

CSE 340

Winter Quarter 2020

2/19/2020

Professor: Dr. Lauren Bricker

Note-taker email: jial8@uw.edu

Week 7 Lecture 2

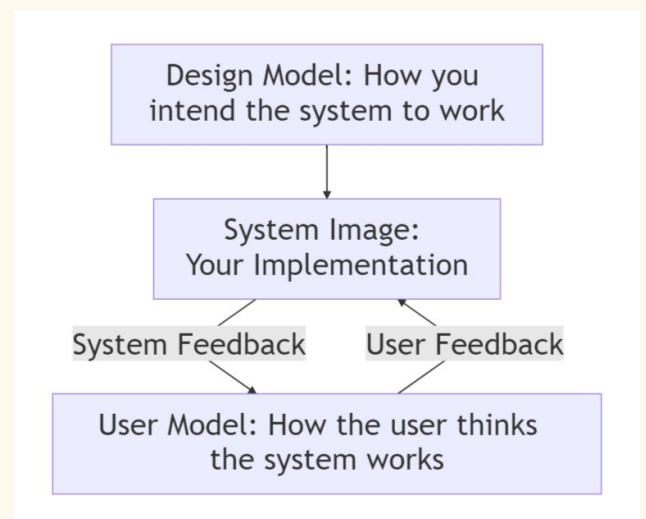
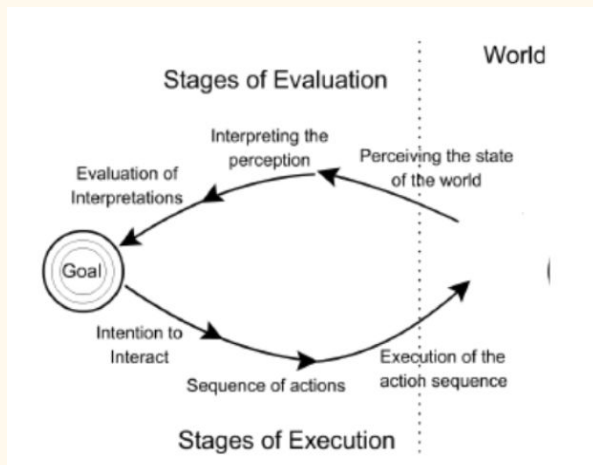
Interactive Application Design

Notes

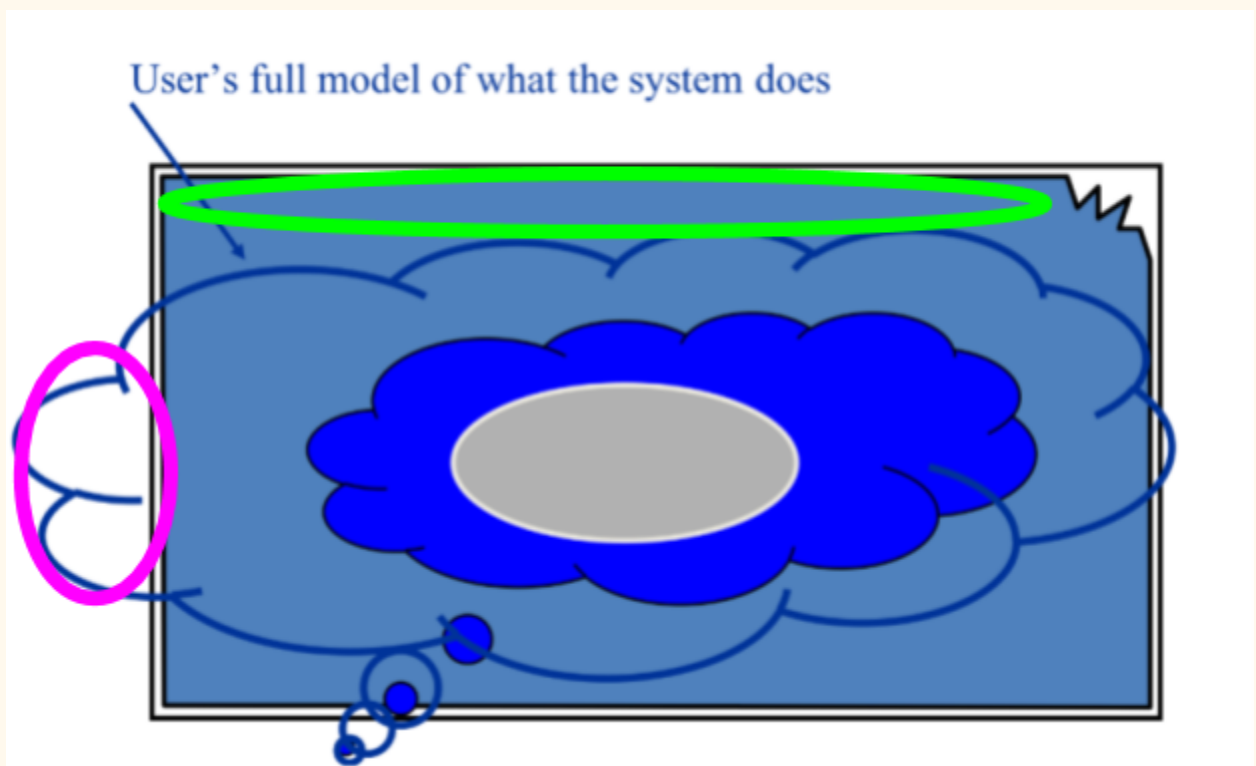
Metaphors

- Our life experiences → apply to harder concepts
- “Desktop” Metaphor → Magic Cap example
 - Everyone has a different idea of what each concept is (ex: people might not recognize a picture of trash truck)
- Packard Bell Planet → literal “hallway”/”office” interface, other rooms, designed for kids or people who don’t often use computers
 - Downside: possibly confusing, don’t know what each icon means, not compact

Every system has at least 3 models



- **Gulf of Execution:** user's belief in the functions the system *doesn't have*
 - User's error region (outside the blue box of actual functionality but inside the user's thought bubble)
 - Ex: User thinks they *can push* a "pull" door
- **Gulf of Evaluation:** where the user doesn't realize the system has a *functionality*.
 - Everything within the blue box of actual functionality but outside of the user's thought bubble



What can cause a user's Gulf of Evaluation?

- Design errors
 - Big button that isn't meant to be clicked...
 - Size
 - Location
 - Poor use of colors
- Lack of feedback and response to inputs

Affordances

- Use affordances to minimize errors
- Better grips
- Better push buttons
- Minimal, uncluttered design
- Virtual Affordances
 - Lines on a window resizing button to show that you can drag it
- Feed Forward (hourglass icon replacing the mouse cursor when loading)