Bring ideas to life
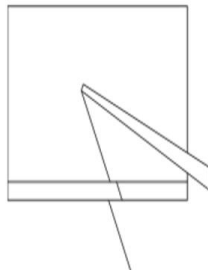**VIA University College**

IDX

Interaction Design
Beyond human-computer interaction

Me, shortly....

Henrik Kronborg

Henrik Kronborg Pedersen
Associate Professor, Engineer and Master of IT
Software Engineering Programme
VIA University College

DKK 559

kr. 24,95

interaction

noun [C or U] • **UK** 🔊 /ˌɪn.təˈræk.ʃən/ **US** 🔊 /ˌɪn.t̬ɚˈræk.ʃən/

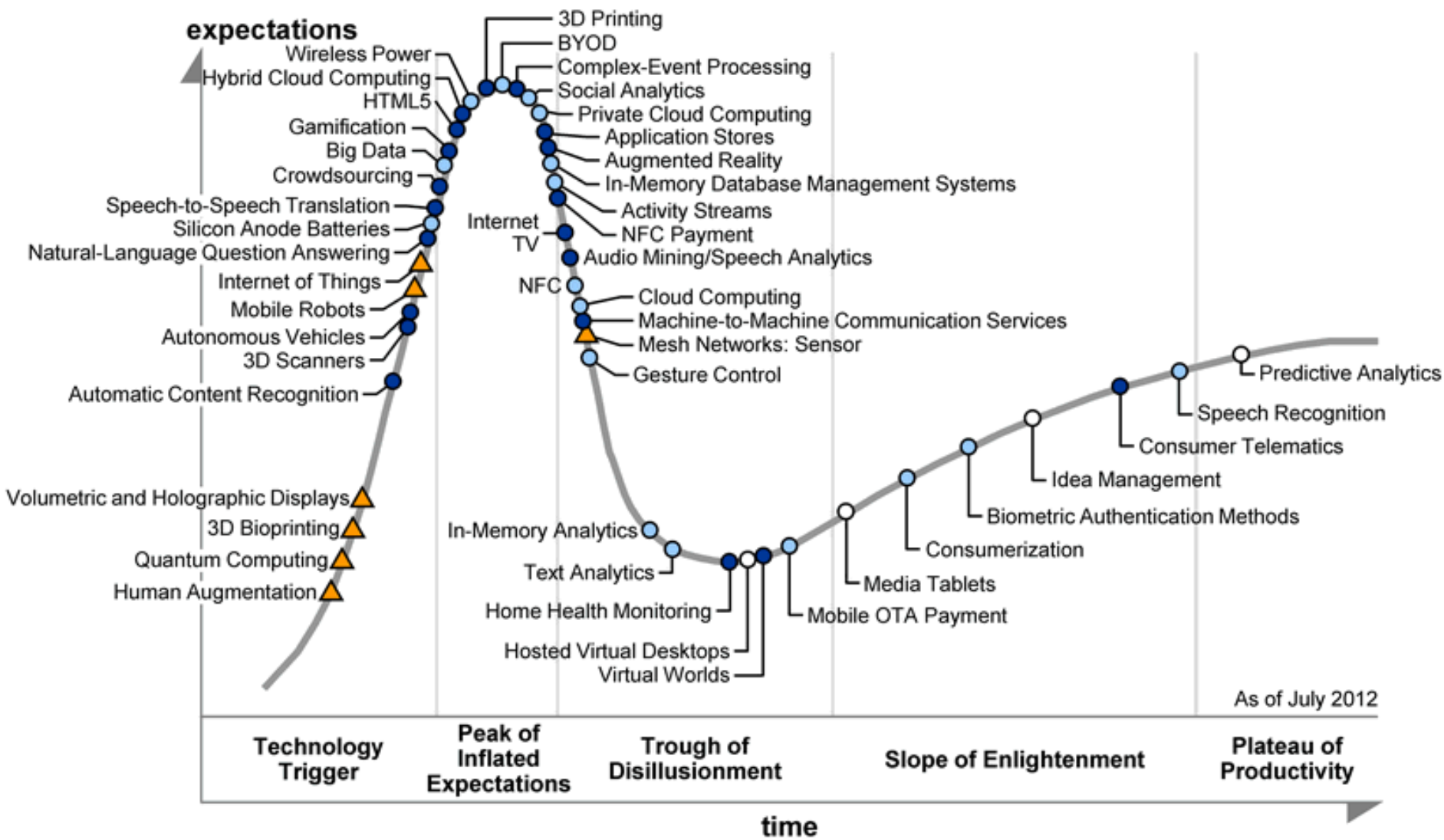⭐ **C1** **an occasion when two or more people or things communicate with or react to each other:**

*There's not enough interaction **between** the management and the workers.*

Language games are usually intended to encourage student interaction.

