Journal #2:

The Profesor makes a session where we can discuss some topics and try to applicate to our research proyects, but in the first session we talked about Donald Norman first chapter of the book called the design of everyday things , says that how people interact with the objects,

And thinking in that session, researching in internet what are a good Interfaces, i just saw a ted talk that says***, the best computer interface? Maybe…your hands***

James Pattern is the guy that was talking and he gives some points that goes according to what Donald said are good for a interface

James Pattern: “we get this physical feedback where we can actually feel these physical handles pulling back against us. So feeling what's going on inside a molecular simulation is a whole different level of interaction.”

Donald in his first chapter of book talked about three factors that made a good interface, and one of them was the feedback usually most of the things dont have a good feedback and we dont feel natural to use it

So, what i what so say with this, is that in the video maked a interface where they interact with a prototype like a mini robot that we cant move, drag etc. And all this área like a board and the prototype will react in real time from the response of the software, they maked a test with a simulation of a protein, and when they moves te prototype the prototype moves a part of protein and if that was a wrong place the prototype returns and the first spot where was taken at the same time that the simulation does.

Its amazing how we can get a phisycal response from a software

I opens a whole new level of interaction