

Interfaces

The only means of interaction

Two components

- Action language
- Presentation language

These are not interfaces, but components of each interface

Types of interfaces

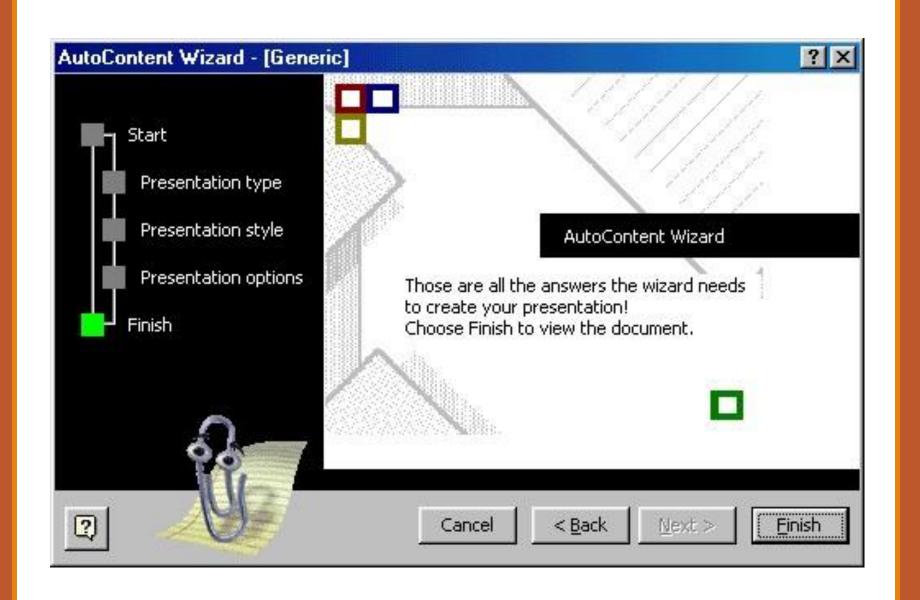
- Natural language
- Question and answer
- Command line
- Menu
- Graphical user interface (WIMP and GUI)
- Many new types of interfaces as well (touch, sound, speech, etc.)

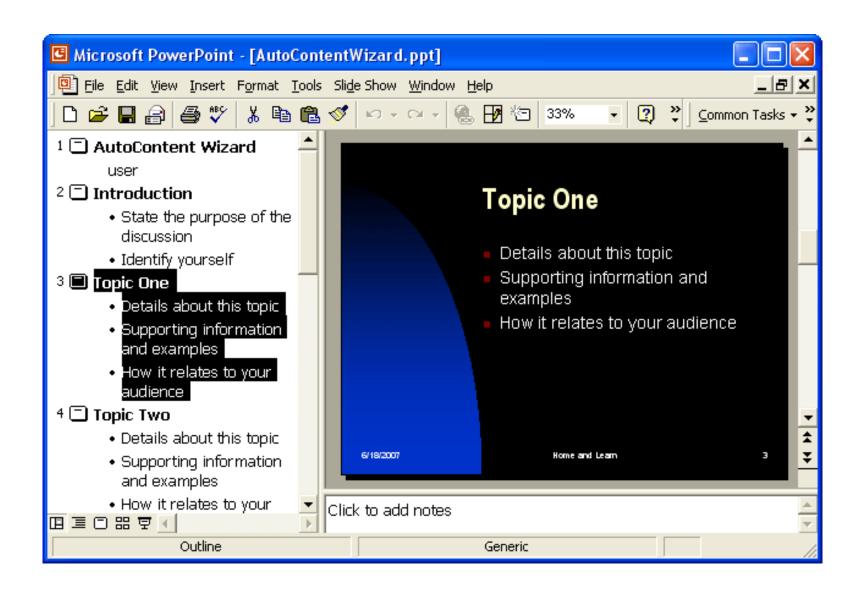
Natural language

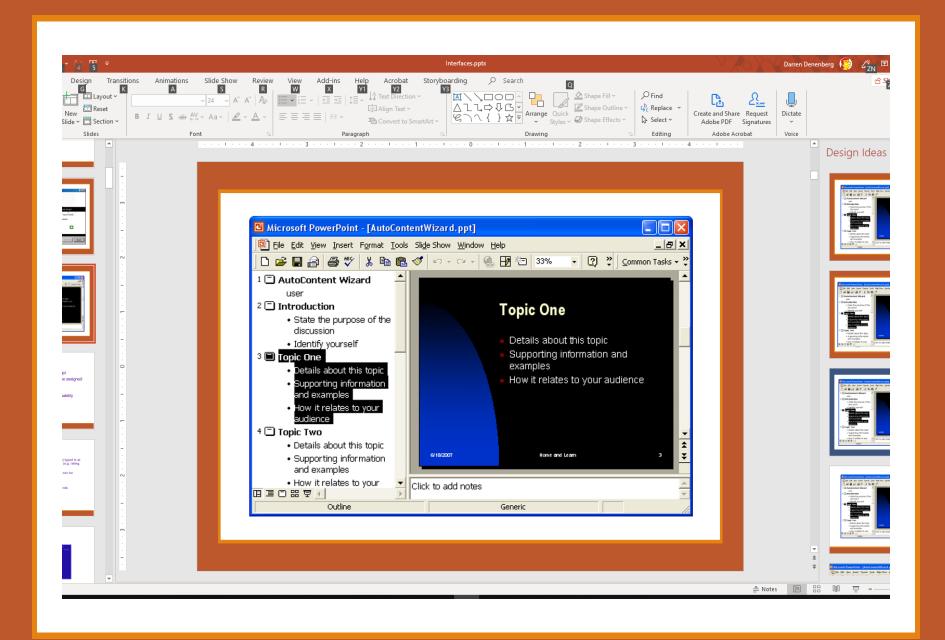
- Allows the user to use their own natural language, without concern of syntax or structure
- Linguistic variations, even within language
 - And context, especially with text
- Interface is easy, processing is hard
- Needs to continually evolve, evidence of machine underpinnings always there
- Examples

Question and answer

- In this type of interface, machine asks YOU the questions
- Very limited in capability
- Novice v. Experienced user
 - Very guided
 - Very handholding
 - Very controlled
- Examples







Command line

- Uses a relatively non-descript prompt
- Keys, especially key combos, can be assigned to functions
- Benefits?
- Difficulties, especially in terms of usability metrics

Command-based

- Commands such as abbreviations (e.g. ls) typed in at the prompt to which the system responds (e.g. listing current files)
- Some are hard wired at keyboard, others can be assigned to keys
- Efficient, precise, and fast
- Large overhead to learning set of commands

```
COMMODORE 64 BASIC U2 ****
64K RAM SYSTEM 38911 BASIC BYTES FREE
 ARCHING FOR $
 BLOCKS FREE.
 AD"DOS65",8,1
  CHING FOR DOS65
```

