Lecture 7: Interaction Design Basics

Agenda:

• Discussion of Today’s Readings
• Design Activity Reflection
• Writing About Writing
• To Read for Next Time

Discussion of Today’s Readings

(Saffer) Saffer lists several elements of interaction design: motion, space, time, appearance, texture, sound, and sound. Be able to fluently discuss how each of these can be used in designs.

(Saffer) Why is Moore’s Law interesting to interaction designers?

(Saffer) How can we exploit Fitts’ Law in designs?

(Saffer) How do we reconcile the conflict between Hick’s Law and Miller’s “Magical Number Seven?” Is there really a conflict to begin with?

(Saffer) What are some ways in which Tesler’s Law of the Conservation of Complexity can be applied to designs. How about the Poka-Yoke Principle?

(Norman) What is the difference between an affordance and a perceived affordance?

(Norman) How can we take an affordance we as designers know about, use it in our design, and make sure our users perceive it and use it correctly? Consider Norman’s example of a touch screen: all displays afford touching, but it’s only meaningful on some. How on those interfaces shall we make sure people perceive this affordance? (I would make the cursor into a fingerprint)

(Norman) To what level do you agree or disagree with the “four principles for screen interfaces” Norman provides?

(Tognazzini) The “Ask Tog” site gives a series of starting points for interaction design which are essentially self-explanatory. Are any unclear?

(Wodtke) What is wayfinding? What are some ways you can design for wayfinding?

Design Activity Reflection

Last time, you worked in groups to design something using a variety of approaches from the field of interaction design. Let’s share what you came up with and evaluate how your design approach shaped your design.
Writing About Writing
As you did with the “Talking about Talking” exercise last week, spend some
time communicating with a neighbor only by writing. Try to discuss a variety
of things and test your intuition about what writing does uniquely well and
what it does poorly compared to, say, talking. After a few minutes of that, use
the remaining time to discuss your findings with your group.

To Read for Next Time
Norman, D. “Knowing What to Do.” From The Design of Everyday Things.
(Handed out in class.)

Emotional Design.

Wensveen, S., Overbeeke, K., & Djajadiningrat, T. “But How, Donald, Tell Us
How?: On the Creation of Meaning in Interaction Design Through
Feedforward and Inherent Feedback.

Norman, D. “Emotional Design: People and Things.”

http://www.jnd.org/dn.mss/CH01.pdf

http://www.itproducts.sdu.dk/djajadiningrat/publications/02DajDISButH.pdf

http://www.jnd.org/dn.mss/emotional_design.html