

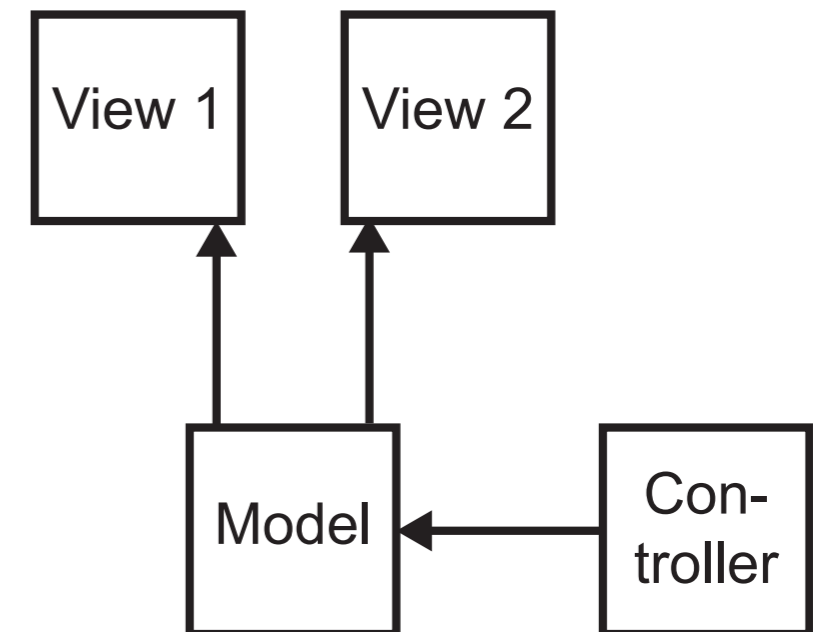
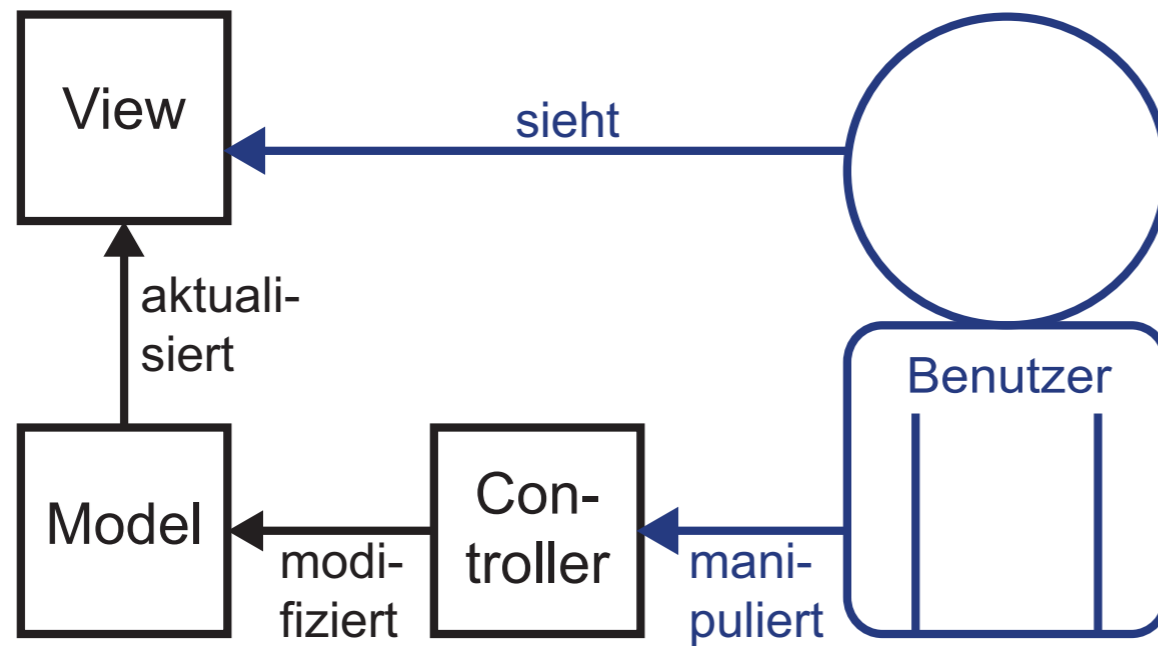
# Mensch-Maschine-Interaktion