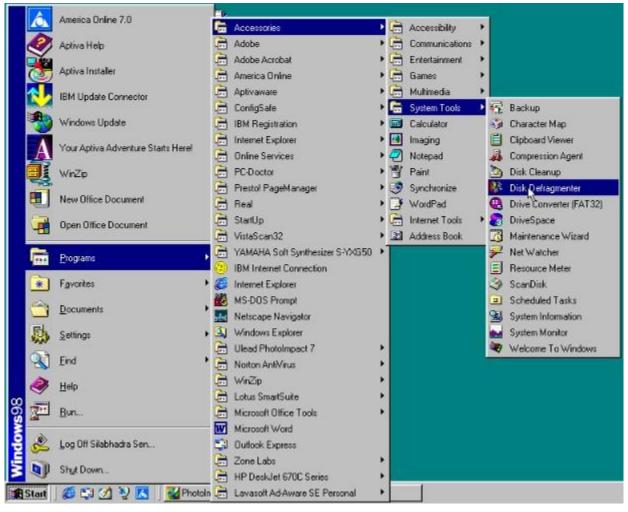


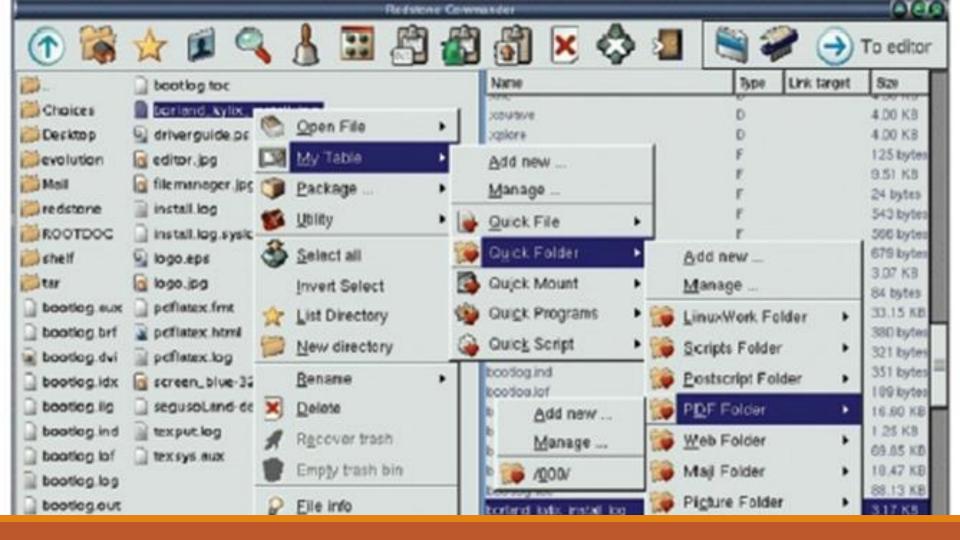
Menus

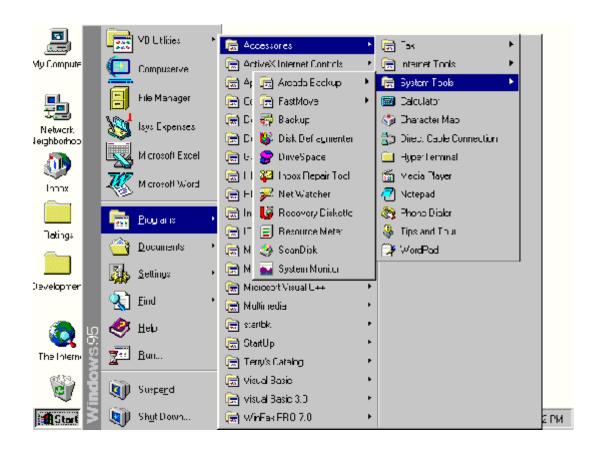
- Multiple interface styles
 - Cascading, flat lists, drop-down, pop-up, contextual, etc.
- Flat menus
 - good at displaying a small number of options at the same time and where the size of the display is small, e.g. iPods
 - but have to nest the lists of options within each other, requiring several steps to get to the list with the desired option
 - moving through previous screens can be tedious

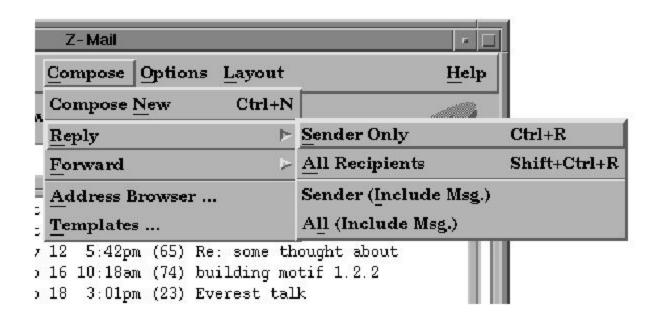
Expanding menus

- Enables more options to be shown on a single screen than is possible with a single flat menu
- Flexible navigation, allowing for selection of options to be done in same window as parents / main program
- Most common are cascading menus
 - Primary, secondary, tertiary and more
 - Requires precise mouse control, or frustration ensues
 - Can result in incorrect selection, overshooting
 - Must weigh usability versus number of options, categorizations, and depth versus breadth







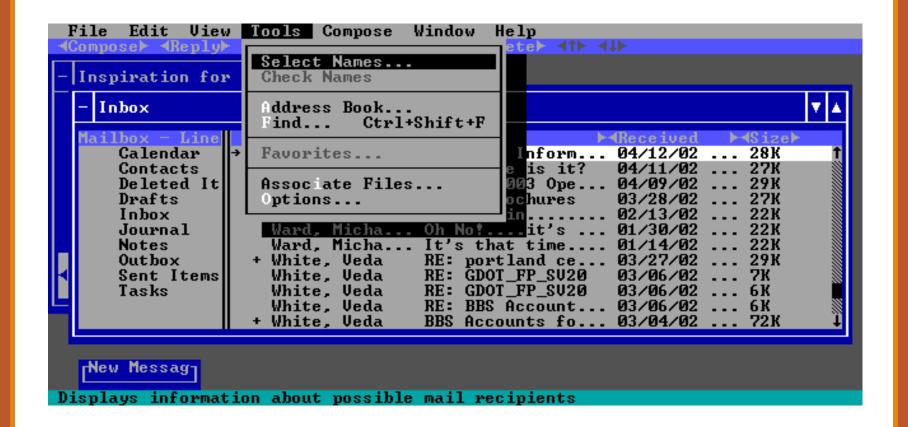


Contextual menus

- Provide quick access to often-used commands that make sense in terms of the current task
- Usually accessed via right-click
- Helps overcome navigational and usability issues with standard cascading menus
- Very helpful for novice users in limiting and guiding them (safety)
- Utilizes the magic pixel (not yet)

Standard menus

- With standard menus, consistency and selection method are concerns
- Cascades usually happen through new sub-menus
- That's inherently ok, however in practice can be difficult to see where you were, there's no breadcrumbing
 - Home & Kitchen > Furniture > Living Room Furniture > Tables > Sofa & Console Tables
- Still used surprisingly often



Design issues

What are best names/labels/phrases to use?

Placement in list is critical

Quit and save need to be far apart

Choice of menu to use determined by application and type of system

- flat menus are best for displaying a small number of options at one time
- expanding menus are good for showing a large number of options

WIMP

Windows

 Can Be scrolled, stretched, overlapped, opened, closed, and moved around using the mouse (even the keyboard), categorize functionality

Icons

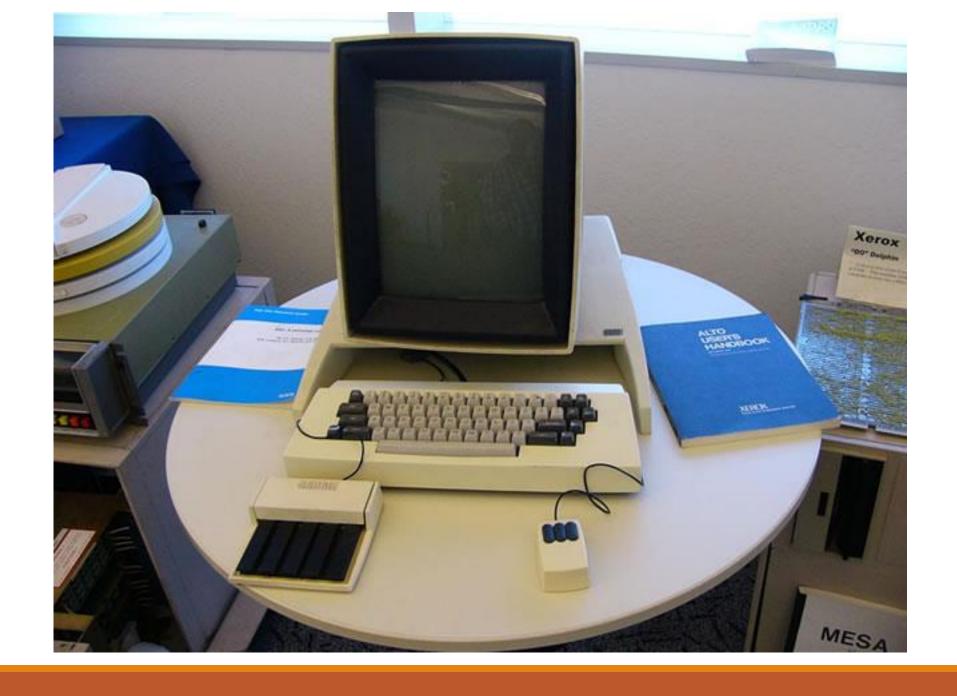
- Represent applications, objects, commands and tools that would activate when clicked on
- logical v. conceptual

