

☺ Bringing it together

- 🖥️ • Humans
- ↻ • Computers
- ☀️ • Interaction
- ☀️ • SDLC
- • Paradigms
 - Interaction Design
 - Design Rules
 - Implementation Support

☺ Humans

- 🖥️ • Input/output channels
 - ↻ – Input – Output
 - ☀️ – –
 - ☀️ – –
 - – –
- Memory
 - Types – models
 - –
 - –

☺ Humans Thinking

- 🖥️ • Reasoning
 - ↻ –
 - ↻ –
 - ☀️ –
- ☀️ • Problem solving
 - –
 -
 -
- Errors
 -
 -

☺ Humans

- 🖥️ • Emotions
 - ↻ –
- ☀️ • Social Beings
 - ☀️ –
- • Individual differences
 -
- Levels of knowing
 -
 -
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Computers



what constitutes a computer?



• Input



• Output

• Memory

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-
-
-
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Computers



• Thinking and reasoning



• Problem solving



• Errors

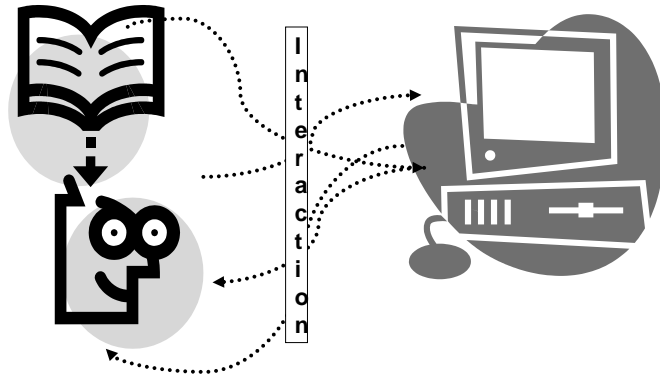


• Emotion

• Individual differences



Interaction



Human 'world view'

Computer 'world view'



Interaction



• Models



• Interaction model to problem solving model



• Ergonomics



• Interface types

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😊 SDLC



- Main models



model

adv

disadv



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- HCI in model

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😊 Paradigms



- Time sharing
- Videos



- Tool kits



- PC
- WIMP



- Direct(?) manipulation
- CCSW

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- www
- Ubiquitous
- Context aware

😊 Interaction Design



- What is design?



- The design process



- Users
 - scenarios
 - personas
 - play act
- Limitations

😊 Interaction design -structure



- Scope



- Goal seeking



- Structures



– Hierarchies, networks



Web design



- Web page



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- Content design



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- Site design

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Form design



- basic

- Grouping
- Structure
- Ordering
- Alignment



- Interaction

- What to do
- What is available
- Affordances



- Appearances

- Aesthetics vrs utility
- Colour
- internationalisation



Design Rules



- Principle



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- Standards



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- Guidelines

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Design rules - models



- Nielsen



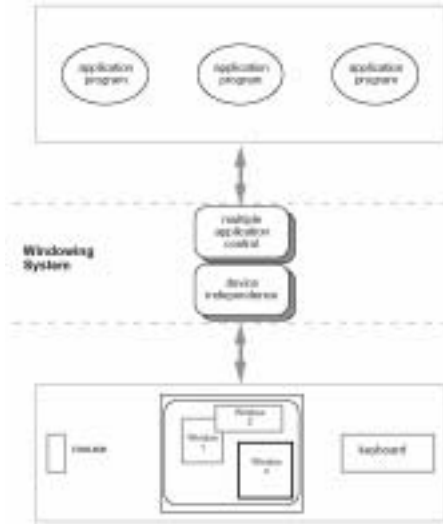
- Shneiderman



- Norman

- Design Patterns

Implementation Support

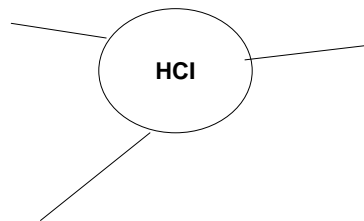


Implementation support



- Support vrs flexibility
- Models of control
- Implementation techniques
- Emerging trend – why?

Bringing it together



Guest Lectures



- Miriam Walker's View of Commercial HCI
- Beryl's Pen Software
- Suzanne Currie's job and tools she uses.