User Interface
Software Projects

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Interaction design basics

Content derived from Dix, Finlay, Abowd, Beale [http://www.hcibook.com/](http://www.hcibook.com/)
Good and Bad Designs

• Which remote is better designed?
Good and Bad Designs

- Peanut shaped to fit in hand
- Logical layout and color-coded, distinctive buttons
- Easy to locate buttons
What to design

- Need to take into account:
  - Who the users are
  - What activities are being carried out
  - Where the interaction is taking place

- Need to optimize the interactions users have with a product
  - So that they match the users’ activities and needs
• Designing something in a vacuum vs.
• Designing a new “intervention”
  • Ix needs a goal
  • Ix acknowledge that lots of stuff is already going on
  • Ix designers need to understand it deeply
  • so that the new intervention will be successful
http://freshome.com/2011/05/30/wake-up-or-start-your-day-sobbing-the-money-shredding-alarm-clock/
Understanding users’ needs

- Need to take into account what people are good and bad at
- Consider what might help people in the way they currently do things
- Think through what might provide quality user experiences
- Listen to what people want and get them involved
- Use tried and tested user-centered methods
What is interaction design?

• “Designing interactive products to support the way people communicate and interact in their everyday and working lives” Sharp, Rogers and Preece (2011)

• “The design of spaces for human communication and interaction” Winograd (1997)
Goals of interaction design

• Develop usable products
• Usability means easy to learn, effective to use and provide an enjoyable experience
• Involve users in the design process