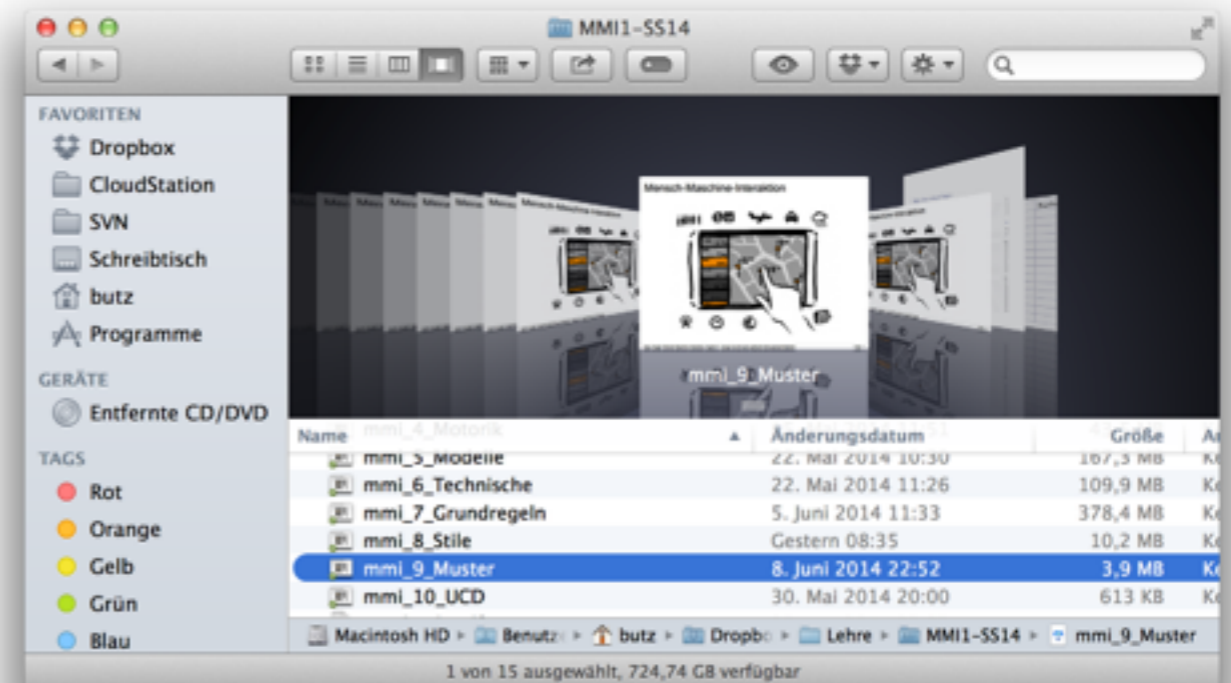
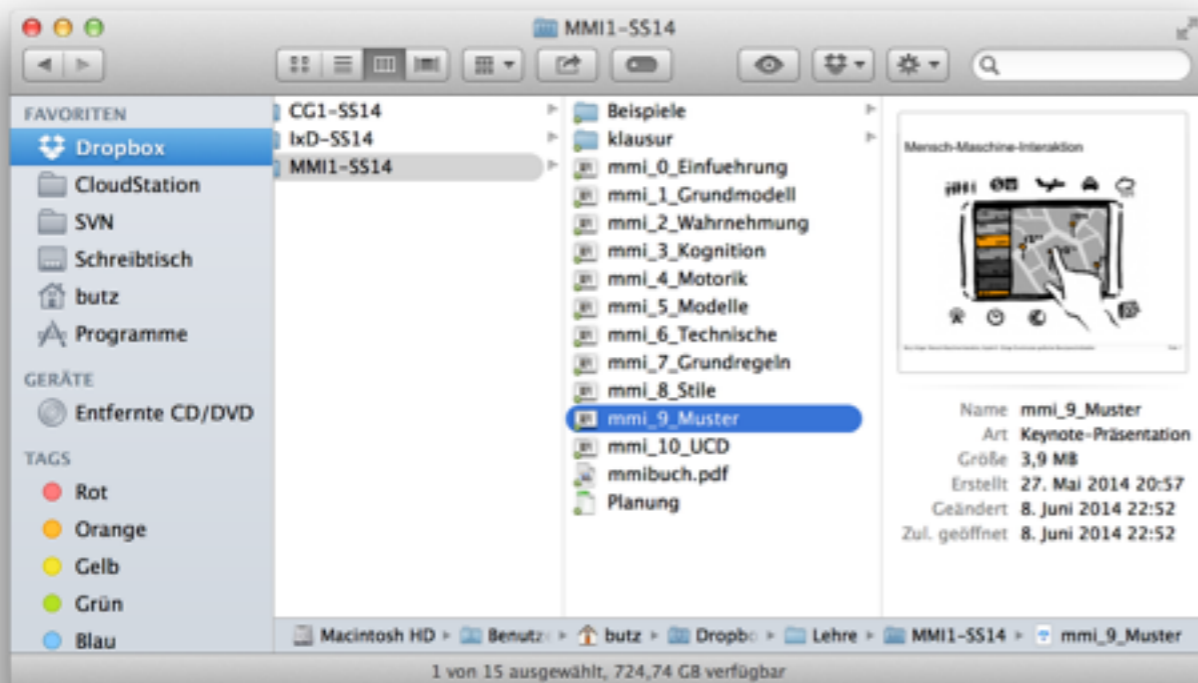
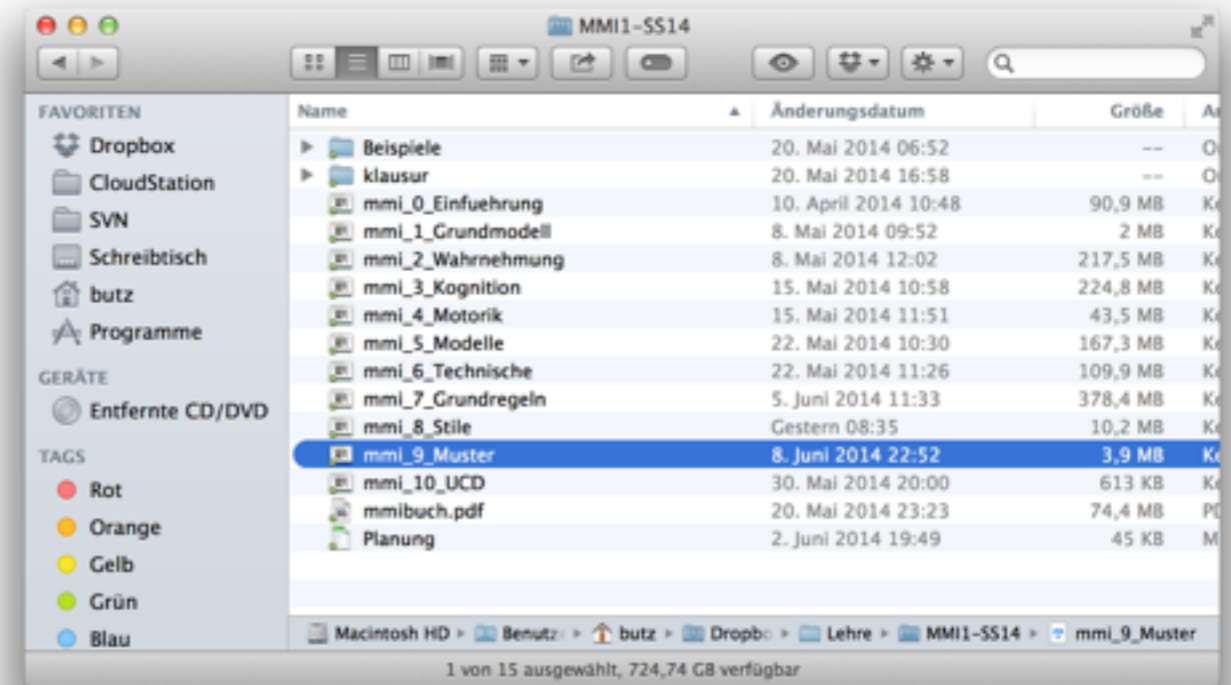
