INTERACTION DESIGN 2017

RECAP AND PRESENTATON II

GETTING STARTED

Goals of Today:

1. Recap Session

2. Think about one question that could be asked in the exam

3. Present your prototypes

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1. Name four types of interaction „beyond the desktop"

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1. Shareable interfaces

2. Tangible interfaces

3. Wearble interfaces

4. Robotic interfaces

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2. Explain the difference of high fidelity and low fidelity and name one prototyping strategy each

High fidelity:

Close match of visual and interaction

design how the final product should look like - Justinmind Prototype

Low fidelity:

Low in details and interactions, simple and sketchy, has characteristics of target

product - Paper Prototype

3. Name and briefly explain two of the ten usability heuristics by Jacob Nielson

CONSISTENCY AND STANDARDS

Users should not have to wonder whether different words, situations, or actions

mean the same thing

VISIBLILTY OF SYSTEM STATUS

The system should always keep users in- formed about what is going on, through

appropriate feedback within reasonable time.

4. Which law can you use to calculate which menu allows the user to select the options "0" and "7" faster?

FITTS' LAW

The time to acquire a target is a function of the distance to and width of the target.

5. Explain „Affordance" in one sentence and give one example

According to Norman (1988) an affordance is the design aspect of an object which suggest how the object should be used; a visual clue to its function and use.

Example: Doorhandle

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6. What does GUI and TUI mean?

GUI:

GRAPHICAL USER INTERFACE

TUI:

TANGIBLE USER INTERFACE

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7. Who was Douglas Engelbart again?

Douglas Engebart

American engineer and inventor, and an early computer and internet poineer.
Invented the mouse and was highly relevant founding the fi-led of human computer interaciton

8. Name 2 types of questionaires you could use for your user testing - explain in one sentence what they measure

1. INTUITI

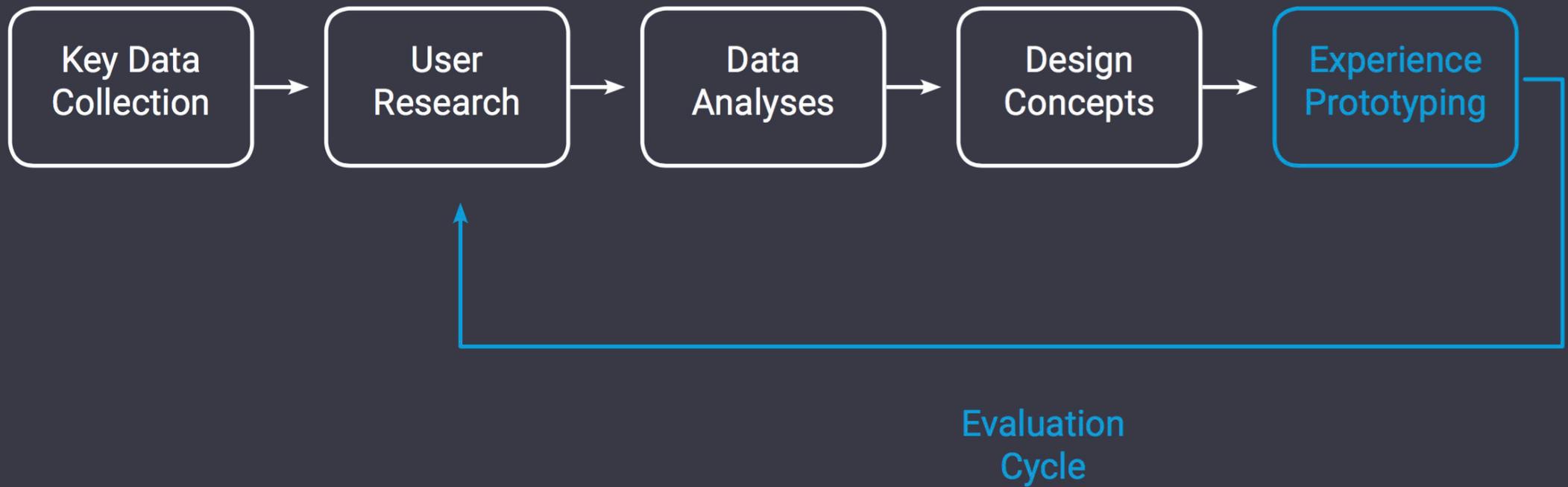Measures a global rating of intuitiveness

2. ATTRACTIVE

The format of the questionnaire supports users to immediately express feelings,

impressions, and attitudes that arise when they use a product.

9. Explain „Wireframes" and give an example in which phase of the design process they appear.

Skeletal frame model of a screen in wich only lines and forms describe the screens content and functionality

Prototyping - especially in paper prototyping

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10. Name the six steps of an user experience design process

Key Data Collection → User Research → Data Analyses → Design Concepts → Experience Prototyping

Evaluation Cycle

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EXAM

Monday 31.07.2017 at 8 - 11 am
Room M 018 at Geschwister-Scholl-Platz 1

Closed Book

BRING YOUR SKETCHBOOKS