Menus

 Offering lists of options that can be scrolled through, selected, and serve as list of shortcuts

Pointers

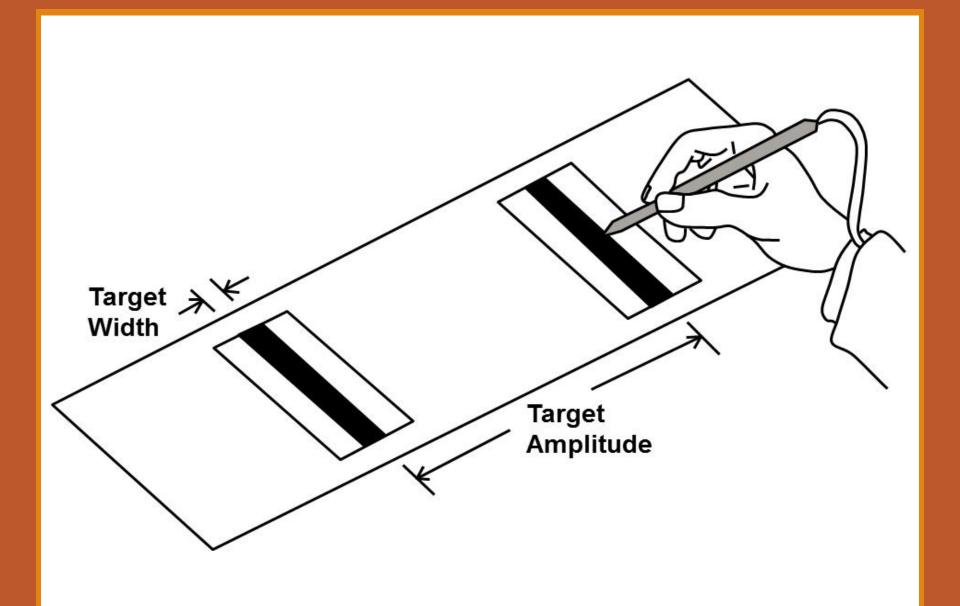
Mouse controls cursor as entry to interface, stylus, finger



Fitts' Law

$$MT = a + blog_2 \left(\frac{2A}{W}\right)$$

- 1954
- Not originally for HCI...
- ...but now one of the most used and studied HCI principles
- MT: Movement Time
- a and b: Context and device dependent
- The magic pixel, and most valuable screen real estate



Fitts' Law

$$MT = a + blog_2 \left(\frac{2A}{W}\right)$$

- 1954
- Not originally for HCI...
- ...but now one of the most used and studied HCI principles
- MT: Movement Time
- a and b: Context and device dependent
- The magic pixel, and most valuable screen real estate

Fitts' Law

$$MT = a + blog_2 \left(\frac{2A}{W}\right)$$

- **-** 1954
- Not originally for HCI...
- ...but now one of the most used and studied HCI principles
- MT: Movement Time
- a and b: Context and device dependent
- The magic pixel, and most valuable screen real estate

Time to hire a carpet cleaner?

Toys & Games > Puzzles > Jigsaw Puzzles



Toys & Games Deals STEM Toys Best Sellers Preschool Toys Boys' Toys Girls' Toys Kids' Birthdays Games New Releases Hobby, Models & Trains Best Toys of the Month Nerf Fest

amazon

Perplexus Twist

★★★★☆ ▼ 343 customer reviews | 16 answered questions

Price: \$29.98 **/prime**

Get \$70 off instantly: Pay \$0.00 upon approval for the Amazon Prime Rewards Visa Card.

Note: Available at a lower price from other sellers, potentially without free Prime shipping.

Only 6 left in stock - order soon.

Want it tomorrow, Aug. 25? Order within 3 hrs 20 mins and choose One-Day Shipping at checkout. Details Sold by Zerbert and Fulfilled by Amazon. Gift-wrap available.

- Perplexus Twist is the ultimate 4D labyrinth within a sphere!
- Inside the Perplexus Twist you'll need to navigate through 30 Challenging Barriers!
- Flip twist & spin your way to the finish line! Perplexus is easy-to-use, but hard to master!
- · Perplexus Twist is the ultimate challenge for ages 5+
- Includes: 1 Perplexus Game Sphere

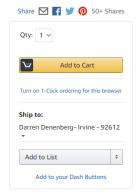
Compare with similar items

Used & new (10) from \$15.12 + \$5.12 shipping

Report incorrect product information.



Schedule >





Have one to sell?

Sell on Amazon



Roll over image to zoom in



Search for anything

All Categories

Search

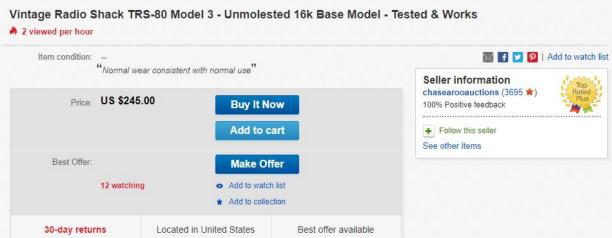
Advanced

Back to search results | Listed in category: Computers/Tablets & Networking > Vintage Computing > Vintage Computers & Mainframes





\$ Have one to sell? Sell now



\$99.99 Standard Shipping | See details

Item location: Sylvania, Ohio, United States

Ships to: United States

Delivery: Estimated between Mon. Aug. 28 and Tue. Sep. 5 @

Payments: PayPal VISA

Credit Cards processed by PayPal

PayPal CREDIT

6 months to pay on \$99+. Apply Now | See terms

Returns: 30 days money back, buyer pays return shipping, 15% restocking fee may

apply | See details

Guarantee: ebay MONEY BACK GUARANTEE | See details

> Get the item you ordered or get your money back. Covers your purchase price and original shipping.

