INTERACTION DESIGN

Understanding interaction ecologies

Interaction ecologies

Humans and computing devices make up an ecology

Humans interact with devices to reach their goals and are influenced by the devices and applications they use

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If users can't use your system to meet their goals it is not their fault, the culprit is you and your faulty design

Mental Model

Conceptual Model

It defines how a system works and it is translated into the user interface

Mental Model

Is the model the users develop about how to use a system while interacting with it

Affordances

Affordances are properties or attributes of the objects that provide clues about their use

Grab

Click

Use interactions that have a standard meaning

Keep the interaction options simpler and natural

Be consistent in the reactions of your system to the same type of user action

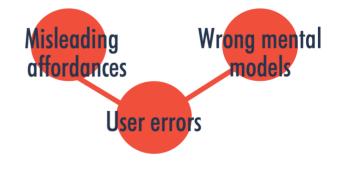Mental Model ❤ Evident Affordances

Interaction model

Execution ⟳ Evaluation

Users execute actions on the interface to achieve a goal, and they analyze the resulting state. If the result of the evaluation isn't satisfactory, then there is a problem!

Misleading affordances

Wrong mental models

User errors

The design of the interaction is your responsibility

As designers of a human-centric software universe you have to minimize the errors humans might do when using your system.

7.6 How can I design the interaction?

Paloma Díaz. Universidad Carlos III de Madrid