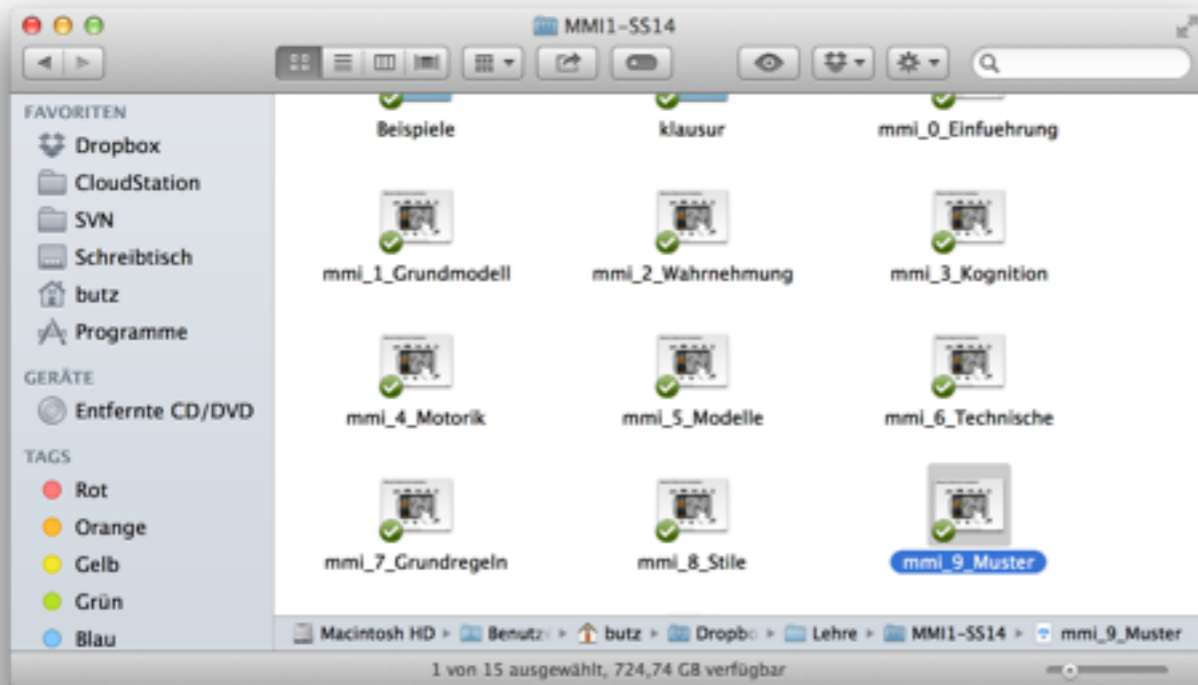
# Kapitel 9 - Einige Grundmuster grafischer Benutzerschnittstellen

