

Department of Computer Science and Engineering

College of Engineering, University of Nevada, Reno

CS 791 HCI

Graduate Topics on Human-Computer Interaction

Assignment #3

HCI area survey

February 23, 2016

Due:	Friday, March 4, 2016 at 8:00 pm (by email) Single PDF file, named A3_YourLastName.pdf
Points:	100
Weight in course grade:	7%

For this assignment you have to select and survey (as indicated below) an *HCI area* that interests you. Examples of such areas include, but are not limited to: virtual reality, augmented reality, mobile devices, mobile applications, assistive technologies, embedded virtuality, the Internet of Things, wearable computing, educational games, and large-scale visualizations.

If it better fits your HCI research and/or study interests you are welcome to narrow down a specific area, for example to mobile applications for fitness tracking, educational computer games for pre-schoolers, or assistive navigation approaches for the blind.

Your survey should include the following sections:

1. Introduction – what is this area about and why is it important
2. Brief history – how the area started and how it (broadly) evolved
3. Most important achievements in this area so far (at least 3)
4. Major current research and development directions, with specific examples of projects or products (at least 5)
5. Major players in the field from academia and/or industry (at least 3)
6. Expected research and development directions for the future (at least 3)
7. How this area contributes to your research and/or studies
8. References (at least 12)

This survey should be at least 2,500 words long (not counting references). Illustrative figures and, possibly, tables (with proper citations given) should be included in the survey.

Send the assignment as a single PDF file to the instructor by email at dascalus@cse.unr.edu.