



TUTORIAL 2

PURPOSE

This activity is intended for you to put into practice what we have learned in Chapter 1 (What is Interaction Design) of the textbook. Specifically, the objective is to enable you to define usability and user experience goals and to transform these and other design principles into specific questions to help evaluate an interactive product.

ACTIVITY

Each of you should find an everyday handheld device, for example, a remote control, a digital camera, a smartphone, iPod/portable music player, etc. and examine how it has been designed, paying particular attention to how the user is meant to interact with it. Using the device or just showing an image of it (can be on your phone or computer) think about:

- What is good and bad about the way the device works?
- The user experience resulting from interacting with the object.
- What are some of the core (micro) interactions supported by it, are they pleasurable, easy and obvious?
- Based on the material we covered in design principles, accessibility, etc. lectures, compile a list of usability and user experience goals that you think will be the most relevant in evaluating the device; which are the most important and why?
- Translate each of your sets of usability and user experience goals into two or three specific questions, then use them to assess how your device fares.
- Discuss some possible improvements to the interface design based on the above.

Working in groups of 2 - 3 discuss the device you brought and what you think about the design, user experience, interactions, and usability (all of the questions above). Do others have similar devices with better or worse designs? What makes them better or worse, easier or harder to user? What about the user experience?