User Interface
Software Projects

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INF 134 Winter 2012
Understanding and Conceptualizing Interaction


Tuesday, January 31, 12
• Discuss how Friday went
• Go over Assignment #3
Design Process

- What is wanted?
- Analysis
- Design
- Prototyping
- Evaluation
- Implement and Deploy
Recap

- HCI has moved beyond designing interfaces for desktop machines
- About extending and supporting all manner of human activities in all manner of places
- Facilitating user experiences through designing interactions
  - Make work effective, efficient and safer
  - Improve and enhance learning and training
  - Provide enjoyable and exciting entertainment
  - Enhance communication and understanding
  - Support new forms of creativity and expression
What do you want to create?
What are your assumptions?
Will it achieve what you hope it will?
What is an assumption?

- taking something for granted when it needs further investigation
- e.g. people will want to watch TV while driving
What is a claim?

- stating something to be true when it is still open to question
- e.g. a multimodal style of interaction for controlling GPS — one that involves speaking while driving — is safe
A framework for analyzing the problem space

- Are there problems with an existing product or user experience? If so, what are they?
- Why do you think there are problems?
- How do you think your proposed design ideas might overcome these?
- If you are designing for a new user experience how do you think your proposed design ideas support, change, or extend current ways of doing things?
What are the assumptions and claims made about 3D TV?
Assumptions: realistic or wish-list?

- People would not mind wearing the glasses that are needed to see in 3D in their living rooms - reasonable
- People would not mind paying a lot more for a new 3D-enabled TV screen - not reasonable
- People would really enjoy the enhanced clarity and color detail provided by 3D - reasonable
- People will be happy carrying around their own special glasses - reasonable only for a very select bunch of users
Benefits of conceptualizing

• Orientation
  • enables design teams to ask specific questions about how the conceptual model will be understood

• Open-minded
  • prevents design teams from becoming narrowly focused early on

• Common ground
  • allows design teams to establish a set of commonly agreed terms
• Having a good understanding of the problem space can help inform the design space
  • e.g. what kind of interface, behavior, functionality to provide
• But before deciding upon these it is important to develop a conceptual model