

## ☹ Bringing it together

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

## ☹ Humans

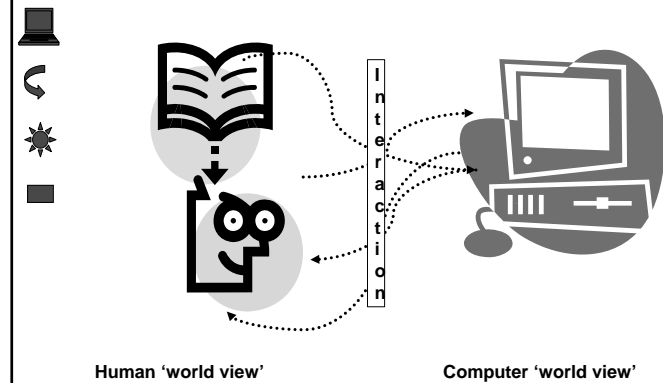
- 🖥 • Input/output channels
- ↻ • Memory
  - Short-term / long-term
- ☀ • Reasoning
  - Problem solving
  - Errors
  - Emotions
  - Social Beings
  - Levels of knowing
  - Individual differences
- 

## 😊 Computers





what constitutes a computer?

- ↻ • Input
- Output
- ☀ • Memory
- 




## ☹ Interaction




## Interaction

-  • Models
  -  – Interaction model to problem solving model
-  • Ergonomics
  -  – Ergonomic 'no-nos'
- Interface types




## SDLC

-  • Relationship of Interaction Design to systems development
  -  – Difficulty to negotiate adequate time, resources and flexibility for HCI activities
-  • Usability engineering
  -  – **usability metrics**
    - measuring concept, measuring method and levels
  - Limitations





## Paradigms

-  • Time sharing
- Videos
-  • Tool kits
- PC
-  • WIMP
-  • Direct(?) manipulation
- CCSW
  -
- www
- Ubiquitous
- Context aware





## Interaction Design

-  • What is design?
  - Achieving goals within constraints
  - Understand your materials
-  • The design process
  -  – Iterative, never perfect
  - Scenarios and personas
-  • Navigation design
  - Local structure, global structure, dialogue
- Screen design and layout
  - Grouping, Alignment, White space, Affordances, etc.
- Prototyping





## Web design

-  • Site design
-  • Content design
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- 





## Form design

-  • Basic
  -  – Grouping
  - Structure
  - Ordering
  -  – Alignment
- Interaction
  -  – Helping users find their way to their goals
  - Affordances
- Appearances
  - Aesthetics vs utility
  - Colour
  - Internationalisation

## Design Rules

-  • Principles
-  • Standards
-  • Guidelines
- Golden rules
  -  – Shneiderman's 8 Golden Rules
  - Norman's 7 Principles

## Implementation support

-  • Support vs flexibility
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-  • Models of control
-  • Implementation techniques



## Mid-term test



- Monday 18<sup>th</sup> September

  - 109-B28 6.30 – 8.00 (1 hour test)



- Focuses around HCI design and your experience from the assignment



- Expect what, why, how type questions (big blanks)



- Looking to see that you know the theory and know how to apply it