Human Computer Interaction Homework

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QOC exemples

QOC (Questions, Options, and Criteria)is a semiformal notation to represent the design space around an artifact. The main constituents of QOC are Questions identifying key design issues, Options providing possible answers to the Questions, and Criteria for assessing and comparing the Options.

Example 1
Question: How can a user choose where to donate blood?
Options: Map , Statistics (how many people from a center need blood)
Criteria: efficiency, using gestures, accessibility

Example 2
Question: How can a potential donor help?
Options: donate blood , share a case
Criteria: efficiency, using gestures, accessibility ## Example 3

Question: How do you find a specific case?
Options: search the list, using filters
Criteria: efficiency, using gestures, accessibility

Design patterns

Design pattern for Social Mobile interactions

1. Changes in midstream → You can delete the filters you added in a search

2. Sign-up and registration → You need to create an account in order to use the app.

3. Welcome area → The app has a welcome page for new users.

4. User profile → The app has a profile page for every user.

5. Avatars → The user can add a profile picture.

6. Filtering → The user can use filters to search faster.

7. Social search → The app contains a search bar.

8. Participation to events → The donor can donate blood for a specific case.

Creational, Structural and Behavioral design pattern

1. Facade → The application is the link between the donor and the hospital.

2. Iterator → The cases of people who need blood are listed.

3. Observer → The user can see all the cases.

4. factory method → The user must create an account and then donate or post a case.

5. Avatars → The user can add a profile picture.

6. Composite → The pages are linked in a tree structure.