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COMP 6620

The process of interaction design

Chapter Presentation

Karthik Vemula

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5.2 Factors in Interface Design:
5.2.1 Human factors
5.2.2 Software Factors
5.2.3 Hardware Factors
5.3 HCI Design Models
5.4 Task Analysis
5.5 Design Cycle
5.5.1 Gathering Requirements and Analyzing Design
5.5.2 Designing
5.5.3 Coding
5.5.4 Testing and Validating
5.6 Need for Evaluation of Interface
5.7 The Process of Interface Analysis
5.7.1 Analyze the Users and Their Tasks
5.7.2 Evaluating Creative Design
5.8 User Documentation
5.8.1 Issues in User Documentation
5.8.2 Creating User Documentation
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Chapter 9 User-centered approaches to interaction design

By:
Sarah Obenhaus
Ray Evans
Nate Lynch

References

Prof. Saul Greenberg, University of Calgary, notes and articles

INUSE 6.2 and RESPECT 5.3 Handbook

Prof. , University of , Notes and articles

Virtual University
Human-Computer Interaction

Lecture 16
HCI PROCESS AND Methodologies

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User Centered Approach Real Users and their Goals,not just Technology should be the driving force behind the development of project. Three Principles:- Early Focus on users and tasks Empirical Measurement Iterative Design

4

User Centered Approach Gould and Lewis laid down these three principles for user centered approach. The Olympic Messaging System – first large computer based system to be developed using these three principles.
http://www.youtube.com/watch?v=W6UYpXc4czM

5

#1 Early Focus on Users and Tasks Who the Users are? Observe Users doing their normal tasks Understanding the tasks Involve Users in the Design Process.

6

Key Principles Users Tasks and Goals are the driving force behind the development. Users Behavior and context of use are studied and the system is designed to support them.

7

Key Principles Users characteristics are captured and designed for. Users are consulted throughout development from earliest phases to the latest and their input is seriously taken into account. All design decisions are taken within the context of the users,their work, and their environment

8

2 Empirical Measurement Early In Development, the reactions and performance of intended users is observed and measured. Later,When users interact with prototypes –their performance and reactions are Observed, Recorded and Analyzed.

9

3 Iterative Design When Problems are found in user testing--- they are fixed and more observations and tests are carried out to see the effects of the fixes. Design and Development is iterative. Allows Design to be refined based on Feedback.

10

Basic Activities of Interaction Design. 4 basic Activities. Identifying Needs and Establishing Requirements for the User Experience. Developing Alternative Designs that meet those requirements. Building Interactive versions of the designs. Evaluating what is being built throughout the process and the user experience it offers.

11

Identifying needs & Establishing Requirements For Designing--Target Users? What product provides? Basis for Requirements. Fundamental to User Centered Approach and ID. Done through Data Gathering and analysis

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throughout development.

15

In class Assignment 1) what are the three main principles of user centered approach to design? 2)what are the four basic activities of interaction design?

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The HCI Design Process

■ User Interfaces are not just built by sitting down and drawing up designs for them

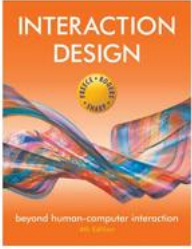
■ Just like building a car or a washing machine, the interface design goes through a series of steps

■ This is called the User Centered Design Lifecycle



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INTERACTION DESIGN



beyond human-computer interaction

Chapter 9

THE PROCESS OF INTERACTION DESIGN

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– Computers are Ubiquitous

– The Importance of Good User Interface Design

– Designing for Users

– The Two Types of Knowledge Needed for UI Design

– Evaluation


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Kinnis Gosha, Michael McGill, Jamey White, and Chiao Huang

ICS 463: Intro to Human Computer Interaction Design

2. User-Centered Design


Dan Suthers

User-Centered Design (UCD)

CS 352 Usability Engineering

Summer 2010

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Design and Evaluation of Iterative Systems

■ For most interactive systems , the 'design it right first' approach is not useful.

■ The 3 basic steps in the development of an user-centered, iterative system are -- Design, Evaluation and Implementation.

■ A good design takes into account characteristics of the intended users and the work they do.

User-centered approaches to interaction design



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The Software Product Life Cycle

INTRODUCTION

ManageFirst PROGRAM

Chapter 8

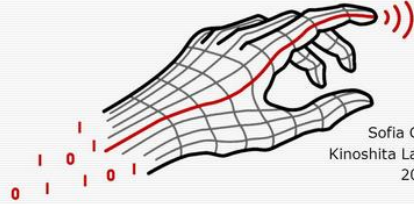
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High-Fidelity or Low-Fidelity when prototyping for Human-Computer Interaction



Sofia Carlander
Kinoshita Laboratory
2004/2005

TOOLS100: CSCL Design Techniques


Design Techniques

Anders Mørch

TOOL 5100, 30.03.06

A. Mørch, 30.03.2006

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The Web & Professional Communication

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Chapter 9: User-centered approaches to interaction design

From "Interaction design: Beyond human-computer interaction"

By J. Preece, Y. Rogers, H. Sharp

Presented by:

Xiaohong Bao

Steve Abrams

Interaction Design

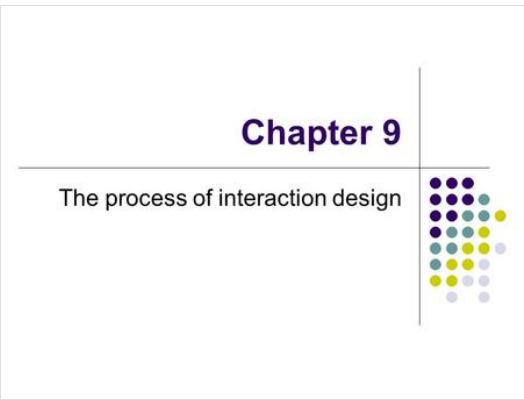
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Interaction Design Process

Lecture 5

Chapter 3 (Heim)

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