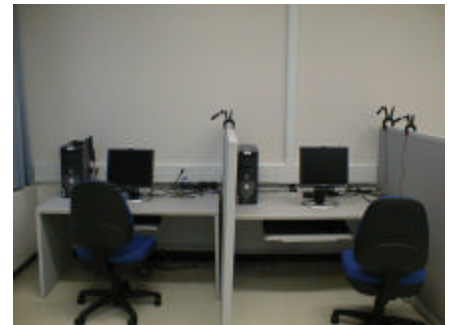
This partnership will also have tremendous benefits for the students enrolled in the HCI program. They will be able to work on actual products and problems that are being addressed by local companies. That will provide invaluable educational experiences for those students as well as insight into they types of problems they will be facing once they graduate. In addition to being advised and guided by the HCI faculty, students will also work closely with their corporate "clients" on these projects.

Facilities

The HCI laboratory is a state-of-the-art facility for testing usability.

Testing Station

- 2 Windows based systems
- Eye tracking
- Keystroke recording
- Continuous screen capture
- Face and hand recording



Researcher Facilities

- Session monitoring
 - Display of all cameras and computer displays
- Video recording
 - Output of testing stations
 - Analog and digital
- Data analysis and editing
- Flexible design allows for rapid reconfiguration

Additional Facilities

The Departments of Computer Science, Graphic Design and Psychology have additional facilities that are part of the HCI program. Descriptions of these facilities can be found on the HCI website <http://ww.oswego.edu/hci>

Contact Information

For additional information on the research partnership with the SUNY Oswego HCI program please contact: Gary Klatsky, Ph.D. Director, HCI M.A. Program 315.312.3474 klatsky@oswego.edu