Breakoutsession No. 07

Recap Part I

Question 1

Why is sketching useful?

- **Early** ideation
- **Think** through ideas
- **Force** you to visualize how things come together
- **Communicate** ideas to others to inspire new designs
- **Active** brainstorming

Question 2

What are Buxton's Sketch Properties?

- Quick
- Timely
- Inexpensive
- Disposable
- Plentiful
- Clear vocabulary
- Distinct gesture

- Minimal detail
- Appropriate degree of refinement
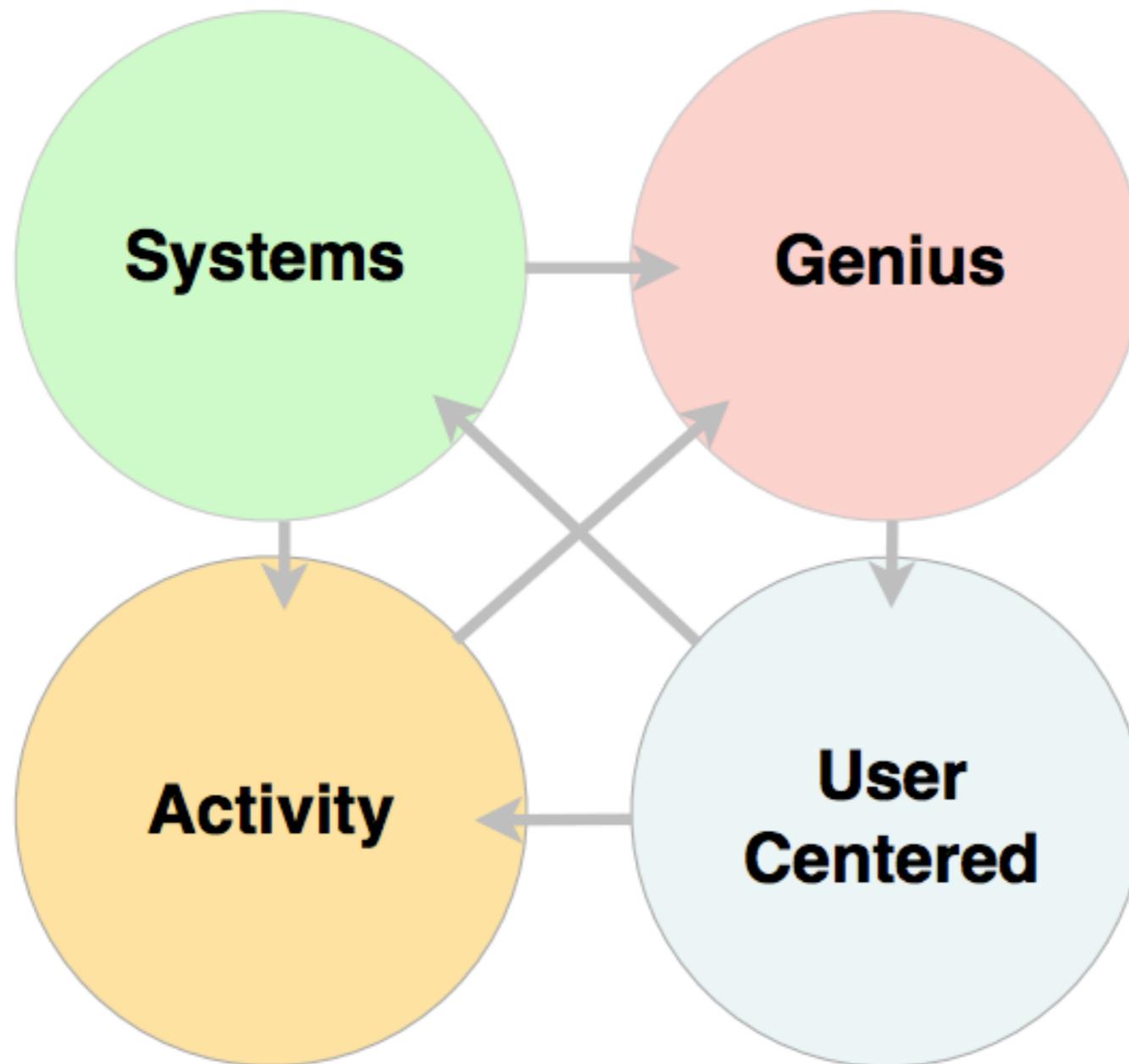- Suggest and explore rather than confirm
- Ambiguity

Question 3

What are the main approaches to IxD?