■ Back To Mens Casual Shirts

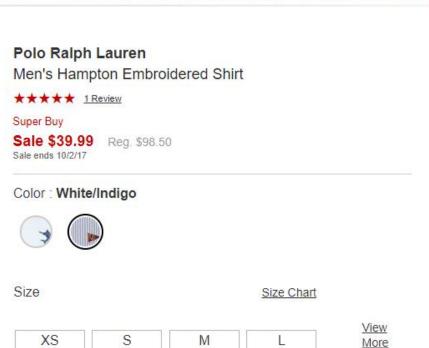












ADD TO BAG



\$89.50 Sale \$39.99

customers also shopped



ADD TO LIST

⊠ GIFTNOW





Availability

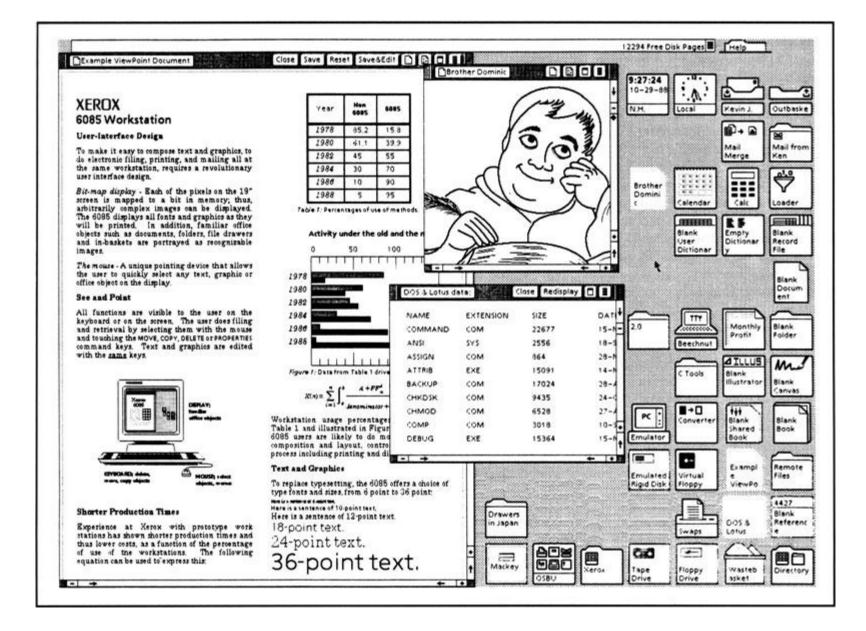
Qty:

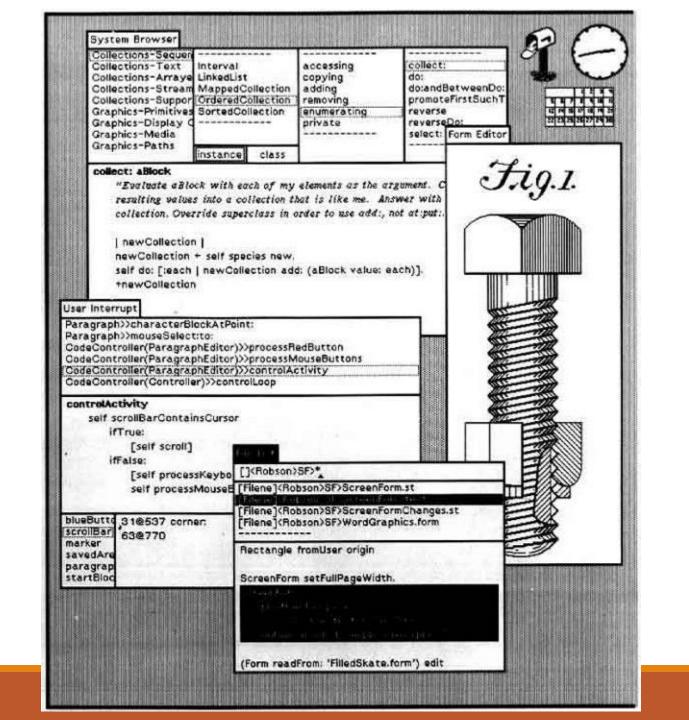
Select color & size above.

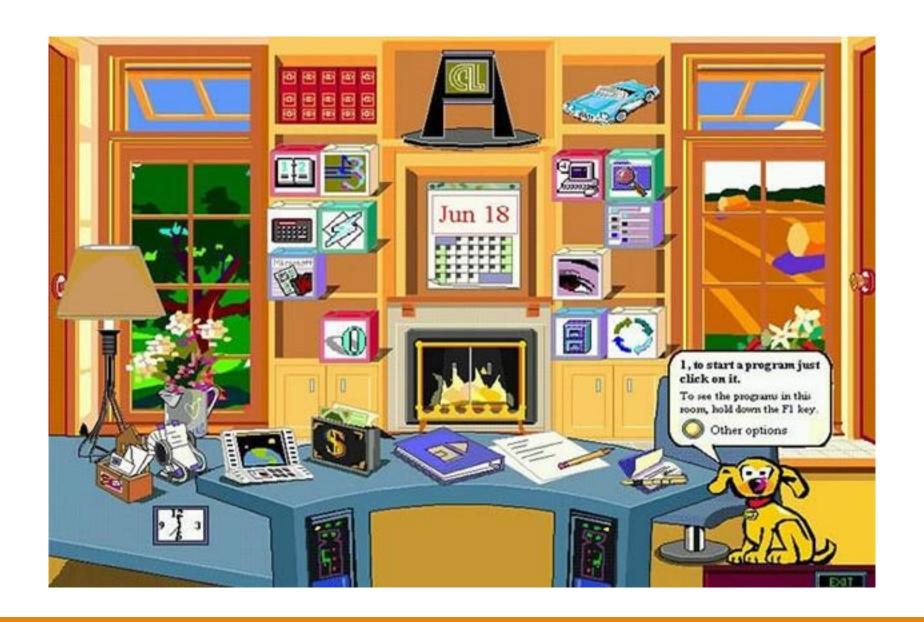
Runs true to size. Find Your True Fit.

G.U.I.

- Built off of and designed from a WIMP framework
 - Color, 3D, sound, animation
 - Many types of menus, icons, windows, nav. methods
- Importance of familiarity, metaphorical design, consistency, standards, cognition, interpretation, etc.
- New elements, continual development
 - Toolbars, docks, rollovers, multiple desktops, etc.
 - How do we adapt and re-invent for new interaction platforms?



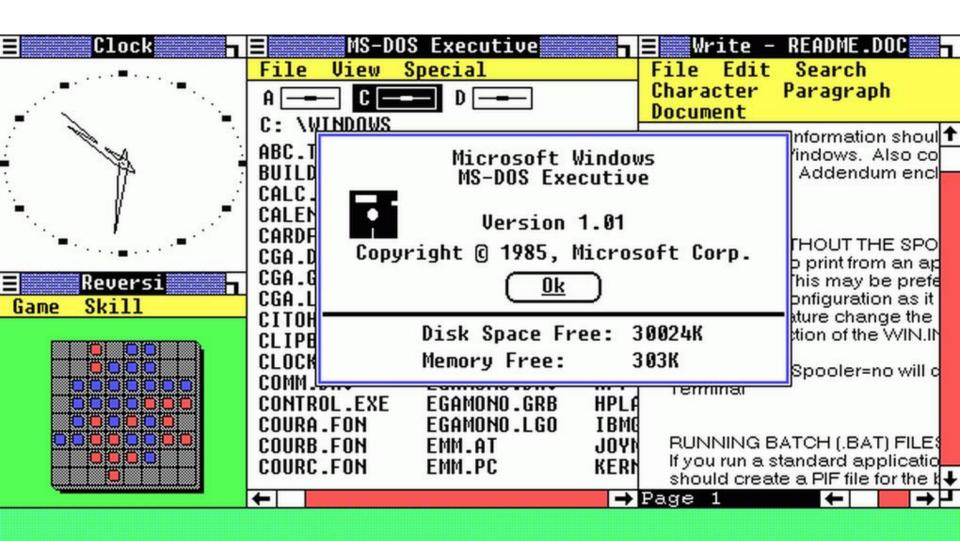




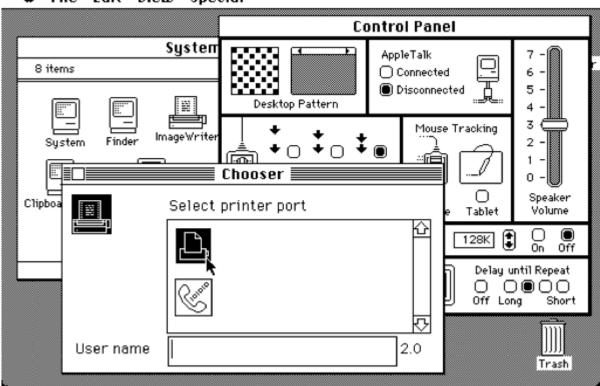
Windows

- Developed to overcome design and interaction constraints of a standard interface / display
 - Enabled more information to be more easily viewed, produced, manipulated, and tasks to be performed
- Scrollbars, text boxes, etc. allowed for access and viewing of more information
- Windows overload is possible, so need interface elements and features to deal with that
 - Listing, iconizing, shrinking, multiple desktops

