

LAB 2: THE GOAL OF INTERACTION DESIGN**BITM 2313****SEMESTER 2****SESI 2020/2021****1.0 OBJECTIVE**

To criticize usability of a product/ web site based on Design Principles.

2.0 INTRODUCTION

Design principles is basic guideline that can be used in designing a product/ user interface design of a system/an application/a web site. The classic design principles has 6 principles as below.

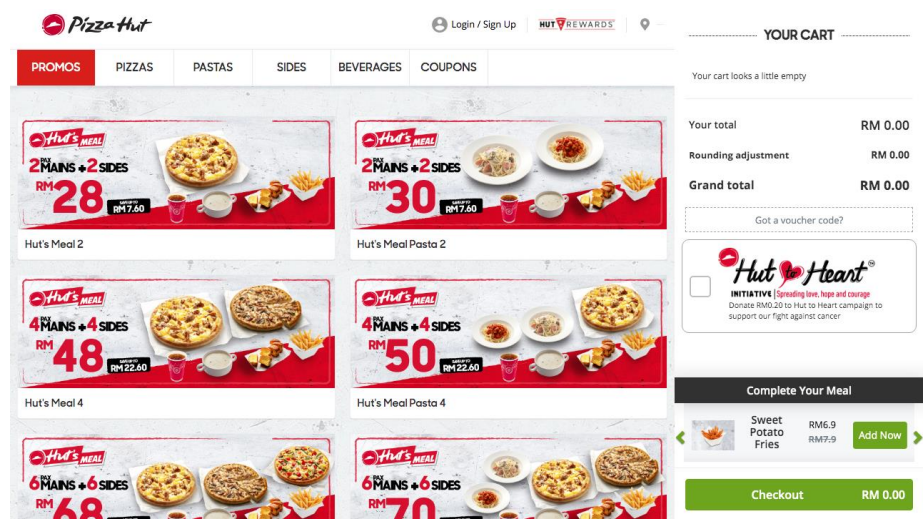
3.0 DESIGN PRINCIPLES

- **Visibility**
If I press this button, what will happen? If I wanted to unlock the door, which control should I use? A system with good visibility allows the user to easily translate goals into actions.
- **Feedback**
What is it should do now? Once the user has pressed a button, the system should react in a manner that clearly communicates what has just been accomplished. If nothing has happened, this fact should also be obvious.
- **Constraints**
Why can't I do that? It limits your interaction to minimize potential action slips and mistakes.
- **Mapping**
Where am I and where can I go? It provides your current state and possible next actions while interacting with a system.
- **Consistency**
I think I have seen this before. It provides familiarity and consistency throughout your interaction with the system.
- **Affordance**
The system should provide "strong clues to the operation of things". A button affords pushing, a lever affords pulling, etc. The user should know how to operate a control just by looking at it.

4.0 LAB ACTIVITY

In a group of three students, based the above design principles identify and list all the possible interaction problems that a user might have while interacting with one of the following applications:

a) Pizza Hut : <https://www.pizzahut.com.my/order/promos>



b) Online bookstore:

https://malaysia.kinokuniya.com/?utm_source=kinokuniya.com.my&utm_medium=referral&utm_campaign=kino20190701-001