- Ein Entwurfsmuster: Model-View-Controller
- Zoomable UIs
- Fokus & Kontext

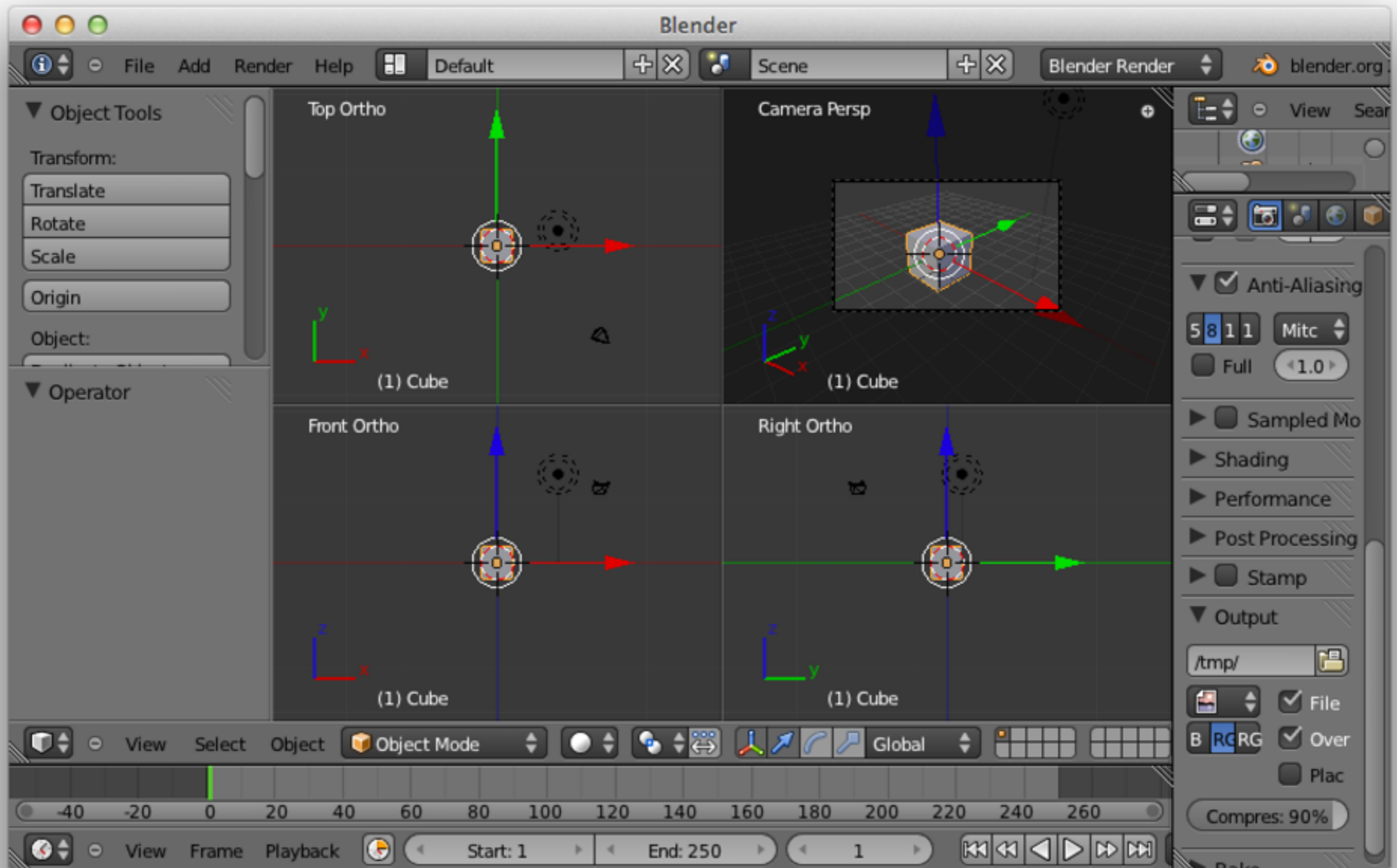
# Model View Controller



# MVC Beispiel: Finder bzw. Explorer