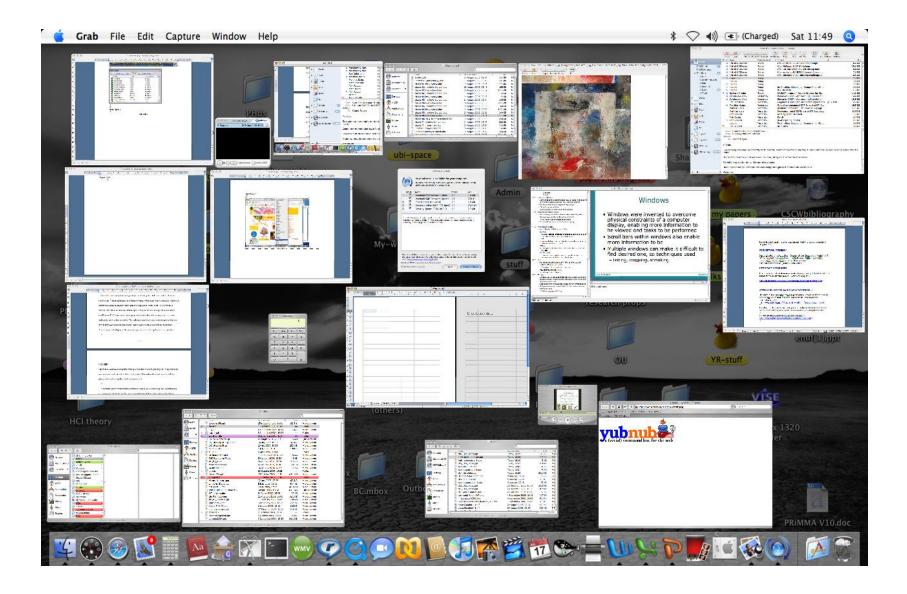
	Recurring Task	(S	Mark Street	United at 15	
Description:		Saye		Exit	
Default Priority:		New	Delete	Eind	Help
Notes: Est. Time Blocks: 0 Category: None Start: 01.01.80 End: 01.0	1 .99	01 .01 .8 Sun Me	n Tue We		orm <u>a</u> nce ri Sat
Day: 0 Weekdays Thursday Friday Friday Saturday Saturday Sunday Sunday Eyery 0 Days Months Weeks	Weeks ☐ First ☐ Second ☐ Third ☐ Fourth ☐ Fifth ☐ Last	Req:0	Comp	0 %	:0

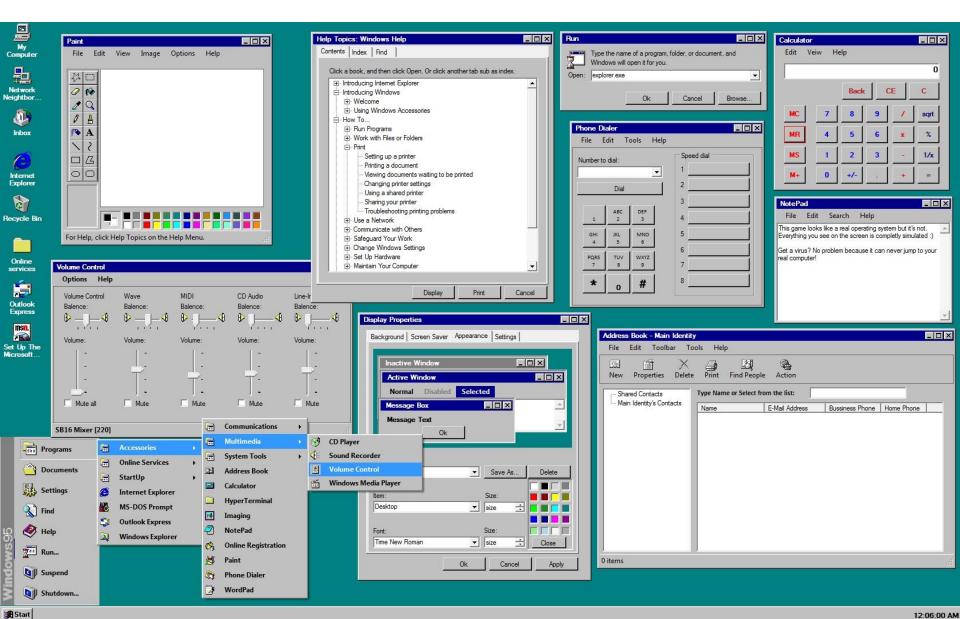


₡ File Edit View Special

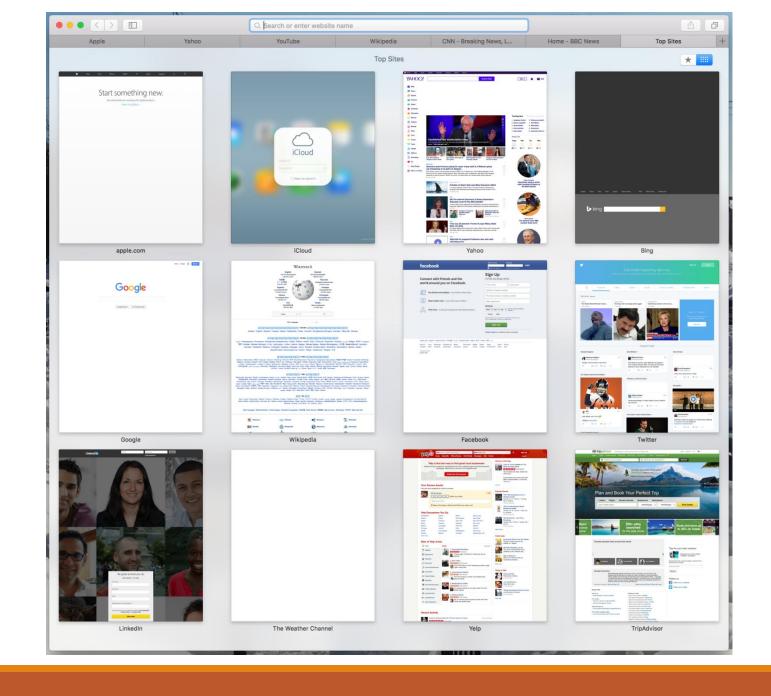


٦









Research and design issues

- Window management
 - enables users to move fluidly between different windows (and monitors)
- How to switch attention between windows without getting distracted

Design principles of spacing, grouping, and simplicity should be used

Icon Design

- Icons are assumed to be easier to learn and remember than commands
- Compact, variably positioned, visually communicative, afforded, but must adhere to standards for design
- Pervasive in every interface
 - e.g. represent desktop objects, tools (e.g. paintbrush), applications (e.g. web browser), and operations (e.g. cut, paste, next, accept, change)

Icons

- Since the Xerox Star days icons have changed in their look and feel:
 - black and white -> color, shadowing, photorealistic images, 3D rendering, and animation
- Many designed to be very detailed and animated, making them both visually attractive and informative
- GUIs now highly inviting, emotionally appealing, and feel alive

Icon forms

- The mapping between the representation and underlying referent can be:
 - similar (e.g., a picture of a file to represent the object file)
 - analogical (e.g., a picture of a pair of scissors to represent 'cut')
 - arbitrary (e.g., the use of an X to represent 'delete')
- Most effective icons are similar ones.
- Many operations are actions making it more difficult to represent them
 - use a combination of objects and symbols that capture the salient part of an action

Early icons

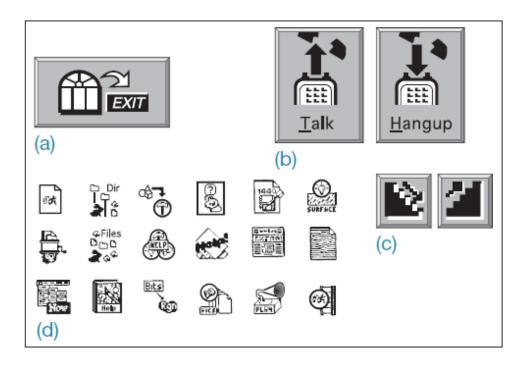


Figure 6.9 Poor icon set from the early 1990s. What do you think they mean and why are they so bad?

