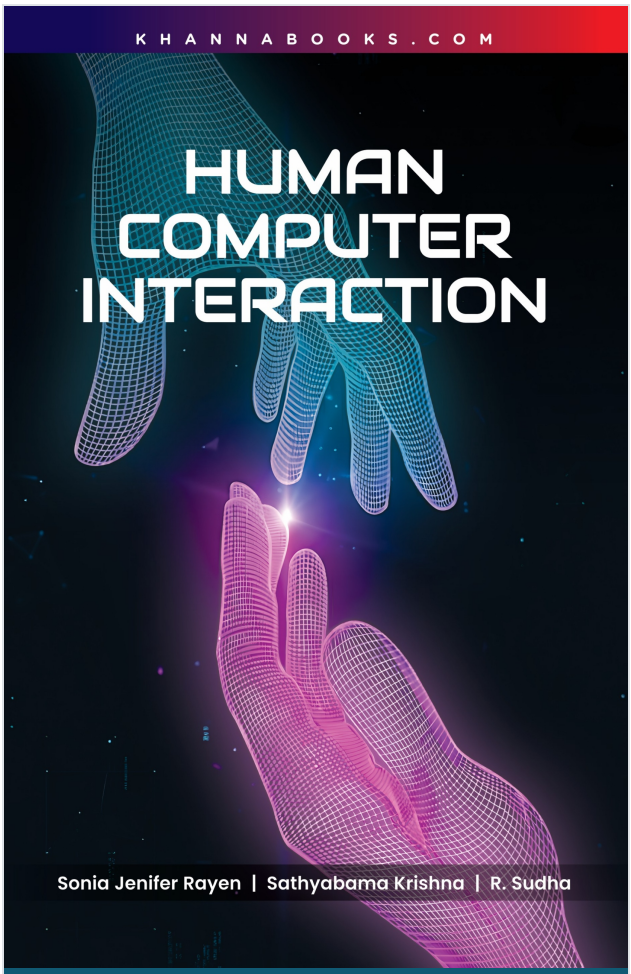


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Human Computer Interaction

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ISBN 13 :	978-93-55389-21-3
ISBN 10 :	9355389213
E-ISBN 13 :	978-93-55389-21-3
Edition :	First
Pages :	168
Type of book :	Physical
Year :	2026
Language :	English
Publisher :	Khanna Publishing House
M.R.P :	Rs 248.00
Categories :	Computer Science Engineering, Book Store, Sathyabama Series, New Arrivals
Condition Type :	New
Country Origin :	India

Product Description

Human-Computer Interaction (HCI) is a comprehensive and structured resource designed to explore the principles, methodologies, and evolving landscape of interaction between humans and computing systems. Recognizing the critical role of HCI in shaping modern digital experiences, this book focuses on creating technology that is accessible, efficient, intuitive, and user-centered. It examines not only the technical dimensions of interface design but also the cognitive, psychological, and social factors that influence how people interact with digital systems across diverse platforms and devices.

The book provides a balanced blend of theoretical foundations and practical applications, enabling readers to develop a deep understanding of user-centered design principles. Beginning with the fundamentals of HCI, it explores human sensory systems, memory, perception, cognition, and information processing before progressing to advanced topics in interaction design and usability engineering. Through systematic coverage of design methodologies and evaluation techniques, readers learn how to create interfaces that improve user satisfaction, efficiency, and accessibility.

A significant emphasis is placed on contemporary application domains, including mobile interfaces, web applications, and interactive systems. The text introduces established cognitive models such as GOMS (Goals, Operators, Methods, and Selection Rules), linguistic models, and cognitive architectures that assist in predicting user behavior and optimizing interface performance. It also examines socio-organizational considerations, stakeholder requirements, and collaborative design approaches essential for successful system development.

Designed for students, researchers, academics, and industry professionals, this book serves as a valuable guide for mastering interface design, usability evaluation, and user experience development. By integrating human factors, cognitive science, and practical

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design methodologies, it equips readers with the knowledge and tools required to build effective, engaging, and user-friendly computing systems.

Salient Features:

- Foundational Principles: Introduces the core objectives of Human-Computer Interaction, including usability, human factors, user-centered design, and the interdisciplinary contributions of computer science and cognitive psychology.
- Human System Analysis: Explores human sensory and perceptual systems, including vision, hearing, touch, memory, cognition, and information-processing mechanisms that influence user interaction.
- Interaction Design: Covers the essential principles of creating intuitive and effective user interfaces, including navigation structures, screen layouts, interaction scenarios, and the role of HCI within the software development lifecycle.
- Cognitive Models: Provides detailed coverage of major theoretical frameworks such as GOMS (Goals, Operators, Methods, and Selection Rules), linguistic models, and cognitive architectures for analyzing and predicting user performance.
- Socio-Technical View: Examines socio-organizational aspects of system design, including stakeholder analysis, communication models, collaboration frameworks, and non-technical factors affecting technology adoption.
- Mobile HCI Deep Dive: Discusses the mobile ecosystem, mobile application frameworks, mobile web technologies, information architecture, and design challenges associated with modern mobile computing environments.
- Web Interface Mastery: Guides readers through user interface design best practices for web applications, including interface components, navigation structures, interaction techniques, and workflow optimization.
- Practical Prototyping: Covers iterative design and prototyping methodologies, including formative and summative evaluation techniques, storyboarding, animation-based prototypes, and limited-functionality simulations for interface

testing and refinement.

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