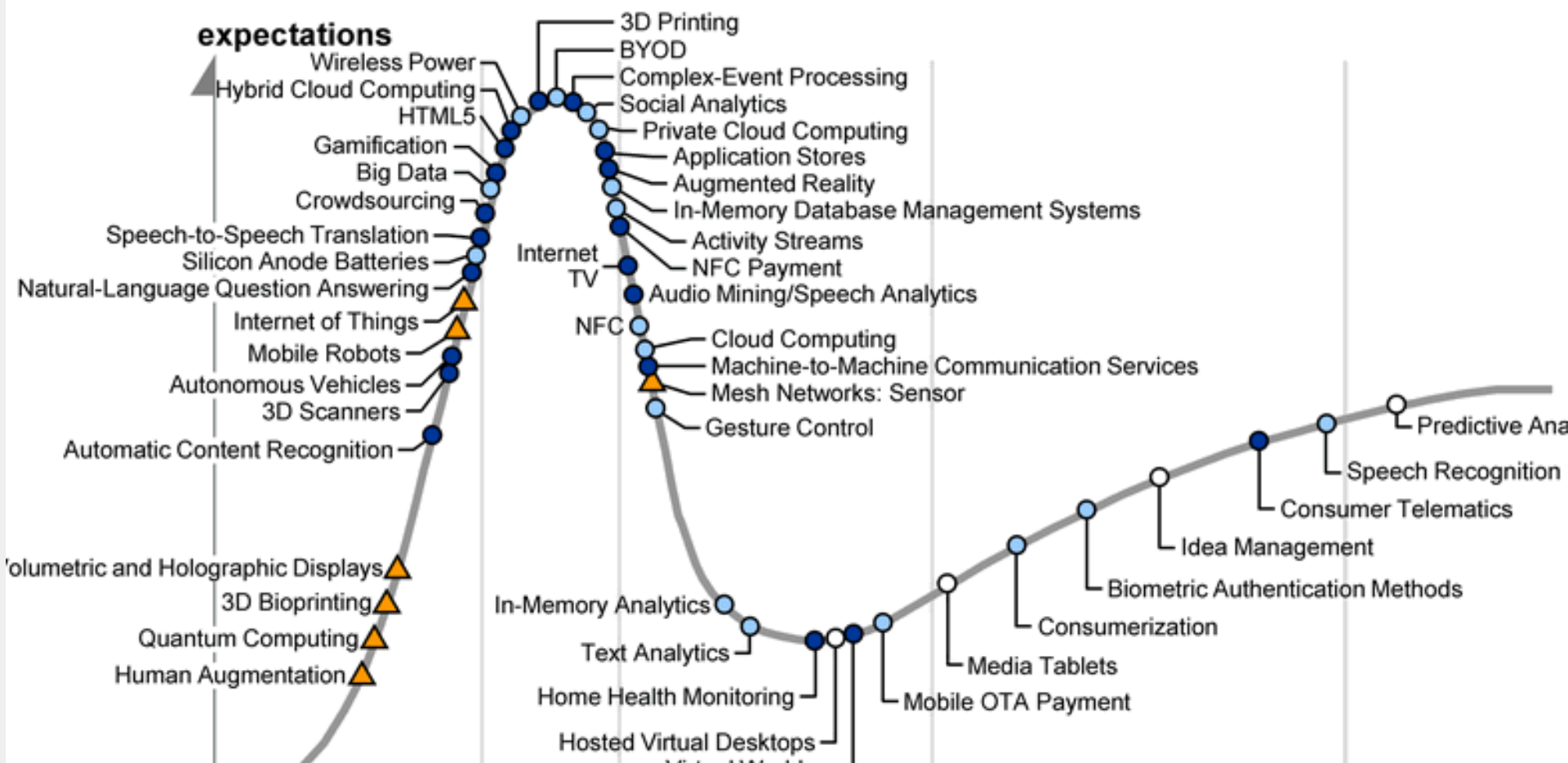*The play follows the interactions of three very different characters.*
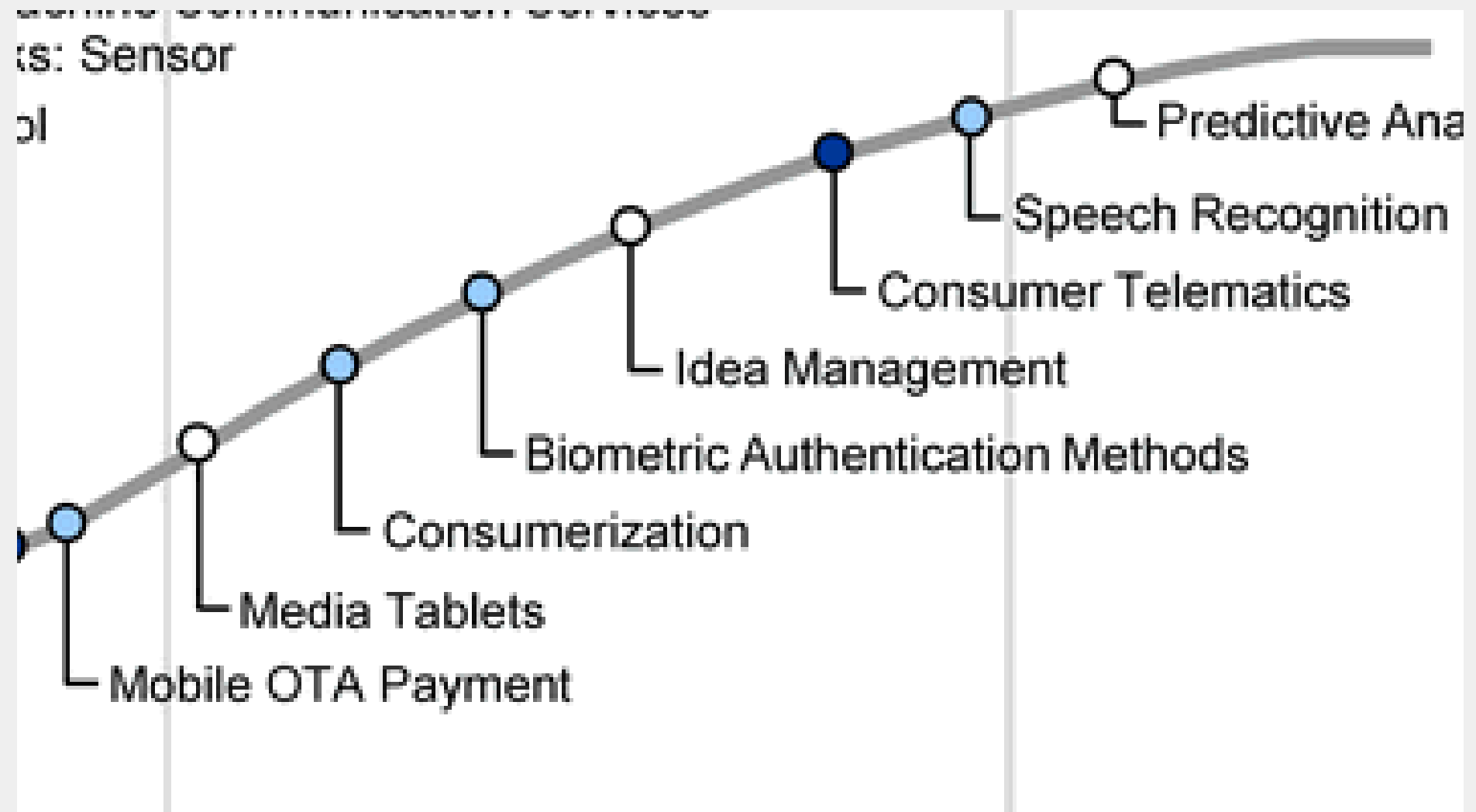
Example of good design (HCI)

