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Week 1 Discussion: Human to Human Interaction in Human to Computer Interactions

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The organizational and social perspectives are, in my opinion, the two most important factors to consider within HCI. Specifically, the organizational perspective brings with it the issues surrounding the psychological, cognitive, and affective aspects of how computers and humans interact (Te'eni, Carey, & Zhang, 2007, p. 6). While the social perspective focuses on the ability of humans to communicate and collaborate using the computers in question.

These two factors are not only important in HCI, but in HHI, as well. What I mean is, computers are not about machines, they are about people and the ability for people to solve problems; those problems primarily being the communication of ideas, and the collaboration to understand or implement those ideas. Problems in this context are not necessarily complications, but rather the ability to relate. After all, any time two people meet they must first solve the problem of how to communicate with one another. As such the ability to replicate HHI to the greatest extent possible can only lead to better HCI.

Over the next ten years I hope to witness a fully integrated (socially) ubiquitous augmented reality system. Google goggles are already bringing this to reality (Manjoo, 2012). The ability to interact with your environment as though every surface were a computer is, quite possibly, the end of standard workstation desktops. Every surface, every location, everywhere and anytime, can be transformed into a virtual communications environment. HCI in this context moves entirely from the world of keyboard mouse to HCWI (Human/Computer/World Interaction).

Reference

Manjoo, F. (2012, July/August). *You Will Want Google Goggles*. Retrieved October 14, 2012, from Technology Review: http://www.technologyreview.com/review/428212/you-will-want-google-goggles/

Te'eni, D., Carey, J., & Zhang, P. (2007). *Human Computer Interaction: Developing Effective Organizational Information Systems.* Danvers, MA, USA: John Wiley & Sons, Inc.