- User Centered Design (UCD)
- Genius Design
- Systems Design
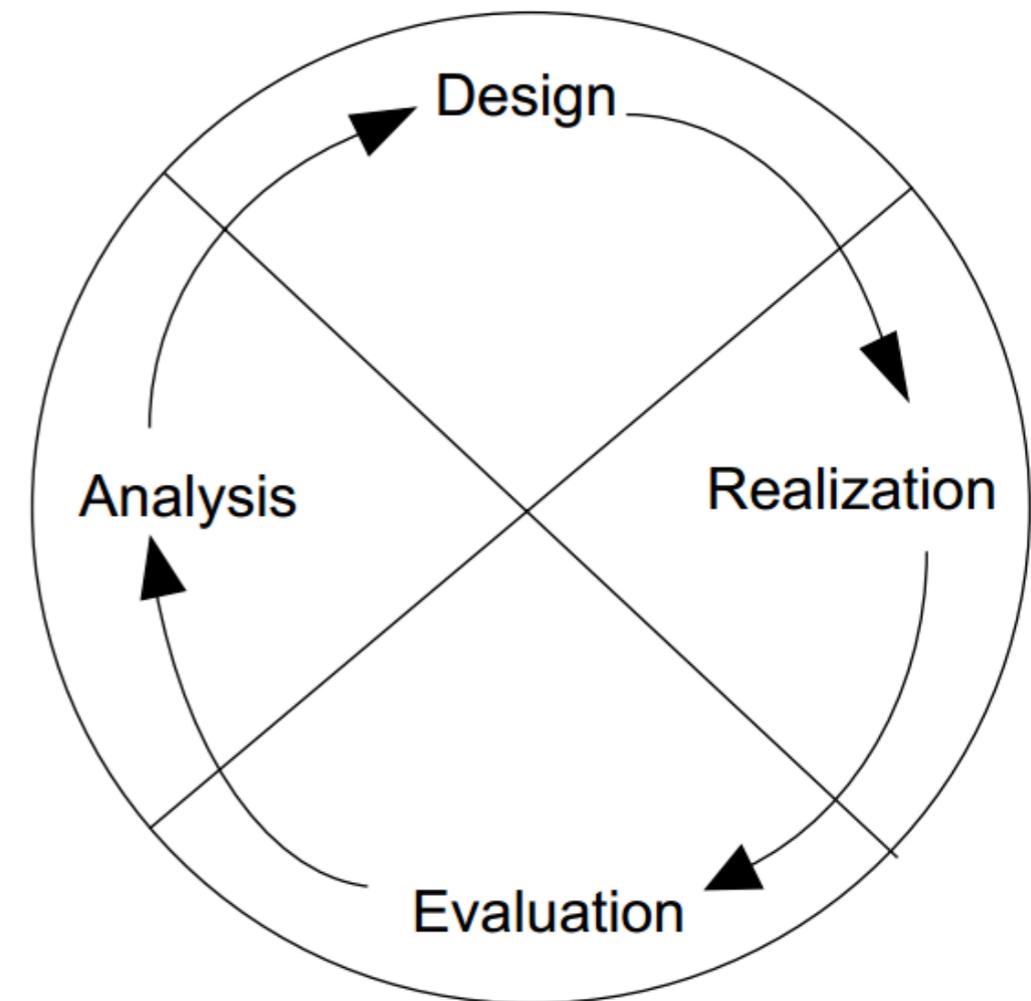- Activity Centered Design

