

Focus Areas

- Human Factors in Software Design
- Usability Engineering Overview
- Interaction Design – Famous Laws
- Interaction Design Paradigm
- Interface Design Rules and Heuristics
- Web Usability Guidelines
- Gestalt's theory in Interaction Design
- Form/Navigation/Menu Design
- UX – User Experience Design
- Usability in Mobile Apps
- Usability Evaluation
- User Support Systems
- Usability case studies from Nielsen Norman Group Website

Practice sessions will be conducted to test drive the above techniques in Unity and other open source tools for ID.

Registration

The workshop is sponsored by AICTE ATAL scheme and hence there is no registration fees. Interested may register at AICTE ATAL website.

<https://www.aicte-india.org/atal>

Workshop No 1058



About the Workshop

The workshop is focused in the areas of Interface Design, Human Computer Interaction and Usability Engineering. Usability of products in general and more so of software make or break the success of it. The prevailing trend is to address and accommodate cognitive science in the process of software design and development as opposed to focusing only on creating User Friendly version. Usability engineering is an emerging trend in HCI design that addresses cognitive aspects such as mental model, digit span, primality, etc. in the process of software design. The workshop would expose the audience to other related topics such as Universal Design, Interface Design Heuristics, User Support Systems etc. Concepts discussed in the lecture sessions would be practiced as part of the lab sessions which would also expose the audience to emerging tools for interface design such as Unity, etc. In all the workshop would focus on Software Engineering as a Design Process with the user in mind always!

Coordinators

Dr B Sivaselvan, Associate Professor

Co-organizers:

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IIITDM
KANCHEEPURAM

**organizes a 5 day Workshop on
Human Factors in Software Design-
(USE'HCI-21) sponsored by**



June 21 to 25, 2021

IIITDM Kancheepuram, a centrally funded institute offers UG and PG programs in computer, electronics and mechanical engineering with the mandate of excelling in IT and IT enabled Design & Manufacturing pedagogy and research. B.Tech, M.Tech, Dual Degree courses specializing in VLSI, Systems Design, etc. and Ph.D programmes in core areas of engineering are offered by us. Curricula for these programmes augment engineering domain with relevant design & manufacturing skills. More details at www.iiitdm.ac.in



Indian Institute of Information Technology, Design & Manufacturing (IIITDM) Kancheepuram,

Department of Computer Science & Engineering

Workshop on Human Factors in Software Design (USE'HCI 2021), June 21-25 2021

Date	Session 1(10 AM-11.30AM)	Session 2(11.45AM- 1.15PM)	Session 3 (2.30 -4.30PM) (break in between)
21/6/2021	Usability Engineering –Introduction Dr B Sivaselvan, IIITDM Kancheepuram	AI & Design Thinking - HCI Eashan Dash, AMD India Pvt Ltd.	Practice Session on design strength/flaws in apps , Fitts Law, Primality, etc. Vaibhav Singhal, Arul Lakshmi, Venkat, Krishnakumar & Team
22/6/2021	Interaction Design Paradigm Kenneth Karthick, IIITDM Gowthaman Premlal	Interface Design Rules & Heuristics Vedant Bassi, Signzy Tech	Web Usability Guidelines – R Harini Cloudsek Pvt Ltd. , B. Sivaselvan Practice Session related to Web Usability Guidelines Pranav, Kausik and Abinandh & Team
23/6/2021	Gestalt Theory in Interaction Design Dr B Sivaselvan, IIITDM	Interaction Design Basics – Shapes & Colors Psychology Vaibhav Singhal, Venkat IIITDM	Practice Session based on Gestalt Theory and Shapes & Colors Psychology Vaibhav & Team
24/6/2021	Interface Design – Desktop v/s the Mobile Platform, Johnson Kenneth Karthick IIITDM Yasho Vardhan, Vedantu	Universal Design Principles Pranav, Kausik and Abhinand IIITDM Kancheepuram	Practice Session related to Interface Design & Universal Design Principles – Kenneth & Pranav & Team, IIITDM
25/6/2021	User Experience Design – Prof Anirduha Joshi IIT Bombay	User Support Systems Aakash V, Trimble Dany Prakash GAVS India and Anomol, Trimble	Interaction Design Case Studies of successful products Interactive App Development Session using principles gathered from the workshop

15 Sessions planned in all – Balanced Mix of Theory and Practice Sessions to expose the audience the Design Thinking for Interface Design, includes online experts lecture to accommodate the best minds in respective fields of HCI / Interface Design