

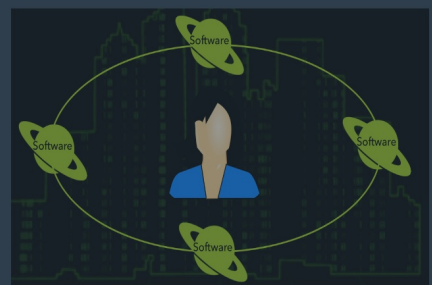
FROM SOFTWARE-CENTRIC TO HUMAN-CENTRIC

ARCHITECTING THE DIGITAL WORLD

USER CENTRIC DEVELOPMENT

The digital world is lived by people

The focus of software development turns to people and the experiences they have with technology



TECHNOLOGY IS NOT THE GOAL, IS A TOOL TO REACH A GOAL

HUMAN COMPUTER INTERACTION

Utility

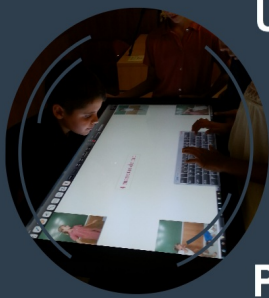
Usability

Contextual factors

Human factors

Productivity

Health and safety



Combines knowledge from computer science, cognitive science and human factors to create useful and usable systems

WHAT IS INTERACTION?

Bidirectional and purposeful communication between a person and a computing device



Human



Computing device

HUMANS

People have CAPABILITIES and limitations

They want to ADAPT the interaction with software applications to their needs

COMPUTING DEVICES

The channel through which we communicate with computing devices is the USER INTERFACE

The messages that can be interchanged depend on the INTERACTION STYLES