Question 4

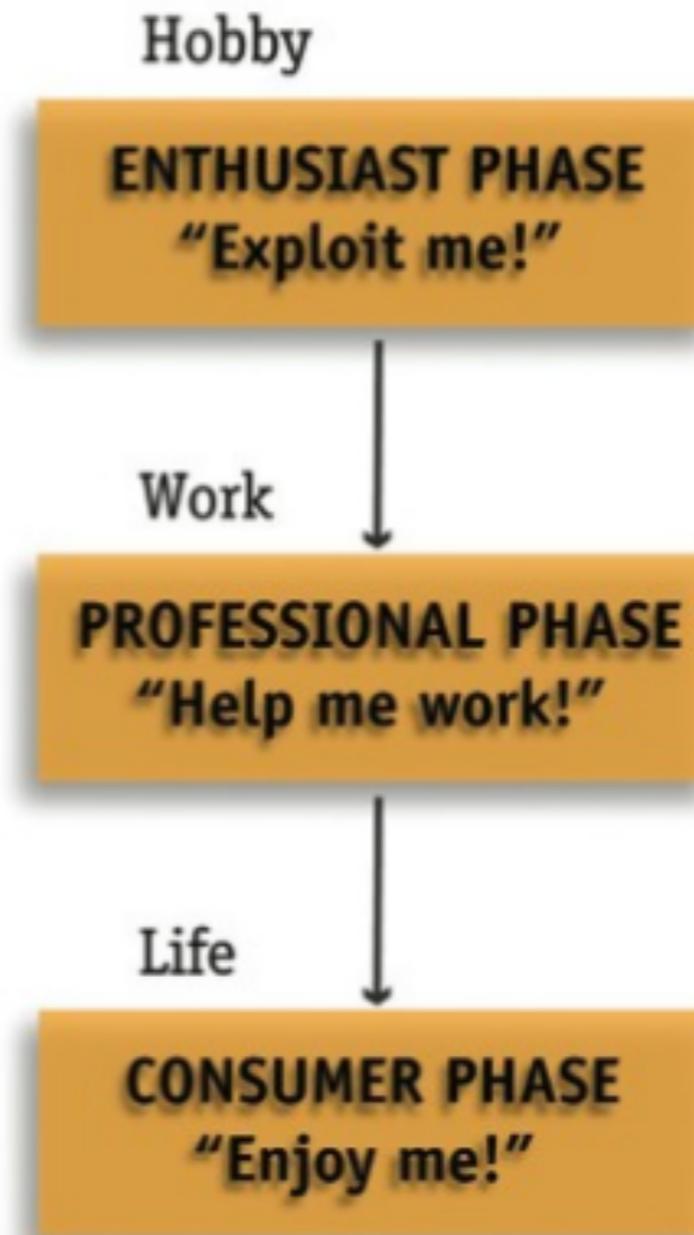Which of the four approaches is the best one?

Question 5

What are the basic activities of UCD?

- Identifying needs and establishing requirements
- Developing alternative designs
- Building interactive versions of the designs
- Evaluating designs

Question 6

What are the typical consumer phases of the adaption of a new product group?

Hobby

ENTHUSIAST PHASE
"Exploit me!"

Work

PROFESSIONAL PHASE
"Help me work!"

Life

CONSUMER PHASE
"Enjoy me!"

Moggridge, B. Designing Interactions, MIT Press, 2006.

Question 7

Describe the observation technique 'Personal Inventory'

- **How**

  – Document the things that people identify as important to them as a way of cataloging evidence of their lifestyles.

- **Why**

  – This method is useful for revealing people's activities, perceptions, and values as well as patterns among them.

- **Example**

  – For a project to design a handheld electronic device, people were asked to show the contents of their purses and briefcases and explain how they use the objects that they carry around everyday.
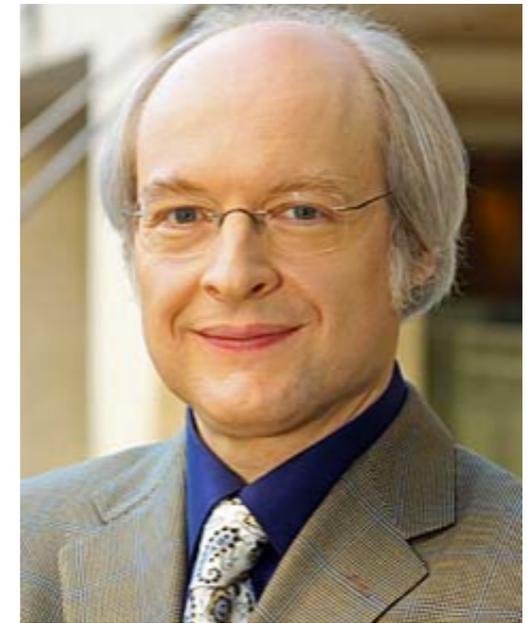
Question 8

