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
  -
  -
  -
  -

Computers

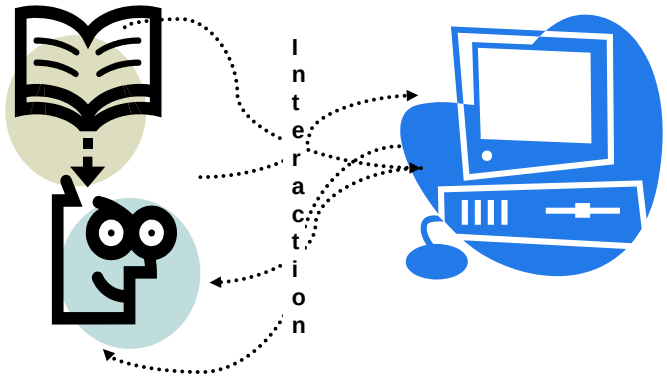
what constitutes a computer?

- Input
  - –
  - –
  - –
  - –
  - –
- Output
  - –
  - –
  - –
  - –
  - –
- Memory
  - –
  - –
  - –

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
  - –
  - –
  - –
  - –
  - –

SDLC

- Main models

  model adv disadv

  –
  –

- HCI in model
  –
  –

Paradigms

- Time sharing
- Videos
- Tool kits
- PC
- WIMP
- Direct(?) manipulation
- CCSW
  –
- 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
  -
  -
  -
- Content design
  -
  -
  -
- Site design
  -
  -
  -

Form design

- basic
  - Grouping
  - Structure
  - Ordering
  - Alignment
- Interaction
  - What to do
  - What is available
  - Affordances
- Appearances
  - Aesthetics vrs utility
  - Colour
  - internationalisation

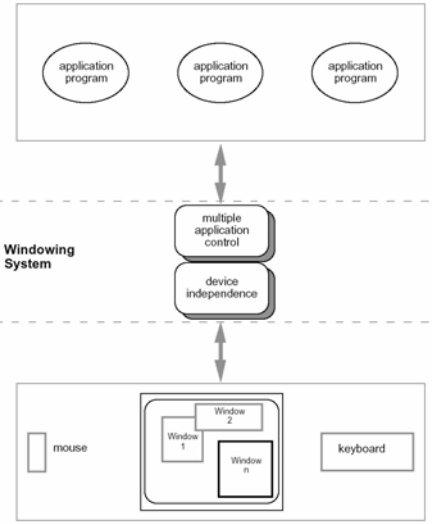
Design Rules

- Principle
  -
  -
  -
- Standards
  -
  -
  -
- Guidelines
  -
  -

Design rules - models

- Nielsen
- Shneiderman
- Norman
- Design Patterns

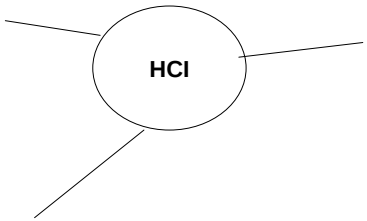
Implementation Support



Implementation support

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

Bringing it together



Guest Lectures

- Sarah Keogh – a new graduate's perspective
- Dan Hawthorne – elderly users
- Suzanne Currie – a usability engineer

Mid-term test

- Monday 19th September
  - PLT1 6.30 – 8.00 (1 hour test + reading time etc)
- Focuses around the assignment
  - Background knowledge,
  - Personas and scenarios
  - Implementation issues
- Expect what, why, how type questions
- Don't forget about the tasks you have done in tutorial
- We will be looking to see that you know the theory and know how to apply it

Exam (Beryl's Part)

- Focused on the theory
- The lectures
- The text book chapter 1 - 8