# MVC Beispiel: 3D Modellierung (hier: Blender)

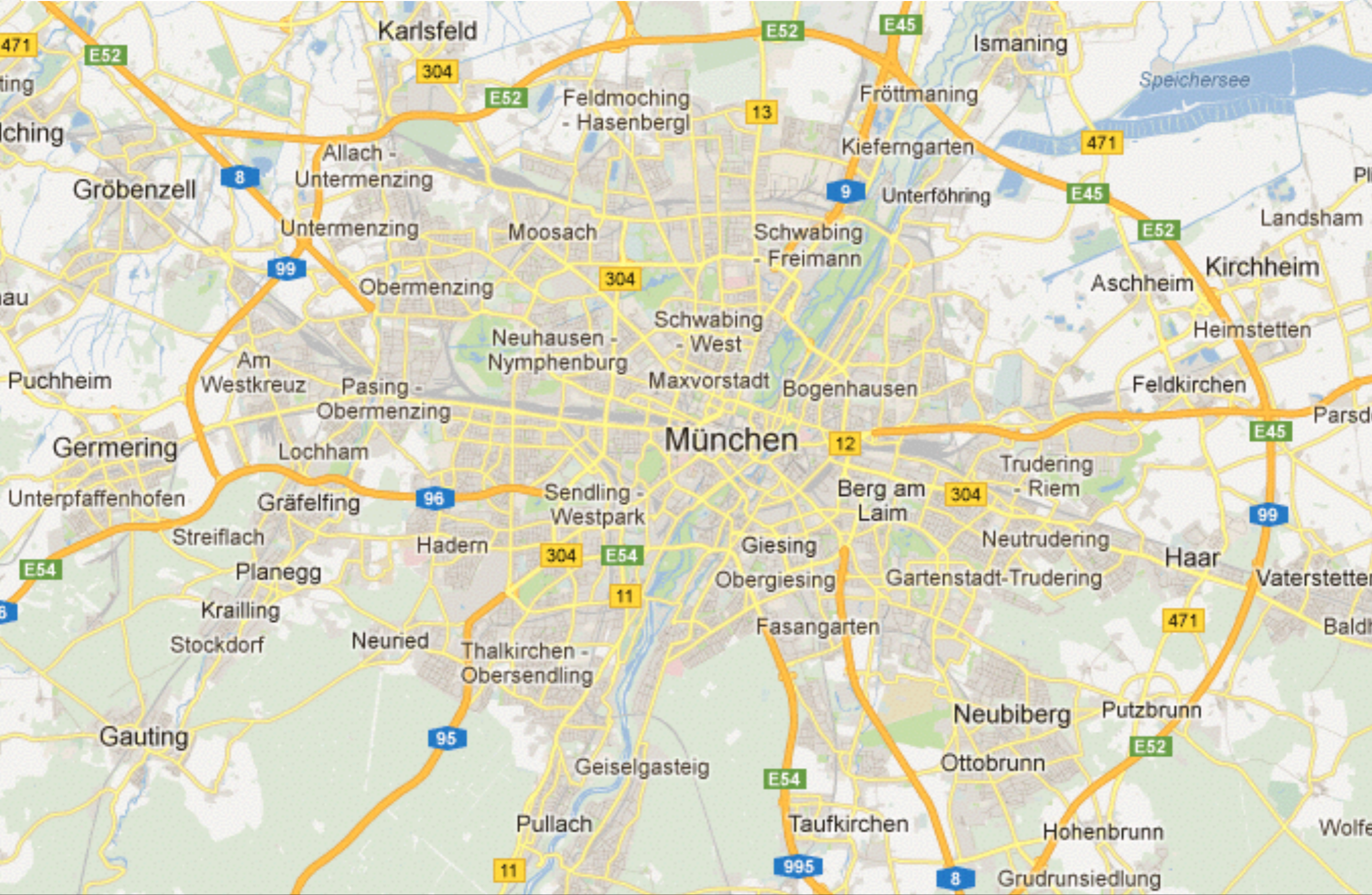


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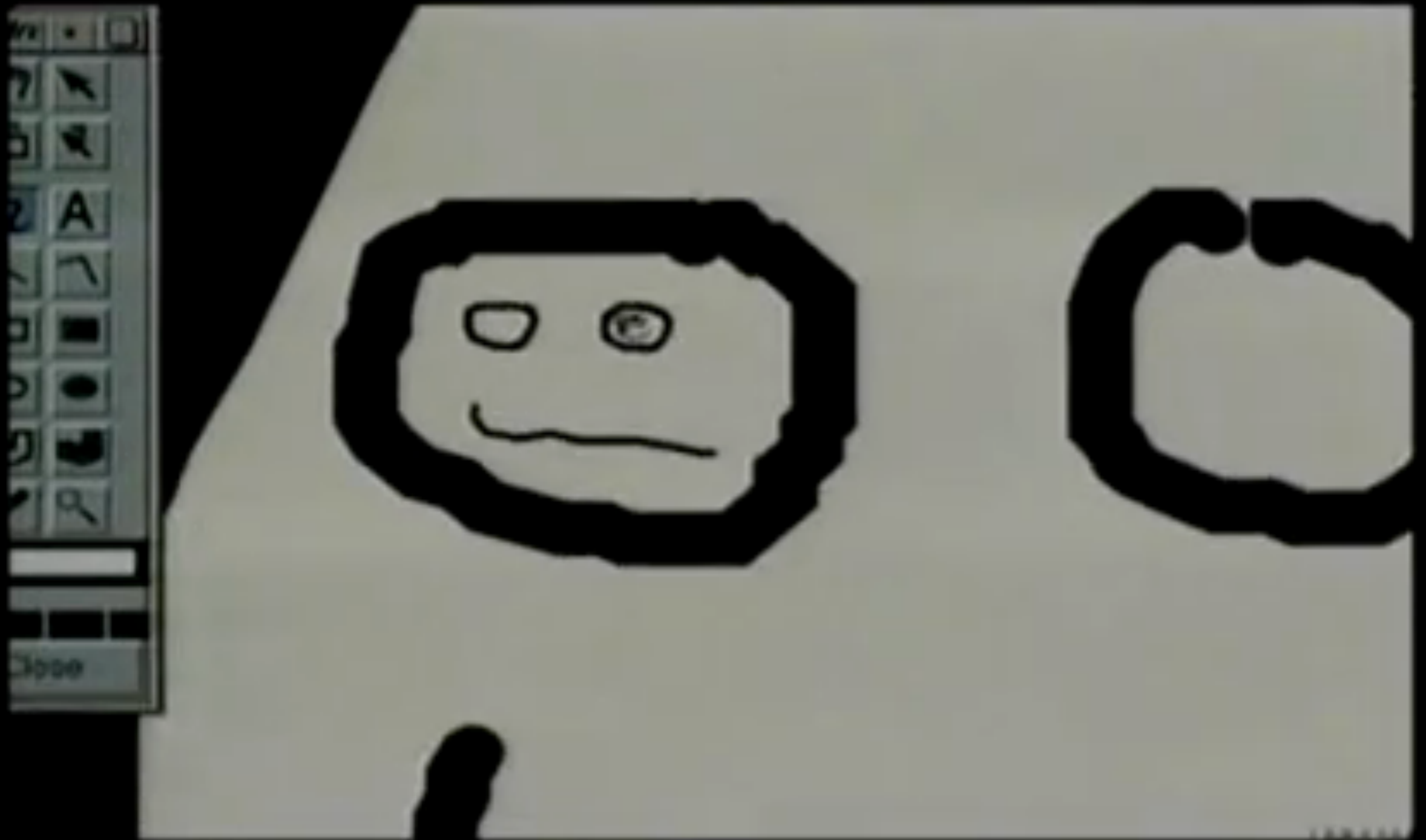