Source: K. Mullet and D. Sano: "Designing Visual Interfaces" Pearson 1995, reproduced with permission of Pearson Education.

Newer icons



Figure 6.11 Contrasting genres of Aqua icons used for the Mac. The top row of icons have been designed for user applications and the bottom row for utility applications



Even newer icons

Icon forms

- Skeuomorphism
 - Just like the real world
 - Has almost limitless reference
 - Curiously, we have been moving away from it, to more flat design













Research and design issues

- There is a wealth of resources now so do not have to draw or invent new icons from scratch unless necessary
 - Guidelines, style guides, icon builders, libraries
 - Can still stick to convention
 - Text labels can be used alongside icons to help identification for small icon sets
- For large icon sets (e.g. photo editing or word processing) use rollovers

Future (current) interfaces

- What are some of the new interfaces we will be (are) using?
- New interaction methods require new research, new investigation, new design, new user requirements, new thinking, new expertise, new understanding, new...
- Many of these interfaces are still evolving, still in their infancy, while others are more mature.
- What counts as a new interface? A novel interface? How can we determine what works and what doesn't?

Voice / Speech

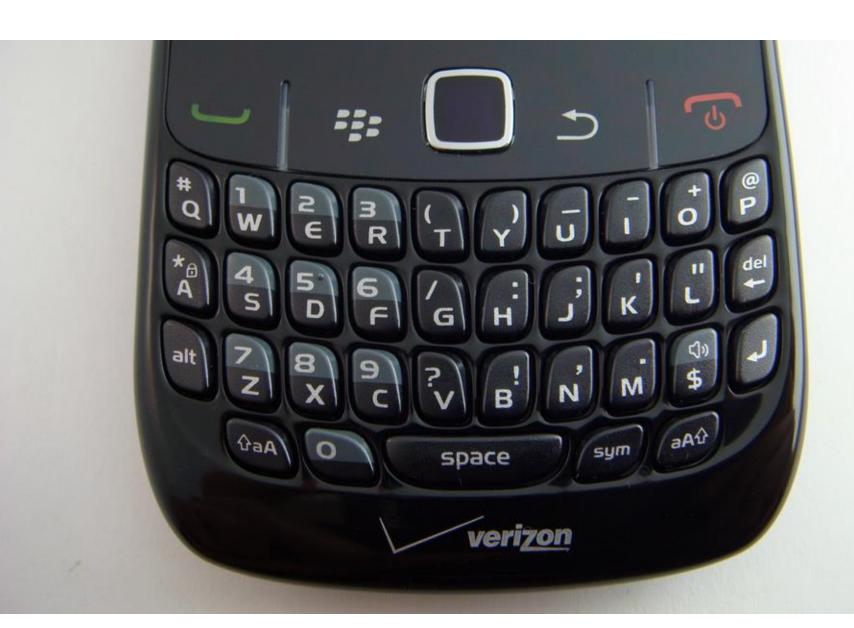
- Already talked about this, sort-of
- Same foundational concerns as natural language
- However now requires faster response, and prosodic interpretation
 - Easy for humans, hard for machines
 - Continuous
 - Discrete





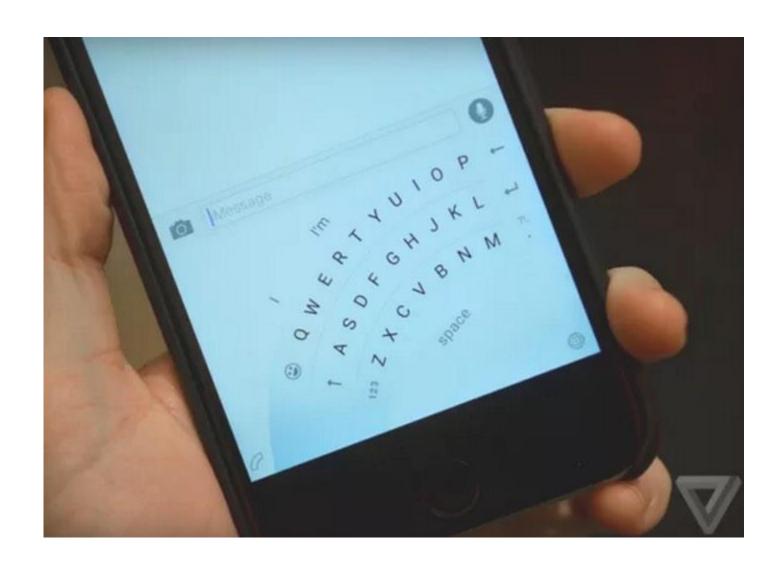




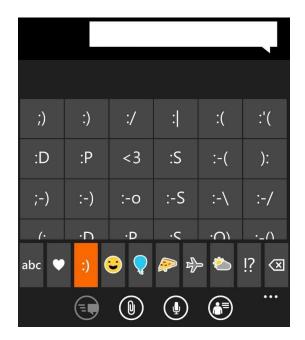




















Gaming

- Significant evolution in input methods
- Joysticks, paddles, keys, gamepads, footpads, motion detection, now we just have 'controllers.'





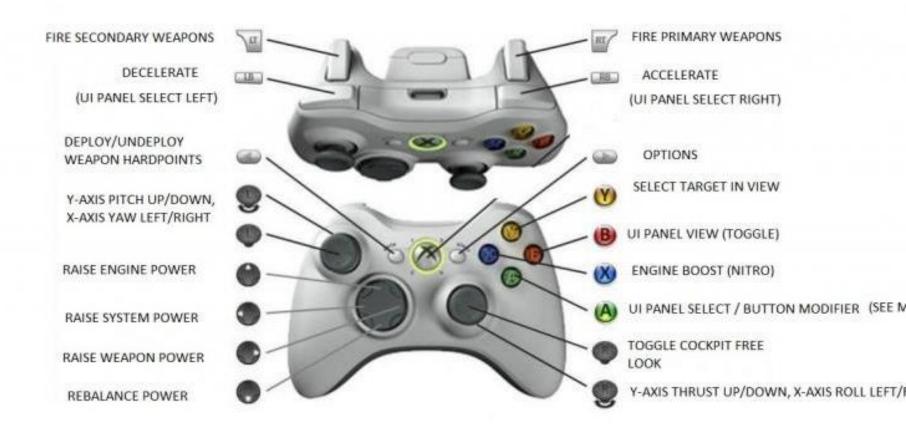












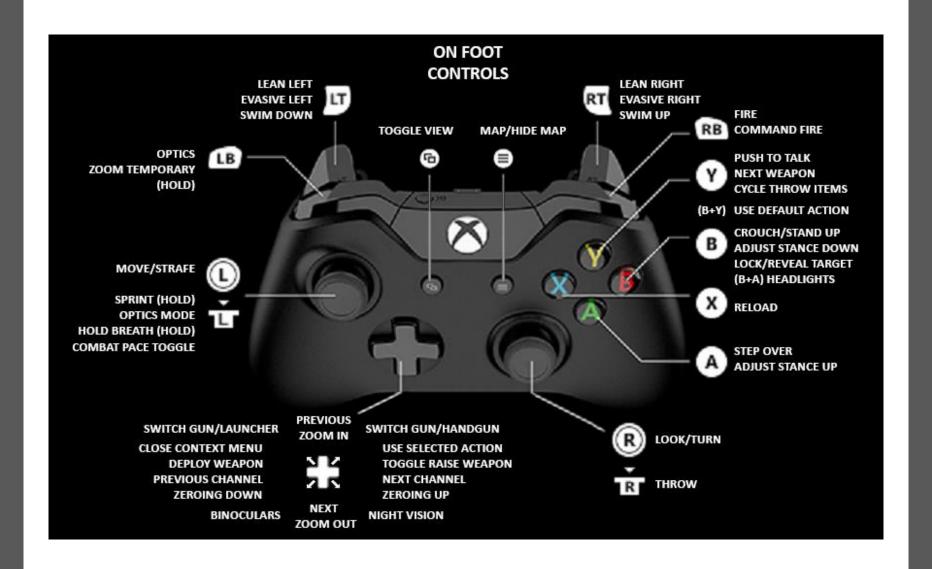
ENABLE SUPERCRUISE

Y-AXIS THRUST FORWARDS/BACKWARD S, X-AXIS THRUST LEFT/RIGHT (STRAFE)





