Brief for Lecture #11
Title: Understanding and Designing User Experiences

Literature:

[Dalsgaard]: Peter Dalsgaard and Christian Dindler: Peepholes as means of engagement in interaction design, 2009. (Ca. 2 hour reading)

[McCarthy]: John McCarthy, et.al.: The experience of enchantment in human-computer interaction, 2004. (Ca. 2 hour reading)

Extra:
[Norman]: Don Norman 3 ways good design makes you happy, 13 minute video, 2003:
https://www.ted.com/talks/don_norman_on_design_and_emotion

Purpose of the day:
To understand the complexity of users and their experiences. We will look at approaches to interface design concerning UX and gain an in-depth understanding of spatial and temporal aspects of human experience.

To gain knowledge of experiential qualities and be able to analyse and interpret complex usage with distinct user experiences. This includes analysing needs of users and the effects of the user interface in the context of users.

To attain knowledge and practica skills in design interface elements to facilitate and improve UX.

Control questions: – (before coming to class, be able to answer the following):

- Question for the Dalsgaard text:
    - What is a *peephole* and why does it create *engagement*?
    - What is meant by *inquery* in the context of user experience?

- Question for the McCarthy text:
    - What is enchantment?
    - What five qualities are involved in creating an experience of enchantment?

Wrap up – (Will be updated after class with corrections or added points):