- Google.com

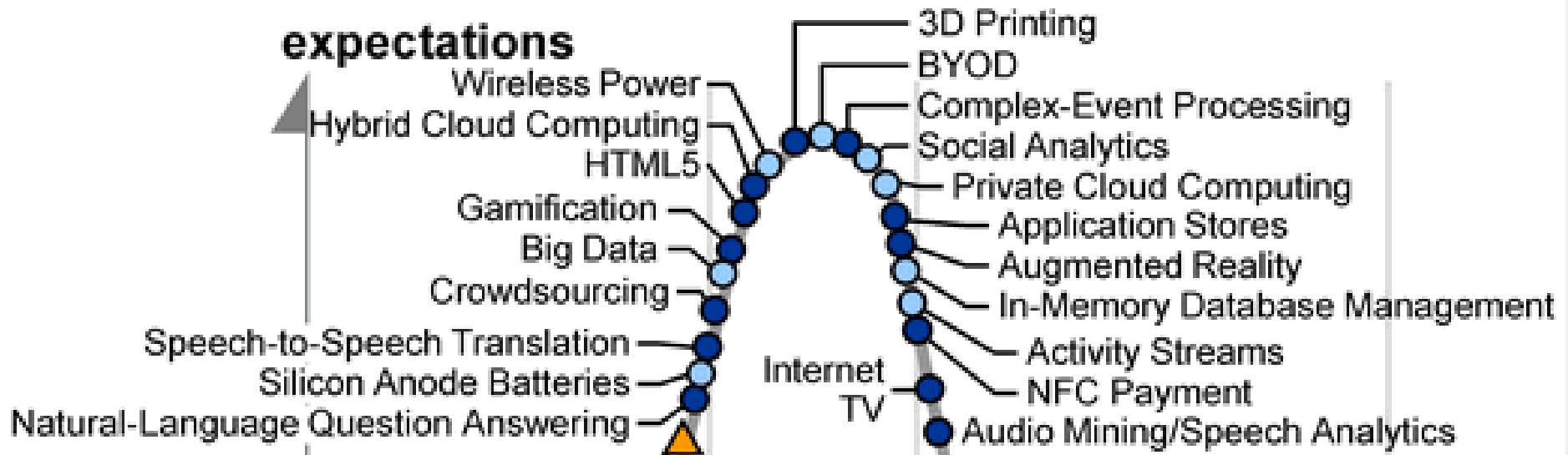- Translate.google.com

- Maps.google.com

expectations

- Wireless Power
- Hybrid Cloud Computing
- HTML5
- Gamification
- Big Data
- Crowdsourcing
- Speech-to-Speech Translation
- Silicon Anode Batteries
- Natural-Language Question Answering
- Internet of Things
- Mobile Robots
- Autonomous Vehicles
- 3D Scanners
- Automatic Content Recognition
- Volumetric and Holographic Displays
- 3D Bioprinting
- Quantum Computing
- Human Augmentation

- 3D Printing
- BYOD
- Complex-Event Processing
- Social Analytics
- Private Cloud Computing
- Application Stores
- Augmented Reality
- In-Memory Database Management Systems
- Activity Streams
- NFC Payment
- Audio Mining/Speech Analytics
- Internet TV
- NFC
- Cloud Computing
- Machine-to-Machine Communication Services
- Mesh Networks: Sensor
- Gesture Control

- In-Memory Analytics
- Text Analytics
- Home Health Monitoring
- Hosted Virtual Desktops
- Virtual Worlds
- Media Tablets
- Mobile OTA Payment
- Consumerization
- Biometric Authentication Methods
- Idea Management
- Consumer Telematics
- Speech Recognition
- Predictive Analytics

As of July 2012

| Technology Trigger | Peak of Inflated Expectations | Trough of Disillusionment | Slope of Enlightenment | Plateau of Productivity |

time

Plateau will be reached in:
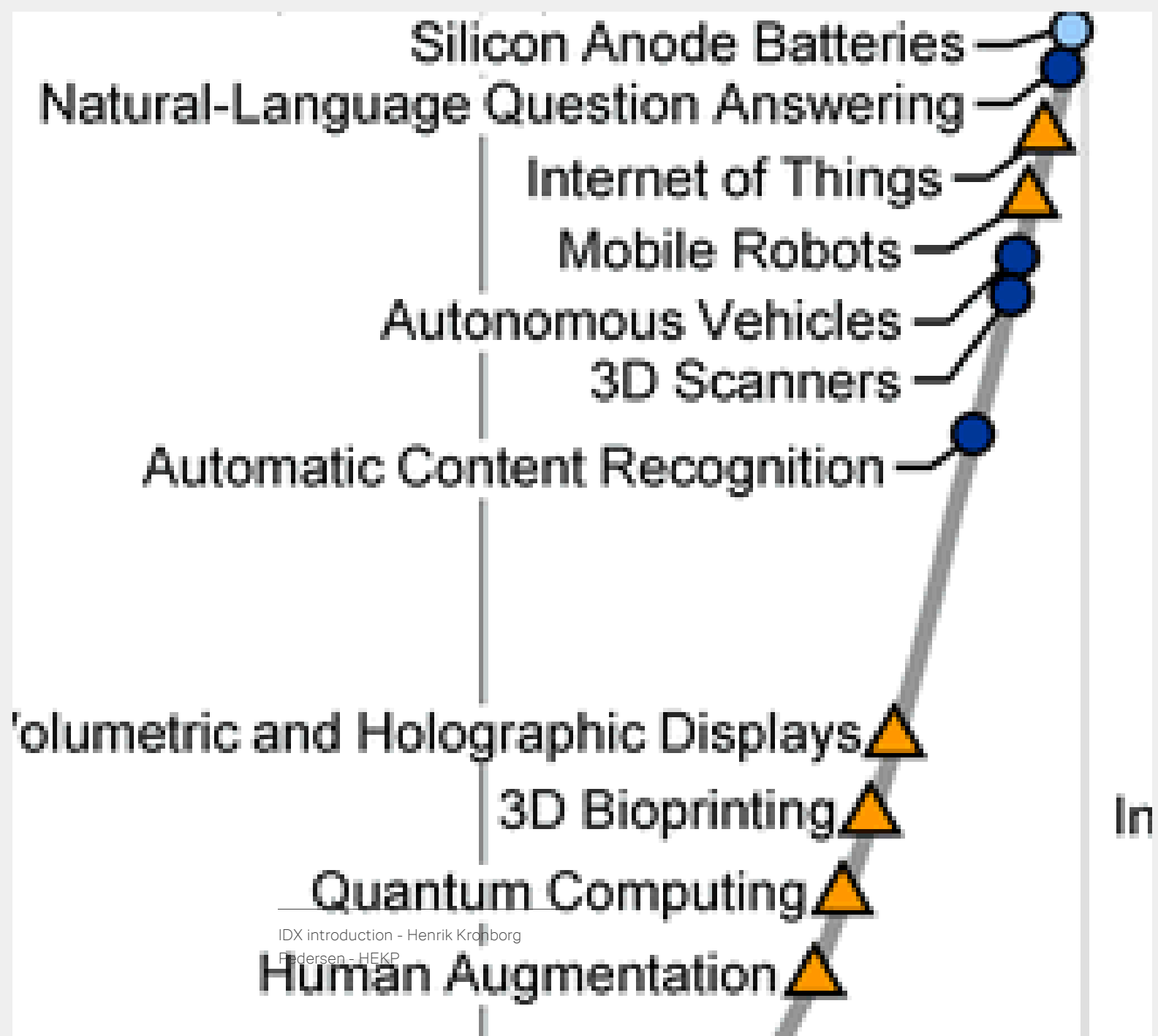
○ less than 2 years ○ 2 to 5 years ● 5 to 10 years ▲ more than 10 years ⊗ obsolete before plateau

