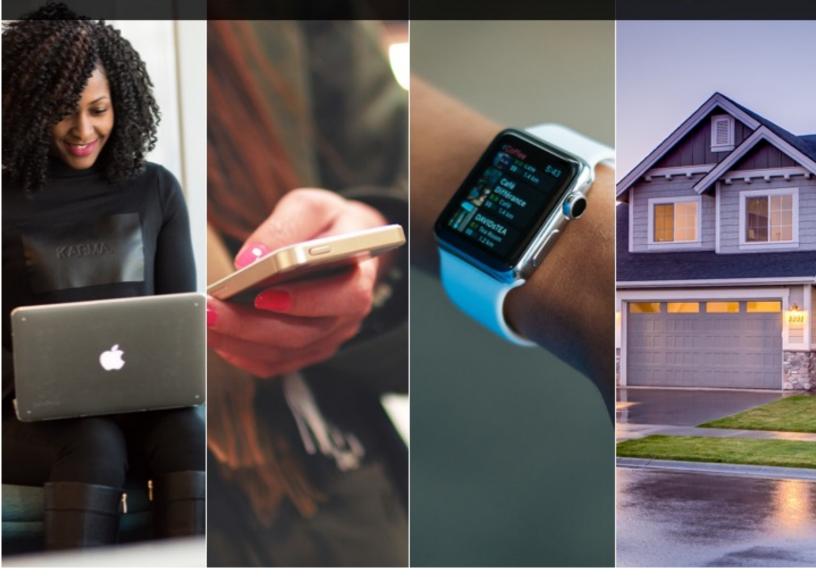# EECS 598: HUMAN-COMPUTER INTERACTION

This course teaches principles (e.g., human-centered systems design, usability, accessibility) and methods (e.g., requirements gathering, functional prototyping, user study evaluation) of technical Human-Computer Interaction (HCI) research. The course surveys HCI research threads including Human-AI Interaction, Social Computing, Behavior Modeling, Education Technologies. Group assignments give students exposure to HCI research methods.

Instructor: Nikola Banovic (http://www.nikolabanovic.net)
Prerequisites: Graduate standing; or permission from instructor.

LEARNING OBJECTIVES
- Learn principles and methods of developing interactive software systems.
- Learn to gather user requirements from stakeholders.
- Learn methods for iterative design and prototyping of interactive systems.
- Learn methods for evaluation of interactive systems.
- Learn about current research threads in technical HCI.