# ...Das derzeit wohl bekannteste ZUI...



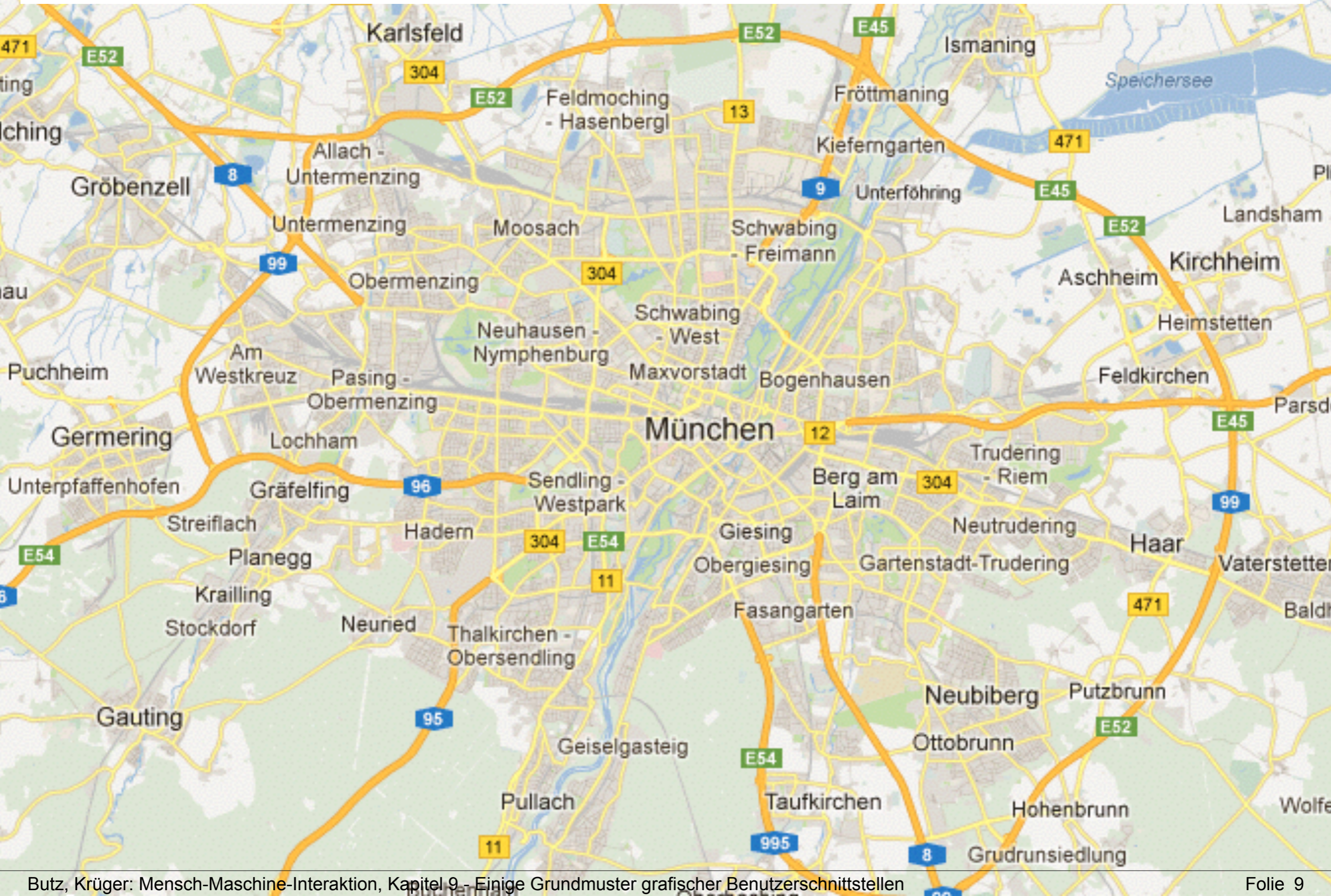


# Urelter aller ZUIs: PAD (1993) und PAD++



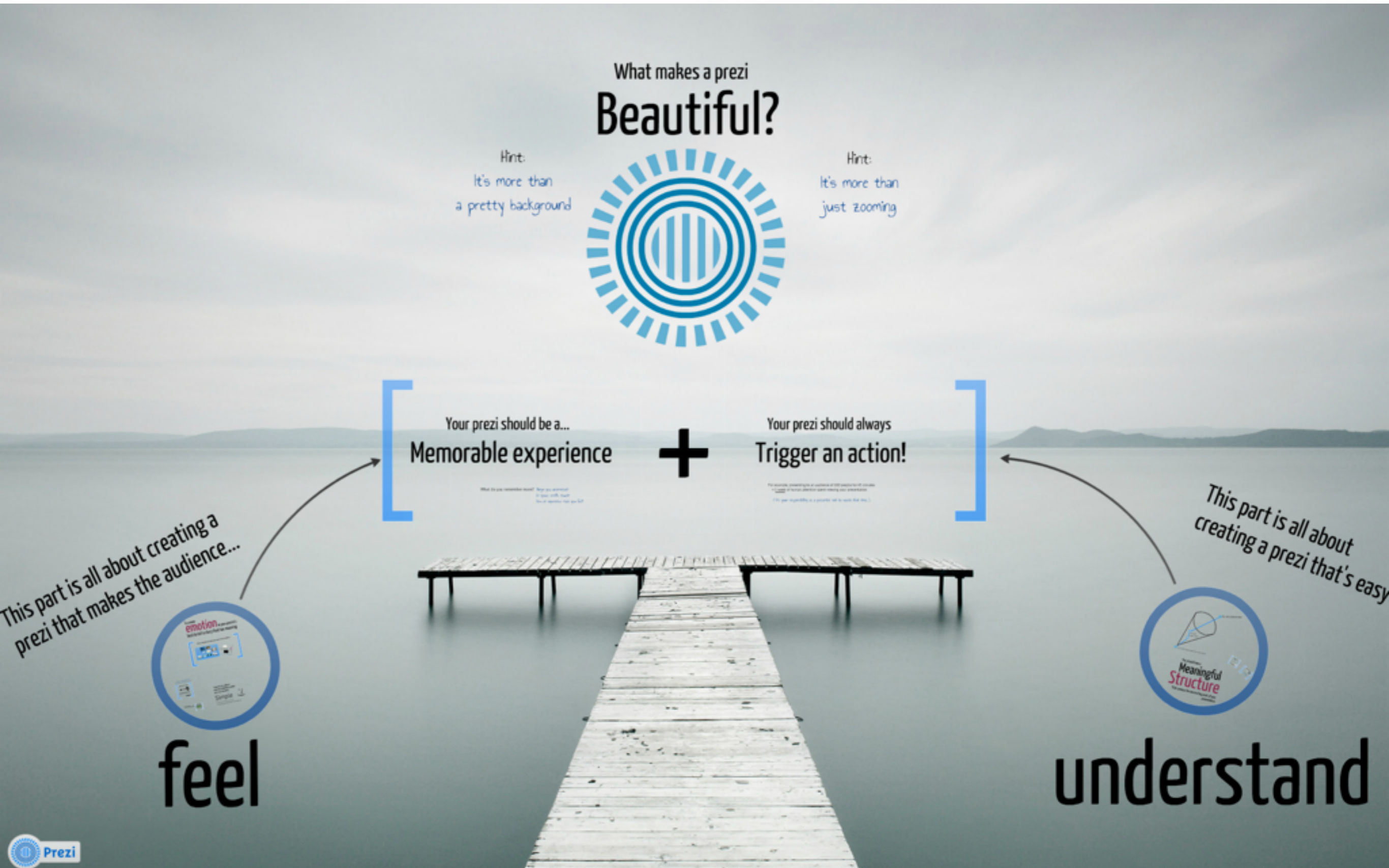


# Geometrischer vs. Semantischer Zoom



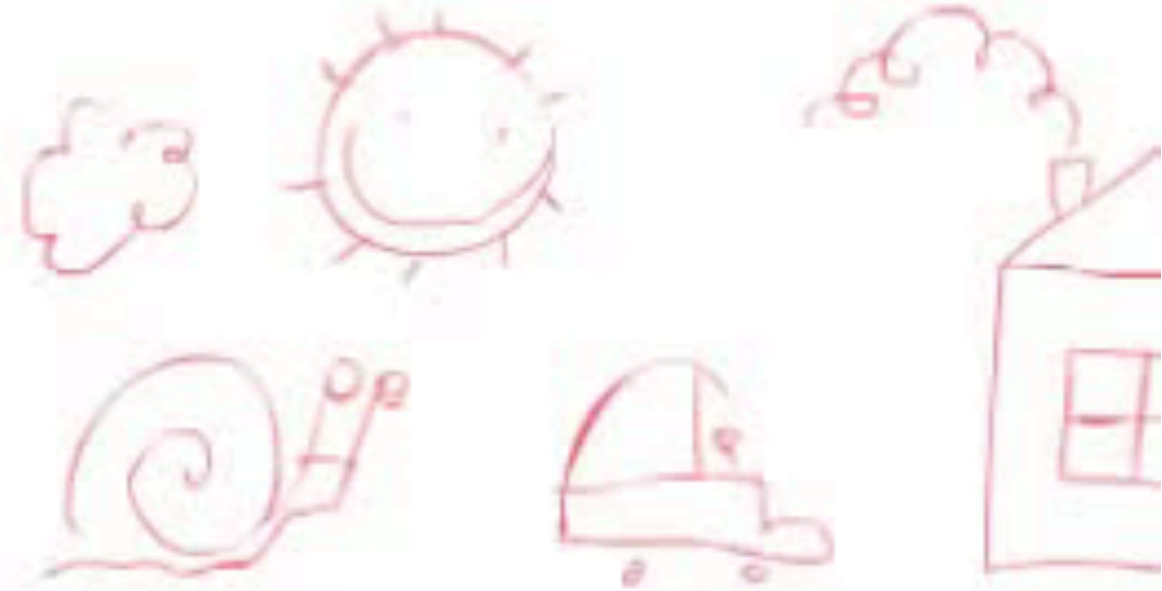


# Ein ZUI für Präsentationen: Prezi



# Ein ZUI für Präsentationen: Prezi

**Ideas**



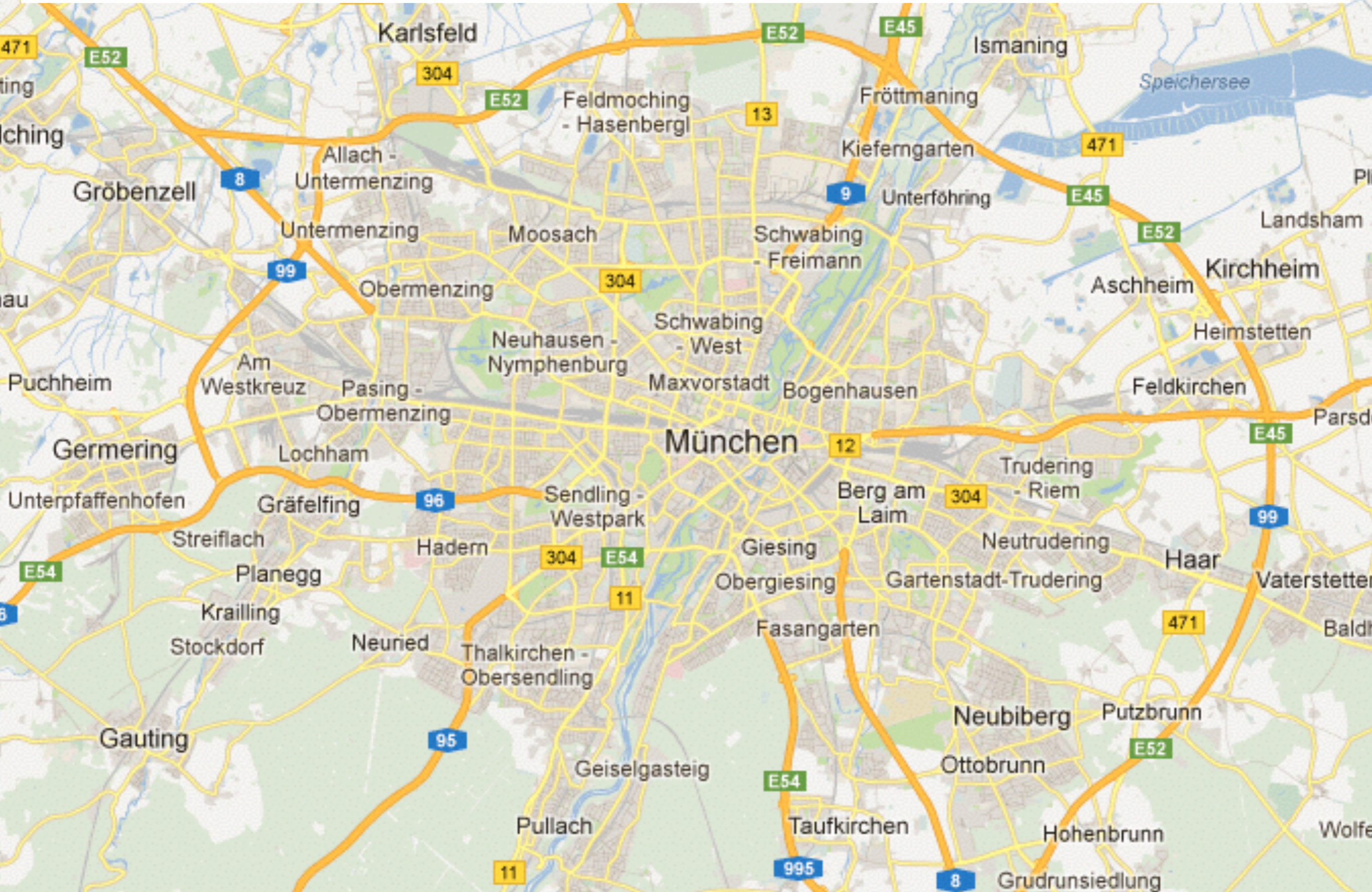


# Kapitel 9 - Einige Grundmuster grafischer Benutzerschnittstellen

- Ein Entwurfsmuster: Model-View-Controller
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# Overview & Detail gleichzeitig in einem ZUI?





# Fisheye Objektiv: verschiedene Maßstäbe



Bildautor: mjosner, Quelle:  
[http://en.wikipedia.org/wiki/File:Car\\_Fisheye.jpg](http://en.wikipedia.org/wiki/File:Car_Fisheye.jpg)



# Fisheye Views auf abstraktere Daten

Now  
is  
the  
time  
for  
all  
good  
men  
to  
come  
to  
the  
aid  
of  
the  
party.  
The  
quick  
brown  
fox  
jumped  
over  
the  
lazy  
dog