expectations

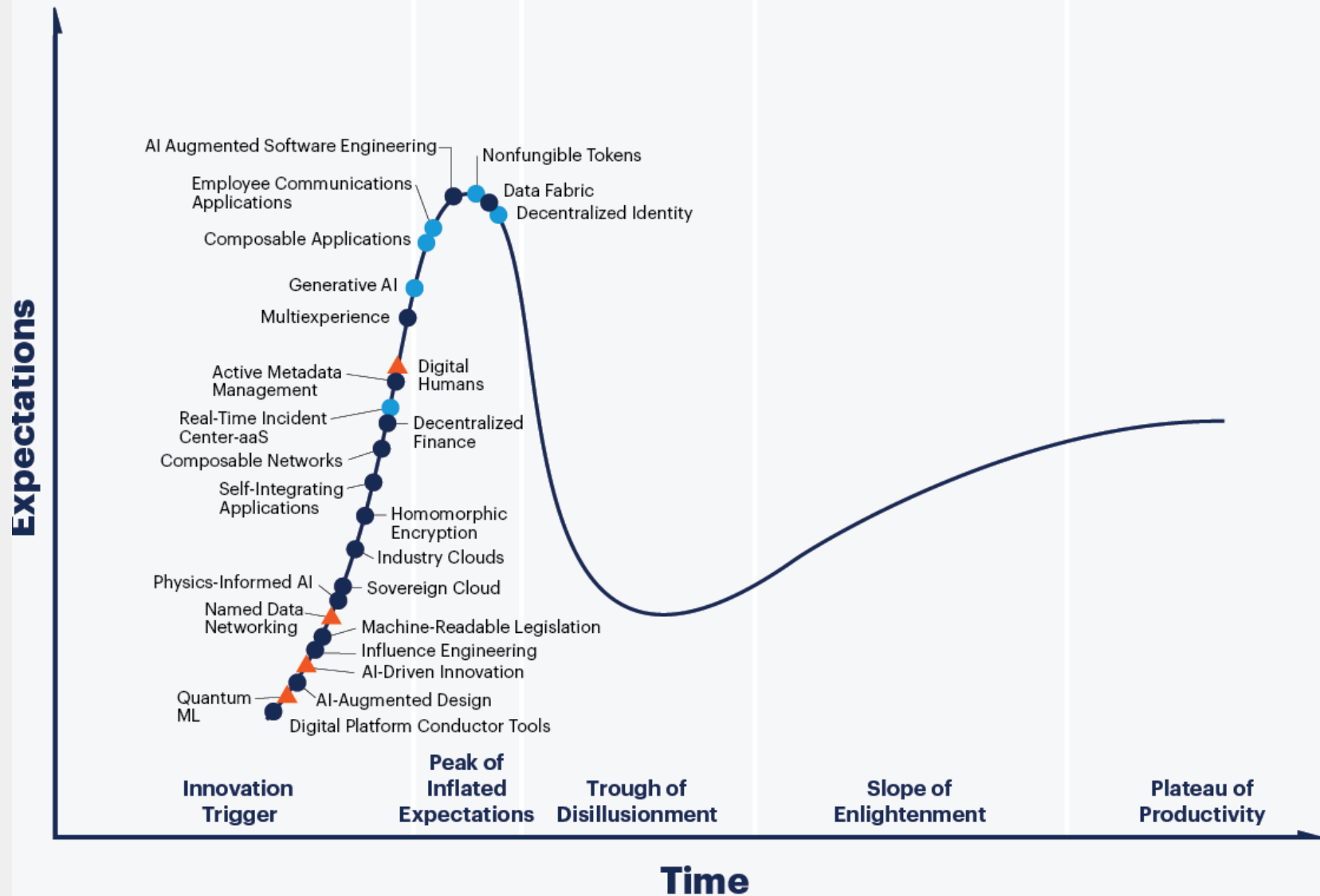3D Printing
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Wireless Power
Complex-Event Processing
Hybrid Cloud Computing
Social Analytics
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Gamification
Application Stores
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Augmented Reality
Crowdsourcing
In-Memory Database Management Systems
Speech-to-Speech Translation
Activity Streams
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Internet
Natural-Language Question Answering
TV
NFC Payment
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Audio Mining/Speech Analytics
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IDX introduction - Henrik Kronborg
Pedersen - HEKP

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expectations

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Silicon Anode Batteries

Natural-Language Question Answering

Internet of Things

Mobile Robots

Autonomous Vehicles

3D Scanners

Automatic Content Recognition

Volumetric and Holographic Displays

3D Bioprinting

In

Quantum Computing

Human Augmentation

Hype Cycle for Emerging Technologies, 2021

Expectations

- AI Augmented Software Engineering
- Employee Communications Applications
- Composable Applications
- Generative AI
- Multiexperience
- Active Metadata Management
- Digital Humans
- Real-Time Incident Center-aaS
- Decentralized Finance
- Composable Networks
- Self-Integrating Applications
- Homomorphic Encryption
- Industry Clouds
- Physics-Informed AI
- Sovereign Cloud
- Named Data Networking
- Machine-Readable Legislation
- Influence Engineering
- AI-Driven Innovation
- Quantum ML
- AI-Augmented Design
- Digital Platform Conductor Tools
- Nonfungible Tokens
- Data Fabric
- Decentralized Identity

Innovation Trigger — **Peak of Inflated Expectations** — **Trough of Disillusionment** — **Slope of Enlightenment** — **Plateau of Productivity**

Time

Plateau will be reached:

○ less than 2 years ● 2 to 5 years ● 5 to 10 years ▲ more than 10 years ⊗ obsolete before plateau