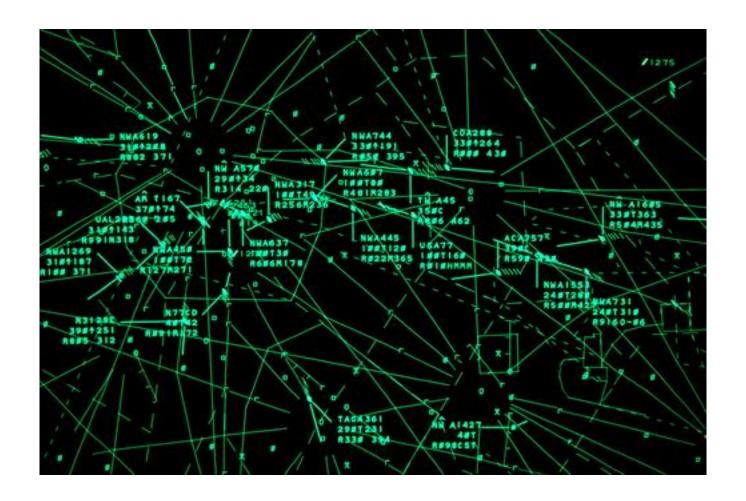


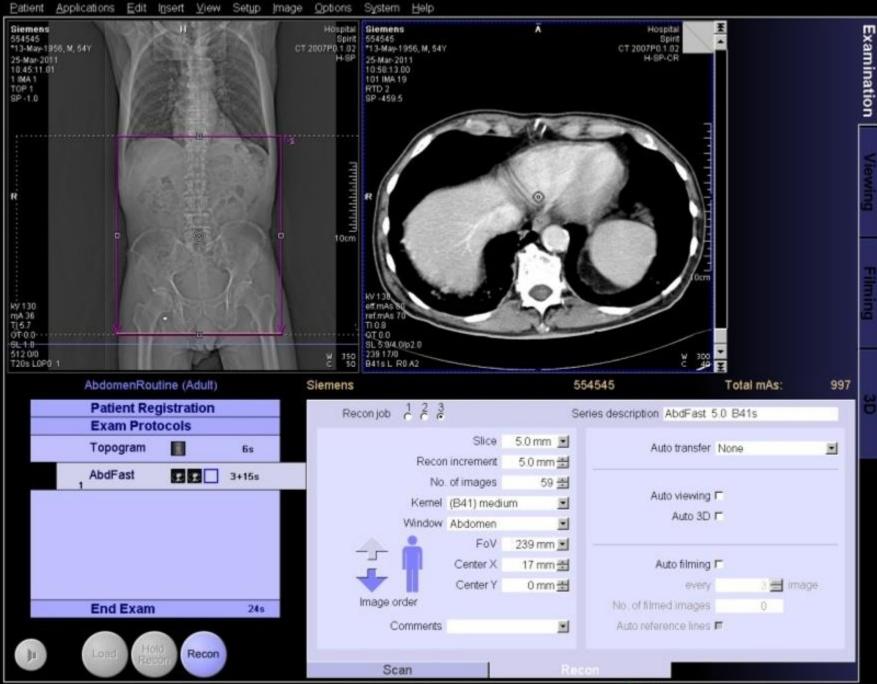


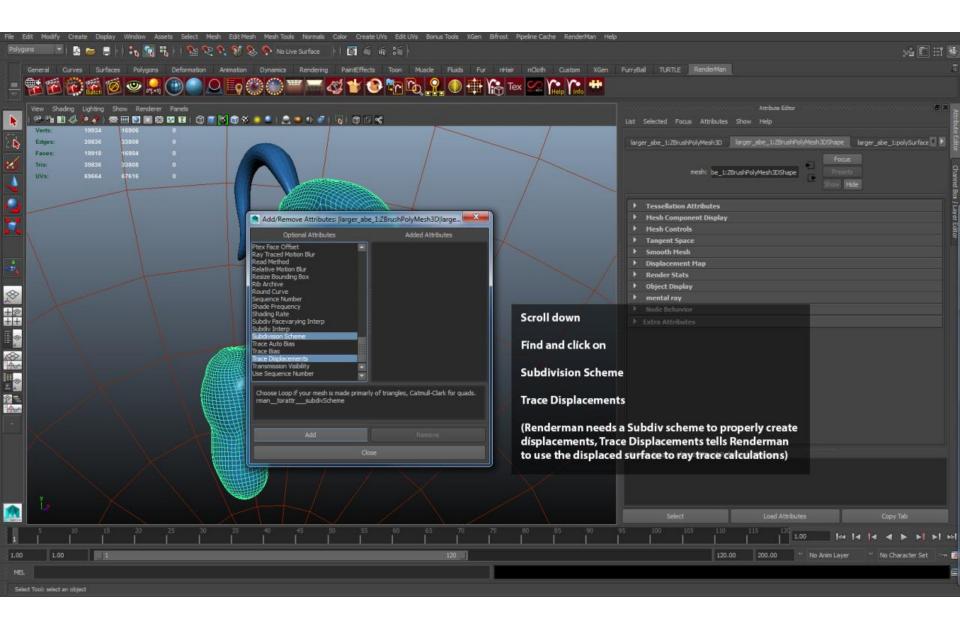
Some other examples

- Consumer interfaces are standardized, well-informed, commonplace, this aids in the design process
- Other interfaces do not have this luxury, and significant investigation, research, and requirements determination must inform their development.
- Can use interdisciplinary / industry standards











Consumer products

- Wide variety of goals
- Limited variety of interaction methods
- Very device / domain dependent
- Product design is (usually) important



















VR

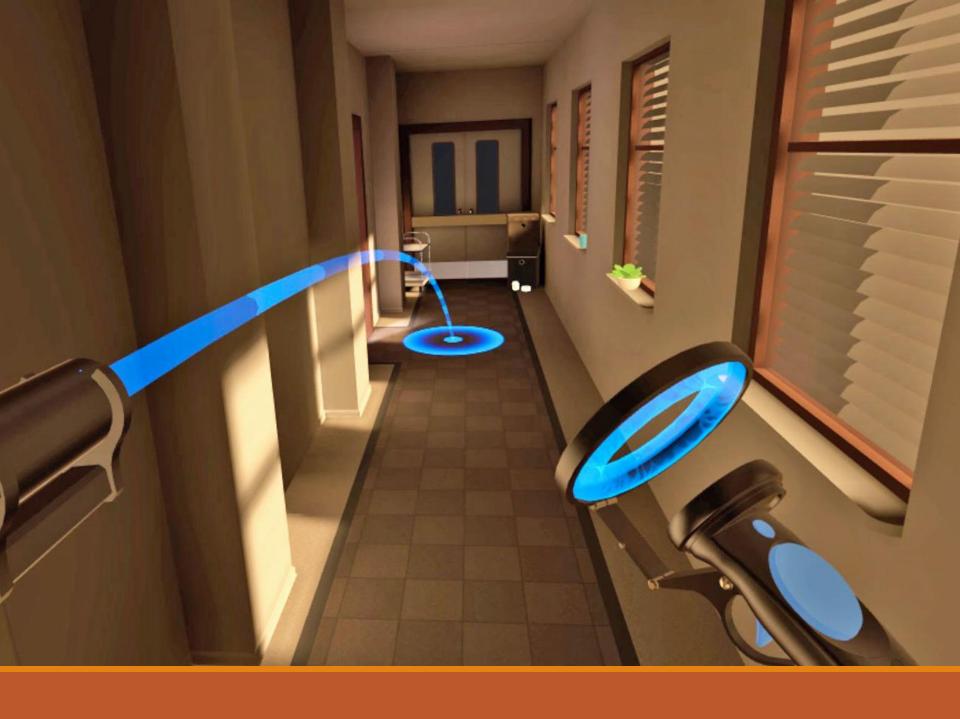
- Brand new domain, still very young
- Interaction methods aren't anywhere close to being worked out
- Significant strides have made, but much more to be done
- Control, or lack thereof, often informs design













