Exercise 1

1.

<http://eyecanlearn.com/perception/closure/>

in this link basically shows me how we can draw the objects in different way, for example how can we draw an airplane with broken lines, and then in next one shows me the space and the box of a text it good visual because u can see the text in the empty box and imagine it. It good for users because the users will see the same draw or text but in the different way, and it is more interesting for users.

<http://eyecanlearn.com/perception/figure-ground/>

in this link basically shows me it doesn’t matter how busy is that area if something catches your eyes u can find it really easily. And also you find the imagine or thing your eyes catch it like completely different to others and it look like its talking to you. Also shows the different colour in a imagine will help people to be more interest and easier to find it . and also each person can see different images in the pictures, its different for each person.

2.

No, not always. We cant really trust our visual perception because each person have different and see it from a different view and always there will be eyes mistakes. It’s like the Jastrow example, when u put the piece of wood in above other one it looks smaller.

it is the design of the interaction between users and products, The goal of interaction design is to create products that enable the user to achieve their objectives in the best way possible.

There is 5 dimensions:

1D: Words

Words—especially those used in interactions, like button labels—should be meaningful and simple to understand. They should communicate information to users, but not too much information to overwhelm the user.

2D: Visual representations

This concerns graphical elements like images, typography and icons that users interact with. These usually supplement the words used to communicate information to users.

3D: Physical objects or space

Through what physical objects do users interact with the product? A laptop, with a mouse or touchpad? Or a smartphone, with the user’s fingers? And within what kind of physical space does the user do so? For instance, is the user standing in a crowded train while using the app on a smartphone, or sitting on a desk in the office surfing the website? These all affect the interaction between the user and the product.

4D: Time

While this dimension sounds a little abstract, it mostly refers to media that changes with time (animation, videos, sounds). Motion and sounds play a crucial role in giving visual and audio feedback to users’ interactions. Also of concern is the amount of time a user spends interacting with the product: can users track their progress, or resume their interaction sometime later?

5D: Behaviour

This includes the mechanism of a product: how do users perform actions on the website? How do users operate the product? In other words, it’s how the previous dimensions define the interactions of a product. It also includes the reactions—for instance emotional responses or feedback—of users and the product.

3.

It tells me human memory have space and can go to a level of the game which when gets harder its harder to remember it and one thing might be enough to lose the game, usually human memory would try to remember it through like imagination or kind of making pictures with them, everyone is different to how memorize.

Yes gestalt principle helps because then in your mind u will expect what will show up on your screen and how to remember it and your memory learns each time.

It helps people to understand and memorize the website for example, it helps people to reamer where was the submit button which at this time I think everyone knows the submit button is at the end of the page.

4.

At the start I was confused what I need to do so I had to repeat that video but the second time I think I got all of it, my attention got a bit mixed up at the start. But then it was easy.

Its like they’re working in group together if one of them mix up the order of passing the ball then it would harder to figure out who they have to pass and probably they have to stop.

Exercise 2

1.

In this camera we have lots of options for example users can zoom in and out there is flash for when its darker, at the back of it has so many buttons which has option what this camera can do. Has microphone, has a small screen which shows the picture.

2.

It has a nice black and white text which everyone can see it clearly. There is submit button and other button, other options and also there is a log on button.

3.

Bad text displayed and also the fonts are not clear it might take a while to understand which font you looking for and also they names are not complete for example instead of having time new roman it has only times. The menu is only white/black. And it harder to find the stuff on the left hand side.

Much nicer menu, added the colours which shows user a bit of preview which is good then user don’t have to keep save and change it also added the grey colour which help people to read better.

Exercise 3

* Visibility: No, TUDublin website doesn’t have the visibility of the system status. Because I won’t understand what is happening right now.
* Match: The website talks my language but it has only two languages.
* User Control: Yes, there is marks to exit the website
* Error Prevention: there is no error displayed on the website but if use the website from the last week I’m pretty sure we can find errors.
* Recognition: Yes, Its easy to memorize the website and the information.
* Flexibility: No, I don’t think it has it
* Aesthetic: Yes, the design is good and I think fit the website and its not hard to find something in it
* Help: Yes, It has the help and full information, have enough information for this website