

Nice work. And completely without wikipedia-references -- unusual :) I gave some comments on how to further improve future assignments. Please take them as suggestions, not critique :)

Human Computer Interaction

The interaction between the user, the software and the hardware. A discipline blending together behavioral science, ergonomics, aesthetics and software design.

[A Brief History of Human Computer Interaction Technology](#)

Computer-Supported Cooperative Work (CSCW)

The way in which collaborative projects are enhanced, organized and may possibly be supported by computers and networking technologies.

[New Collaborative Working Environments 2020](#)

Computer-Supported Collaborative Learning (CSCL)

A branch of the learning sciences that involves learning together with the support of computers.

[CSCL: An Historical Perspective](#)

Design of Interactive Systems

Creating a user experience (that adapts, I don't think that interactive systems have to be adaptive. Or do you mean that they were especially designed for the needs of the user?) to the needs of the user within the context of what the system is being used for.

[The challenges of designing interactive systems](#)

Participatory Design

A development process where the users influence the design and deployment of computer systems and interfaces.

[Bringing Design to Software](#)

User Modeling

What a system knows about a user that can then be used to improve an interface.

[User Modeling for Adaptive and Adaptable Software Systems](#)

Ambient Intelligence

An electronic environment in which all manner of computer systems communicating with each other seek to support normal human activity unobtrusively and adaptively. By using systems that can predict what the user will want, drawing on information about the user they can adapt more readily to the user needs. The convergence of "smart" technologies that interface not only with the user but also with each other to create a seamless and rich user experience.

This concept of a network of systems that all work together as a unified user interface is what I find most exciting about Human Computer Interaction. Designing a single system to work with a user is a matter of finding what the user wants and implementing that in a useful way. But to connect different systems to each other sharing the progress in user design from one system to another brings it to a different level entirely. It's applying the concept of collaborative work to user design.

[What is Ambient Intelligence?](#)