The Web

- Not the Internet
- Used to be websites were informational, with occasional links
- Information was meant to be accessed easily and quickly
- Now, emphasis is on making webpages interactive, aesthetically pleasing, enjoyable, usable, configurable, etc.
- New interaction methods have forced a rethink of web page design, seen primarily in responsive design
- Developers should consider the purpose and platform of the site, visitors can want many things in terms of content, interaction method, and experience
- Sites need to be 'sticky'

```
Google
  Web Images Maps News Shopping Google Mail more v
  Video Groups Books Scholar Finance Blogs
  YouTube Calendar Photos Documents Reader Sites
  even more
^J
                                                         iGoogle | Sign in
                                  Google
    Google Search I'm Feeling Lucky
                                                              Advanced Search
                                                              Preferences
                                                              Language Tools
                 Search: (*) the web ( ) pages from the UK
     Advertising Programmes - Business Solutions - About Google - Go to
                                Google.com
                               208 - Privacy
(NORMAL LINK) Use right-arrow or <return> to activate.
 Arrow keys: Up and Down to move. Right to follow a link; Left to go back.
H)elp O)ptions P)rint G)o M)ain screen Q)uit /=search [delete]=history list
```















Yahoo! Mail free email for life

Know when friends are online!

Play free Fantasy Football

Search advanced search

Shop Auctions Classifieds Shopping Travel Vellow Pgs Maps Media News Sports Stock Quotes IV Weather Connect Chat Chabs Games GeoCritics Geochings Mail Members Messenger Personals People Search For Kids Personal My Yahoo! Addr Book Calendar Englesse Photos Alerts Bookmarks Companion Dill Pay more...

Yahoo! Auctions - Bid, buy, or sell anything!

Categories Sterns. Features Actiques Electronics Colf Closed auctions Autos Dixests Helio Kitty Change auctions Coins Sports Cards X-Men memorabdia PayDirect

Computers Toya & Games Saler Meen My Auctions

Arts & Humanities

Linerature, Photography...

Business & Economy BIB. Finance, Shopping, Julys-

Computers & Internet

Internet, WWW, Software, Games-

Education College and University, K-12

Entertainment

Cost Links, Mexics, Humer, Music - Animals, Astronomy, Engineering -

News & Media

Full Coverage, Newspapers, TV.

Recreation & Sports

Sports, Travel, Autos, Outdoors-

Reference

Libraries, Dictionaries, Quotations-

Regional

Countries Regions, US States...

Science

In the News

- U.S. busts major Colombian drug
- · UA, plicts reach tentative pact
- Venezuelans win Little League World Senes

Marketplace

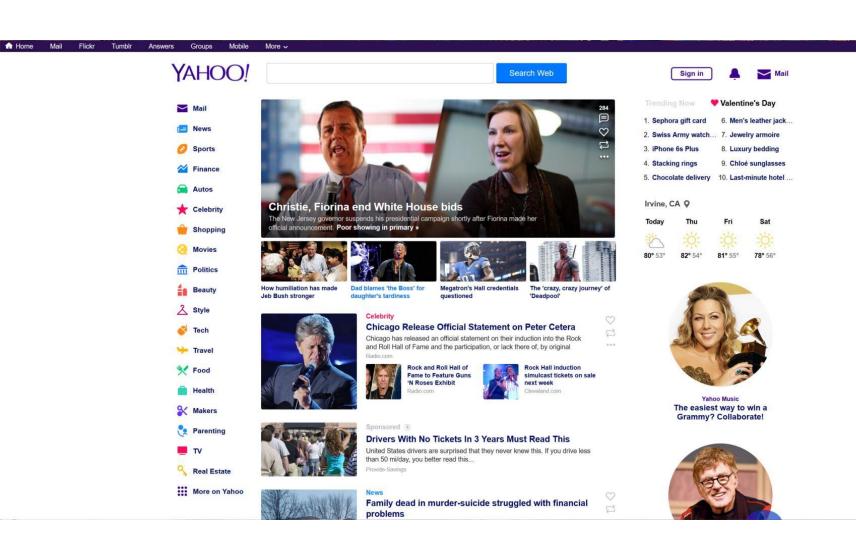
- Shopping computers, sidees. CDs. toys, electronics and more - new! Yahoo! PayDirect - send and seceive money online
- · Free SSK Internet Access

Broadcast Events

- 9am ET : IPO Show
- tpm : Cardinals vs. Braves
- Ipm : Georgia Tech vs. Virginia Tech

Inside Yahoo!

Y! Movies - Bring it On Art of













News

Finance

Sports

Politics

Entertainment

Lifestyle

More...









misconduct









Andy Dick attacked, suffers 'possible' brain damage



Semi-retired man in line to inherit Epstein's money

3080

2446



U.S. Yahoo Canada News

Shocking act of road rage caught on camera in broad daylight

A 'disgusting' act of road rage was captured in Middle Swan near Perth on Sunday morning.

Don't like this news source? Customize here



Jeffrey Epstein: Who is embroiled in sex scandal - and why are there conspiracy theories over his death?

Outrage and intrigue surrounds the apparent suicide in prison of Jeffrey Epstein, a convicted paedophile who had connections to celebrities and presidents. His death sparked questions...

to the series down and Katalone desired that did down a



How Jeffrey Epstein's Death May Affect Lingering Lawsuits and Investigations



The Queen shows support for Duke of York amid Jeffrey Epstein scandal



Celebrity Entertainment Tonight

Trending Now 1. Caprine animals 6. Mortgage Refinan... 2. Melanie Griffith 7. Elisabeth Shue

3. Priscilla Presley 8. George Clooney

9. Medicare Supple... 5. High Yield Savings 10. Sara Haines

United States Q

4. Sanne hamers

Today 89° 76°



87° 73°

Scoreboard

C Cleveland

MLB ~

Yesterday Today Tomorrow Houston 1:40 PM PDT S Chi White Sox **8** Baltimore 4:05 PM PDT NY Yankees C Cincinnati 4:05 PM PDT (0) Washington Chi Cubs 4:05 PM PDT P Philadelphia Texas 4:07 PM PDT **▼** Toronto **B** Boston 4:10 PM PDT

The advent of the (iPhone) app

A whole new user experience that was designed primarily for people to enjoy

- many apps not designed for any need, want or use but purely for idle moments to have some fun (and utilize available technologies)
- e.g. iBeer developed by magician Steve Sheraton
- clever use of the accelerometer that is inside the phone



iBeer app

The advent of the (iPhone) app

A whole new user experience that was designed primarily for people to enjoy (originally)

- Now, mobile apps are used more than desktop applications, and for many tasks.
- Banking, airline tickets, mortgage applications, etc.
- Still uses integrated phone features, but for things like the 'quantified self.'

Square app









Quantified self

So

- The point is, interaction methods are evolving rapidly, as they always have
- New challenges will be addressed through research and design
- We are already seeing the evolution of interface design in and within novel interfaces
- There is still a long, fun, infuriating way to go