SEMESTRE B - Módulo Aplicaciones y Soporte

El módulo Aplicaciones y Soporte se completará con la impartición de dos seminarios por parte de dos profesores invitados, investigadores de gran prestigio internacional, que colaboran habitualmente con el máster.

⇒ **Seminario HCI: Técnicas HCI ("Human-Computer Interaction") en el análisis y diseño de sistemas de información**

- Profesor Invitado: **Prof. Dr. Jean Vanderdonckt** (Université catholique de Louvain, Louvain-La-Neuve (Bélgica))

- 8 horas

- Fechas: Jueves, 28 de febrero de 2019, de 9:30 a 13:30 h.
  Viernes, 1 de marzo de 2019, de 9:30 a 13:30 h.

- Lugar: Aula del máster, seminario 0S01

(El seminario se impartirá en inglés)

**Abstract**

This course will introduce student to a key design stage of gesture interaction: how to conduct a gesture elicitation study. Such a study consists of prompting participants (e.g., future users of a system) to choose their preferred gestures for carrying out a series of tasks through a gesture user interface and to come up with a consensus set of preferred gestures through a structured protocol.

The goals of this course are:
- To understand and manipulate the key concepts of gesture user interfaces and their influence on user experience of graphical user interfaces.
- To conduct a gesture elicitation study by themselves, based on provided resources (e.g., spreadsheets, questionnaires, forms, software).
- To access software resources existing for gesture elicitation, recognition, analysis, and development.

A Gesture Elicitation Study (GES) is decomposed into six steps:
1) Define a study: expresses parameters and specifications required to conduct a GES, such as the set of tasks (e.g., insert, search, compare), their referents (e.g., images or videos), the context of use, and the various data to be collected.
2) Conduct a study: runs the previously defined GES, which results in a set of elicited gestures along with their associated data (e.g., goodness-of-fit)
3) Classify gestures: classifies previously elicited gestures according to any classification method, based on criteria.
4) Measure gestures: computes any measure of interest (e.g., quality, agreement) on previously classified gestures.
5) Discuss gestures: induces a discussion among the various stakeholders to come up with a consensus on elicited gestures (e.g., discard, keep).
6) Export gestures: converts consensus gestures to integrate them into a gesture recognizer and/or any module for supporting gesture recognition.

Bio
Jean Vanderdonckt is Full Professor of Computer Science at Université catholique de Louvain (UCL, Belgium) where he leads the Louvain Interaction Laboratory (LiLab) since 1998. He holds a master and an aggregation in mathematics, a master in computer science and a PhD in Sciences from University of Namur. He has over 25 years of experience in research and development in Human-Computer Interaction. He is currently ACM Distinguished Scientist and Speaker, IEEE Senior Member, and member of ACM SIGCHI. He is currently co-editor-in-chief of Springer HCI Series. His work belongs to the discipline of Human-Computer Interaction (HCI) and relies on a formal model-based approach of user interfaces of an interactive system in order to guarantee its usability with respect to the end user in her context of use. It is intended to develop this interface according to a model-based, step-wise approach supported by a user interface description language.