As of August 2021

gartner.com

AI Augmented Software Engineering

Employee Communications Applications

Composable Applications

Generative AI

Multiexperience

Active Metadata Management

Real-Time Incident Center-aaS

Composable Networks

Self-Integrating Applications

Physics-Informed AI

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Digital Platform Conductor Tools
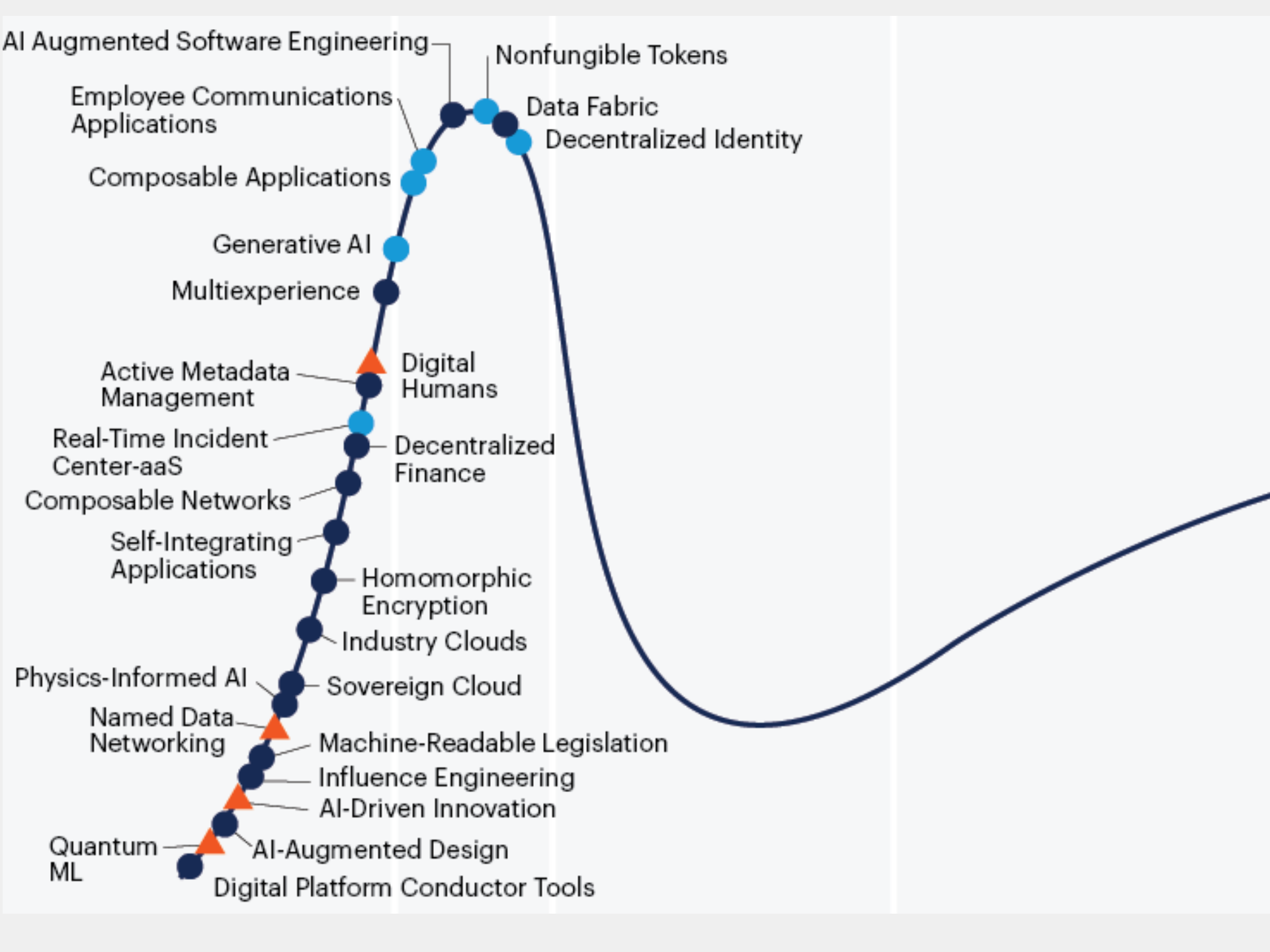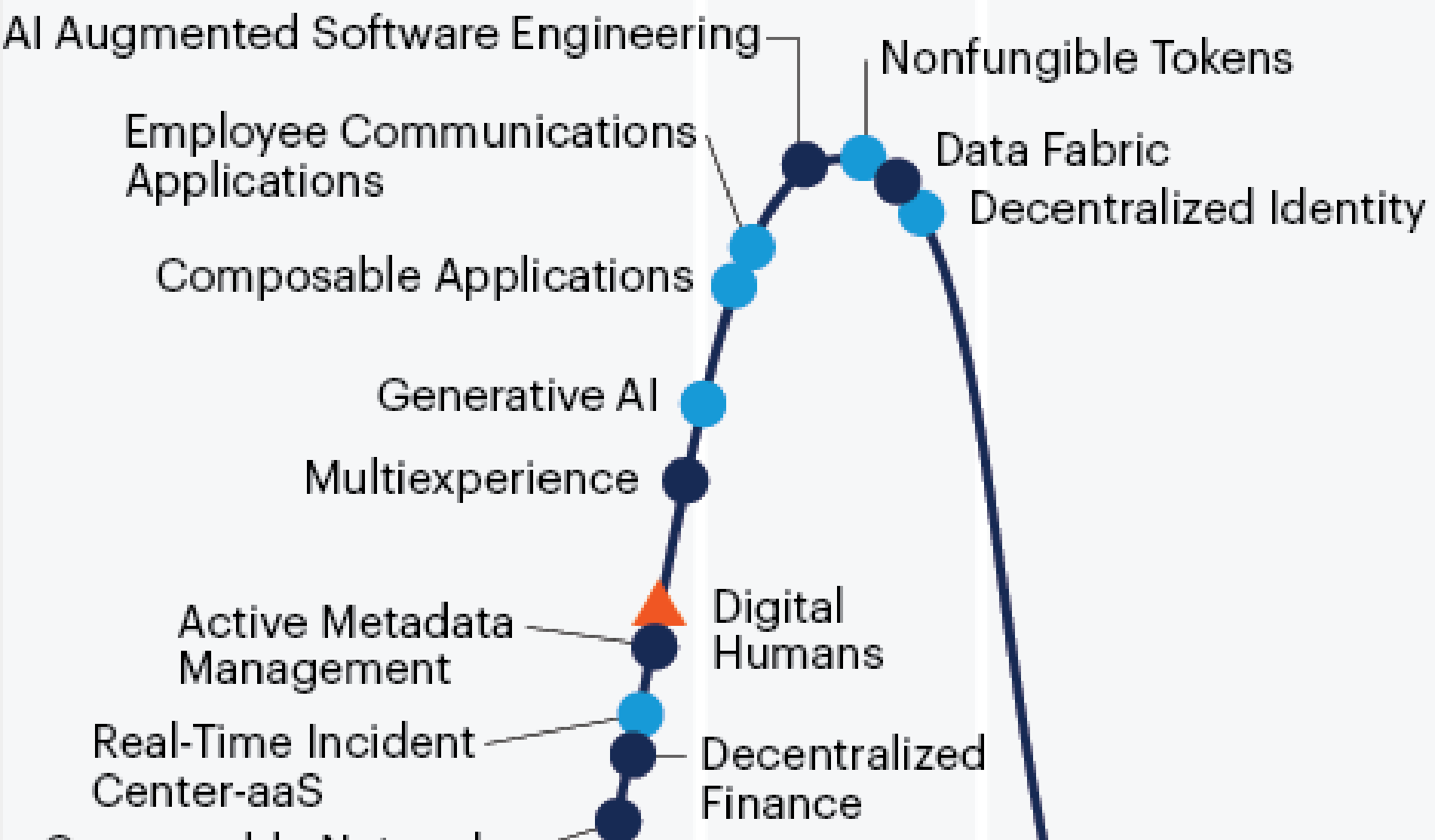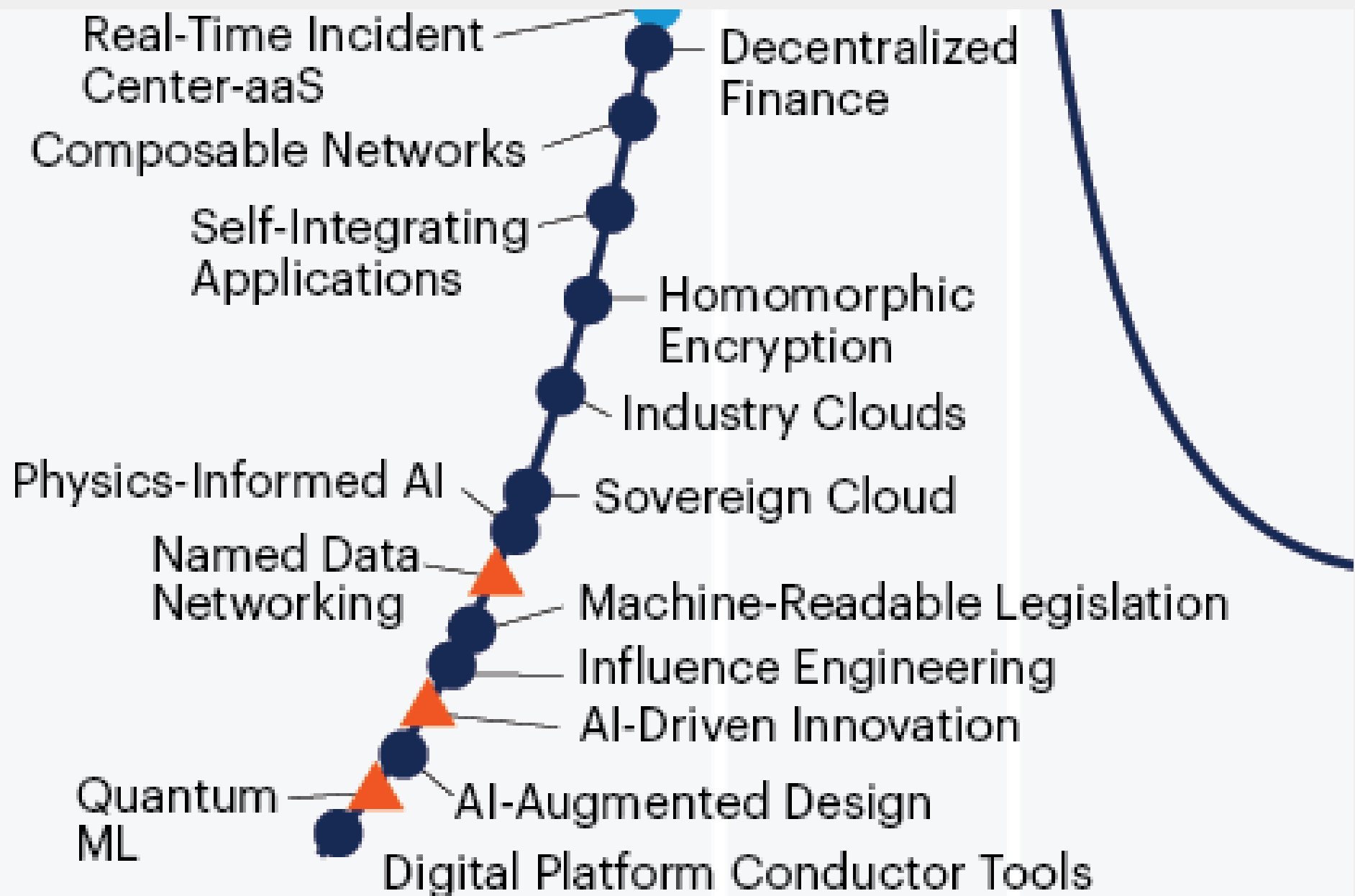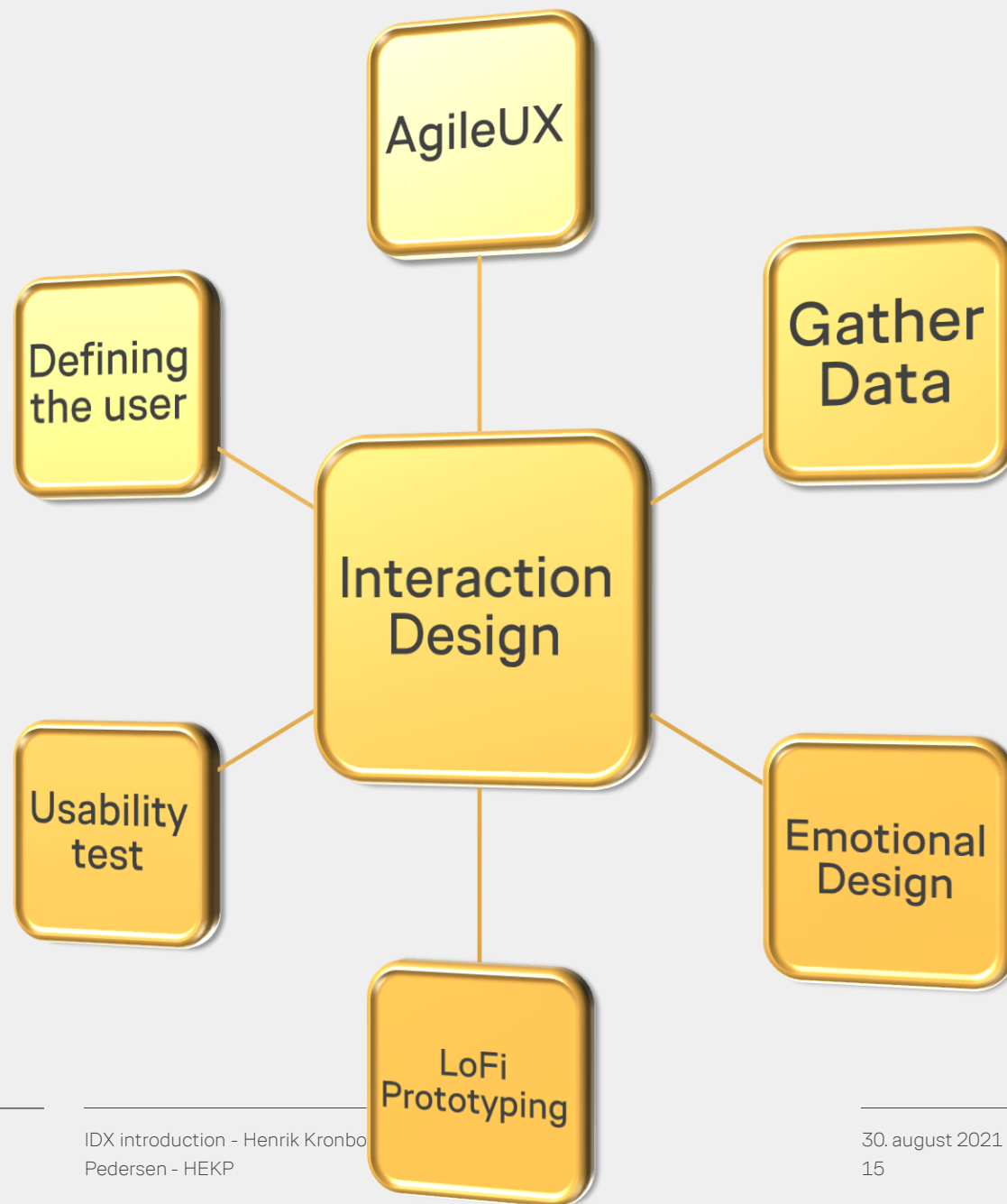
Exercise

