

CSE 340

Winter Quarter 2020

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Week 7 Lecture 1

Interaction Design Technique

Notes

Review:

- Event Record
 - Where: location coordinates relative to entire screen (x,y)
 - Value: 1 or 2 finger swipe, which key pressed

Menu Assignment is Available

- Enums used for States and Essential Geometry
- How do we draw a menu?
 - Coordinates depend on which class you're in
 - MenuExperimentView set to MATCH_PARENT
 - Makes drawing tricky
 - Implement onDraw() in the MenuExperimentView, translate the (0,0) from parent to where user clicks
 - PieMenuView → implement drawMenu()
 - Draw the circle around the user's touch
 - Linear menu → draw rectangle with touch as top left corner
- Custom Listeners
 - Lets you execute code when model changes

- Anything using your custom view needs to implement the interface (method that will be called) + register itself as listener

Experimenting with Interfaces

- Experiments should be tied to hypotheses based on *theories* what will improve
 - Fitts Law (compare distance and size, impact user ability to click)
 - Cognitive modeling (too complicated, many steps = bad)
 - Gestalt Psychology (will they see it at all?)
 - Errors (predict reduced user errors?)