Describe the terms 'formative' and 'summative' in the context of evaluation.
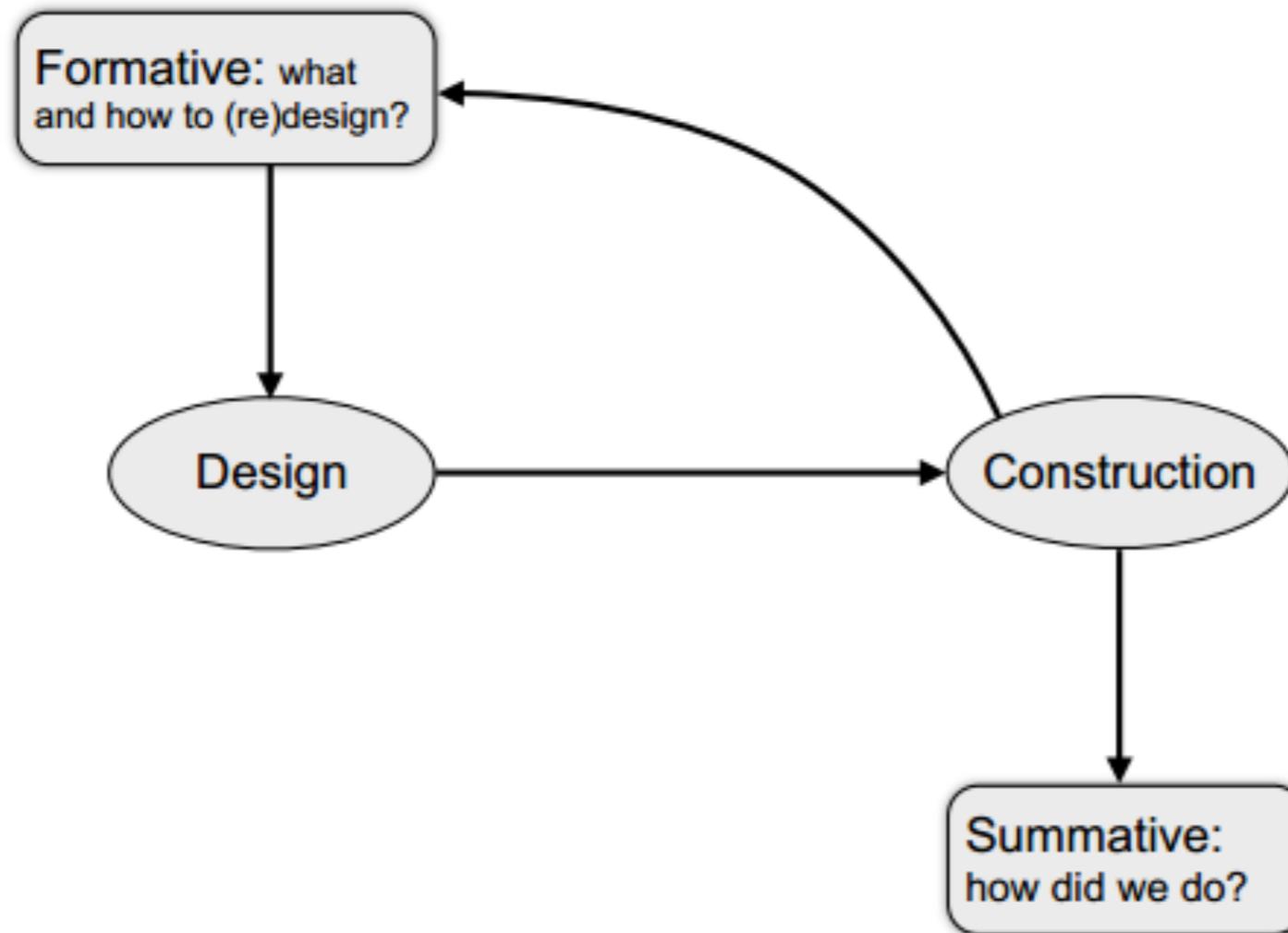
M. Scriven: The methodology of evaluation, 1967

Question 9

What is your understanding of Heuristic Evaluation?

#	Review Checklist	Yes No N/A	Comments
1.1	Does every display begin with a title or header that describes screen contents?	○ ○ ○	
1.2	Is there a consistent icon design scheme and stylistic treatment across the system?	○ ○ ○	
1.3	Is a single, selected icon clearly visible when surrounded by unselected icons?	○ ○ ○	
1.4	Do menu instructions, prompts, and error messages appear in the same place(s) on each menu?	○ ○ ○	
1.5	In multipage data entry screens, is each page labeled to show its relation to others?	○ ○ ○	
1.6	If overtype and insert mode are both available, is there a visible indication of which one the user is in?	○ ○ ○	
1.7	If pop-up windows are used to display error messages, do they allow the user to see the field in error?	○ ○ ○	
1.8	Is there some form of system feedback for every operator action?	○ ○ ○	
1.9	After the user completes an action (or group of actions), does the feedback indicate that the next group of actions can be started?	○ ○ ○	
1.10	Is there visual feedback in menus or dialog boxes about which choices are selectable?	○ ○ ○	
1.11	Is there visual feedback in menus or dialog boxes about which choice the cursor is on now?	○ ○ ○	

Question 10

What's this and what's so cool about it?

- Pie Menu
- any segment can be reached in a short amount of time

Question 11

Which law of IxD might have been helpful in the design process of the pie menu?

- Fitts' Law

Question 12

What's the formula for Fitts' Law?

$$\text{Time} \longrightarrow \quad T = a + b \cdot log_2 \left(2 \frac{D}{W} \right)$$

Distance → D

Width → W

Coefficients
a: Intercept
b: Slope