– In groups of app. 2 persons: 10 minutes + 10 minutes

– Define a product where you want a disruptive interaction design   OR

– Find an example of bad interaction design

   – Give suggestions to improvements

   – Now re-think it completely

   – What is it, you really want?

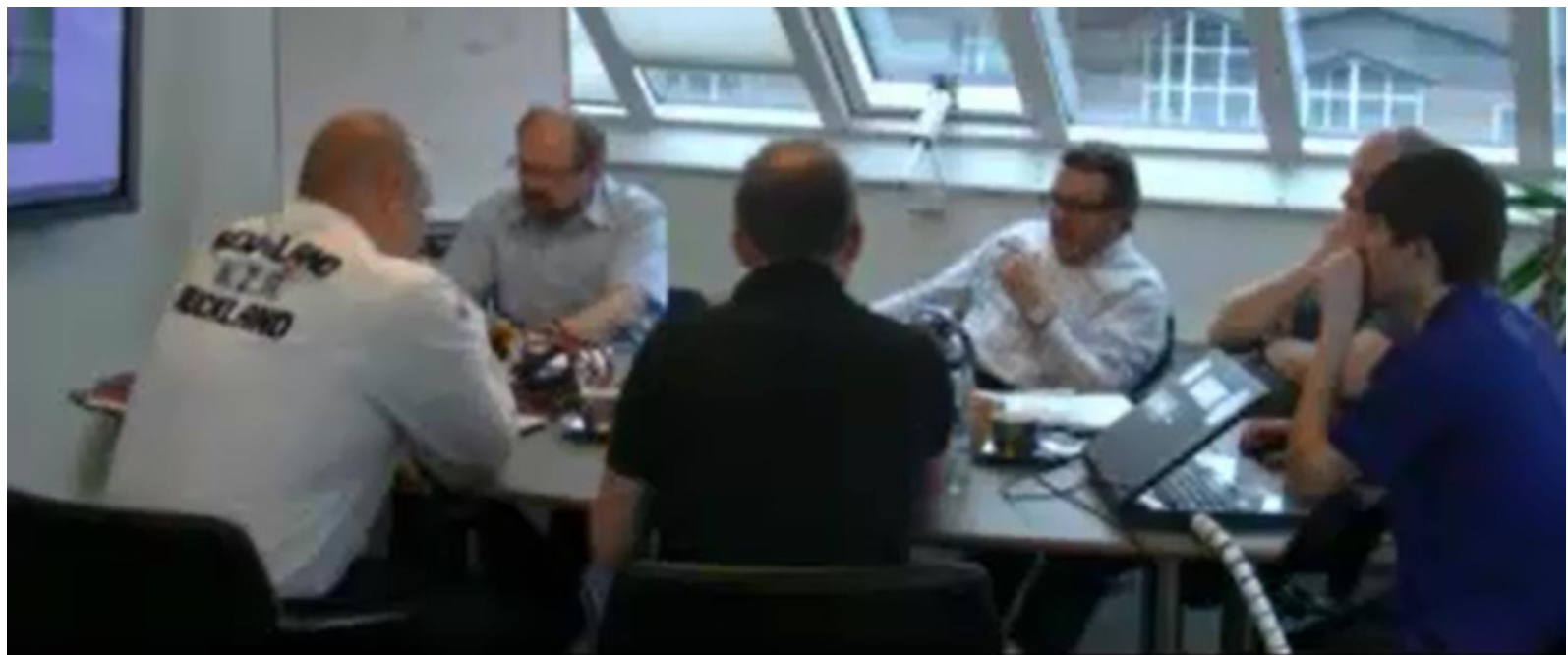# User eXperience Design

ex·pe·ri·ence 🔊 (ĭk-spîr′ē-əns)

n.

