

Introduction:

In our recent ENSE 871 class, we delved into crucial aspects of human-computer interaction, focusing on the synergy between user knowledge and system design. This document aims to capture key concepts discussed, specifically how high-fidelity prototypes link to design ideas.

Knowledge in the Head and World:

In decision-making, individuals leverage both internal knowledge stored in their heads and external information from the world. Cognitive processes, influenced by knowledge in the head and world, guide problem-solving efforts and enhance usability. This dynamic interplay informs users' experiences, contributing to task success and learnability. By integrating internal and external knowledge sources, designers can create interfaces that align with users' mental models, fostering intuitive decision-making, effective problem-solving, and a positive overall user experience.

Constraints:

In the realm of constraints, our focus lies on enabling users to effortlessly engage with functionality, eliminating the need for specialized training. By strategically placing vital information at the screen's center, we enhance user accessibility. This approach ensures an intuitive experience, allowing users to seamlessly access and utilize specific functionalities with ease, promoting usability and efficiency.

Brainstorming Alternatives:

In the design process, brainstorming is employed as a creative technique to explore a multitude of design solutions and possibilities. It serves as a dynamic platform for ideation, enabling designers to generate a diverse range of ideas efficiently. By fostering a collaborative and open environment, brainstorming accelerates the exploration of multiple approaches, ultimately yielding a pool of innovative design concepts and potential solutions that contribute to the development of impactful and well-considered designs.