Multimedial

Includes video, graphics, audio, on-screen animations.

Take care of appropriation. Can be seen as distracting, unattractive, or just needless.

Examples

> Audio prompts

> Captions

> Sign Language Avatars

Multimodal

Input via real world to the computer.

Keyboard Types

Alphanumeric

Dvorak

Assistive Switches

Handwriting & Speech Recognition

Pointing Device i.e mouse

Touchscreens

EyeGaze technology

Gesture-based input

Output via some sort of screen or digital device

Monitors

Digital Paper

Sound Devices

Sensory Output

Nielsens Heuristics

SImple, natural dialogue - should be in simple vocabulary

Speak users language - reflect the culture and language of user

Minimise user memory load - Prevent users having to memorise important info

Consistency - UI structure should be consistent and recurring

Feedback - Provide user with feedback through acknowledgements of tasks

Clearly Marked Exits - If users need to escape, provide that option

Good Error Messages - Explain where an error has arisen

Prevent Errors - Have the UI handle the errors without user needing to debug

Help & Documentation - Provide User manual on UI

Shneidermans 8 Golden Rules

Strive for consistency

User shortcuts

Informative Feedback

Yield closure for dialogs

Error Handling

Easy Reversal of actions made

Internal locus of control

Reduce short term memory load