1. The apprehension of an object, thought, or emotion through the senses or mind: *a child's first experience of snow.*
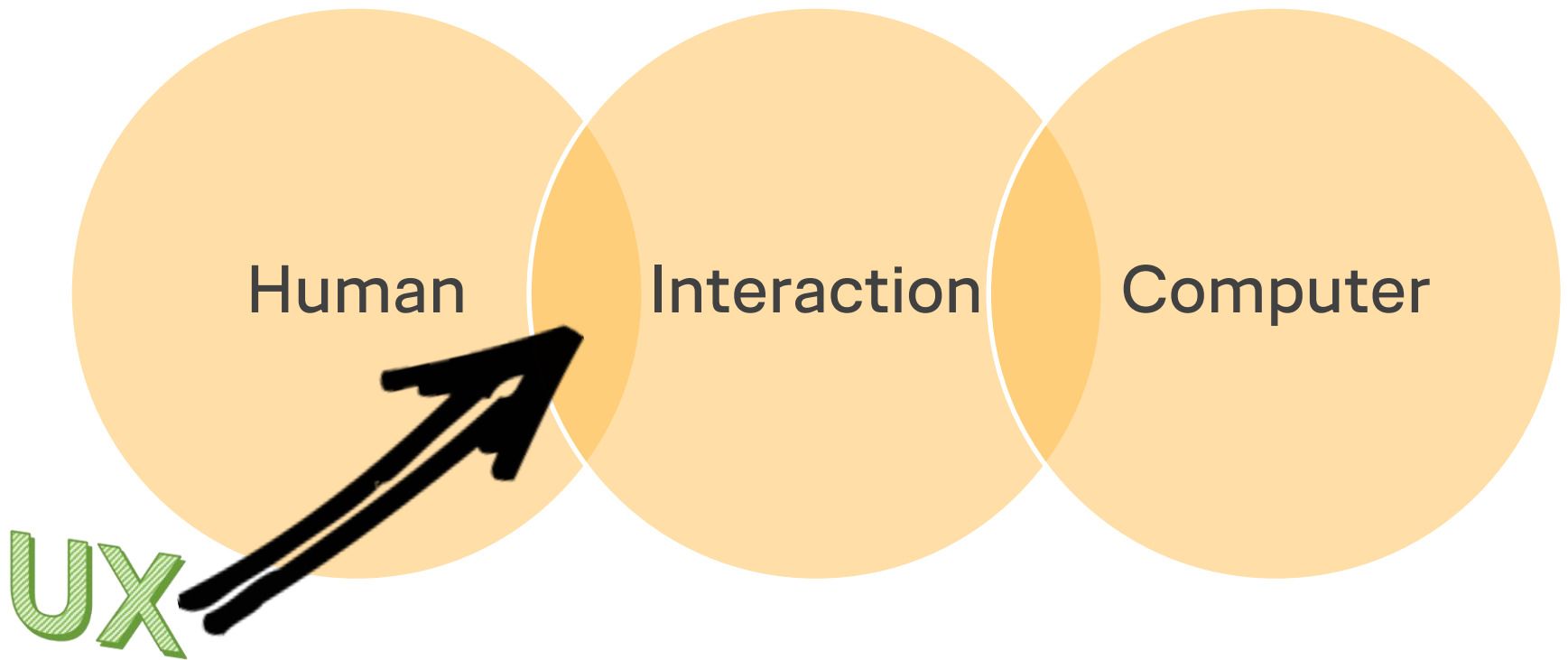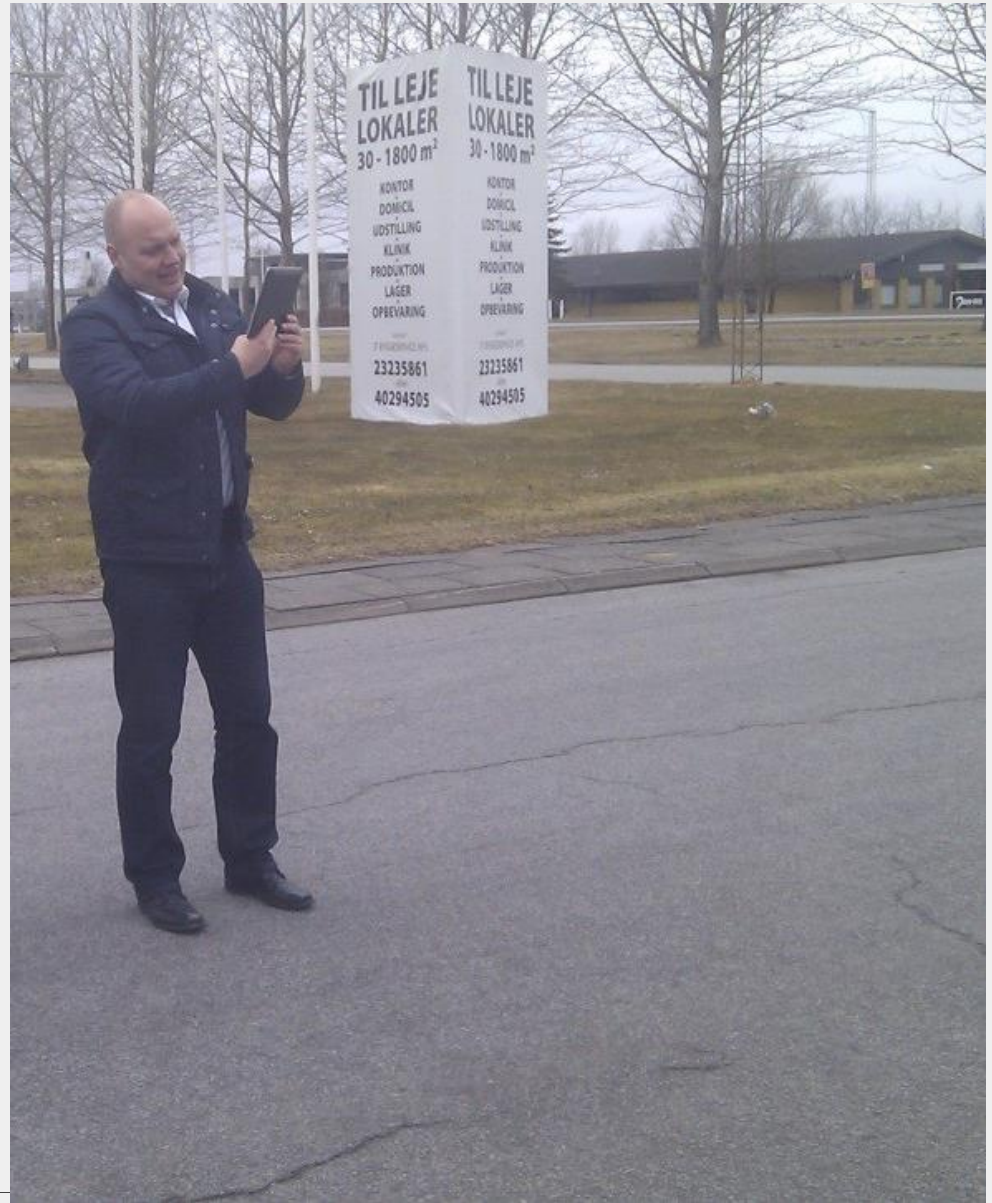
Prototyping

Usability

– testing

Exercise

–   A small group of students is visiting Legoland and want a system that helps them find each other again, when they got parted.

–   Design something........

Exercise

- A small kayak club wants a simple distance tracking app.

- Design something........