

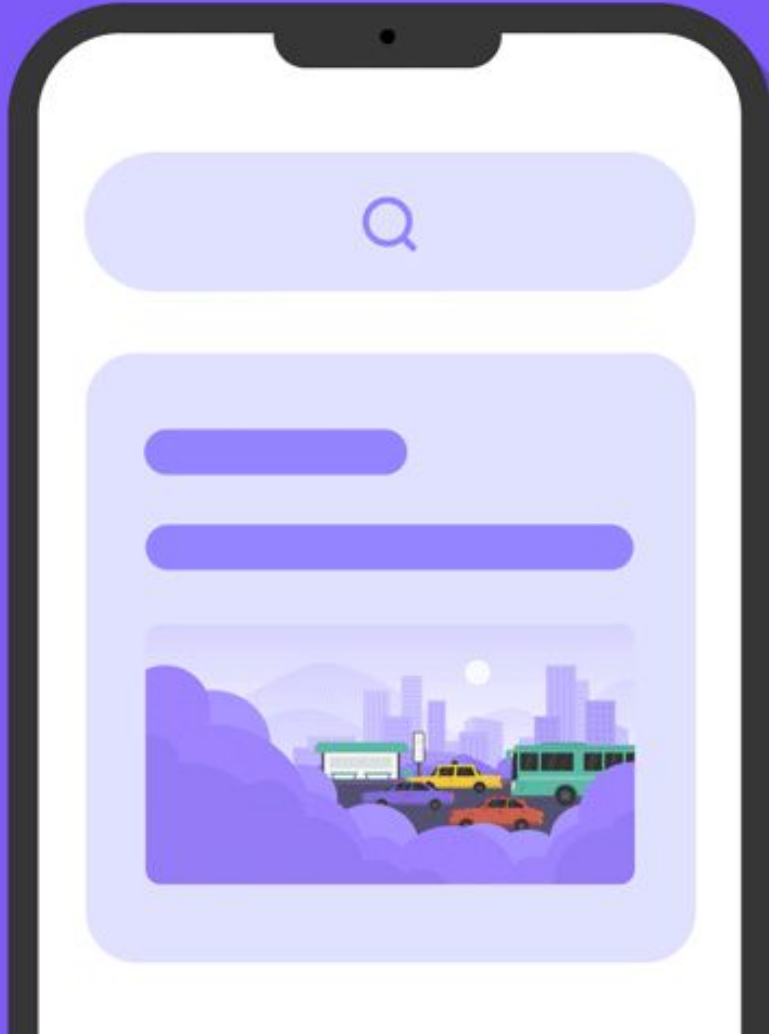
UXT 200 Term 2

Designing Interactions

LECTURER

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INTRODUCTION

How can you design better interactions?

In this term, specific focus is placed on the fundamental mechanics and theoretical concepts of 'Interaction' and how it practically relates to designing user interfaces. The class content investigates how interaction can be defined and how interactions are designed and understood. Students' knowledge of interactions and interaction design should be deepened by exploring the principles, styles and models regarding the design of interactions and how it practically relates to designing UI's.

OUTCOMES

On completion of this project, students should be able to:

1. Understand the dimensions of interaction and interaction design
2. Understand and explain the principles, styles and patterns of interaction
3. Demonstrate a practical application of Norman's Action Cycle
4. Provide examples of mental models in existing digital products
5. Successfully demonstrate an understanding of the elements that comprise interaction by analysing existing an digital product

TERM SCHEDULE

WEEK 1 22-28 April	<ul style="list-style-type: none">• Introduction and briefing
WEEK 2 29 April - 5 May	<ul style="list-style-type: none">• The 5 Languages/Dimensions of Interaction Design
WEEK 3 6 - 12 May	<ul style="list-style-type: none">• Principles of Interaction
WEEK 4 13 - 19 May	<ul style="list-style-type: none">• Interaction Styles & Patterns
WEEK 5 20 - 26 May	<ul style="list-style-type: none">• Norman's Action Cycle
WEEK 6 26 May - 2 June	<ul style="list-style-type: none">• Mental Models
WEEK 7 3 - 9 June	<ul style="list-style-type: none">• Analysis Quiz on Canvas during class
WEEK 8 10 - 16 June	<ul style="list-style-type: none">• General Feedback on Analysis Slide Deck• Final Submission 12 June

TERM ASSIGNMENTS

You will be required to complete the following for the term:

1. ANALYSIS QUIZ

Students will analyse provided examples according to the principles, styles and patterns of interaction, as well as Norman's Action Cycle in the form of an online quiz.

2. ANALYSIS SLIDE DECK

Students will be required to generate a slide deck interpreting the theoretical concepts discussed throughout the term and applying their knowledge gained by completing a visual analysis.

ANALYSIS SLIDE DECK

PDF

You will be required to generate a slide deck interpreting the theoretical concepts discussed throughout the term and applying your knowledge gained by completing a visual analysis.

The analysis will be of an existing app or website of your choice. You will be analysing the interface according to the principles of interaction and identifying the WIMP interface elements.

Choose an interesting app or website that you frequently use!

If wanting to choose an app, choose an interesting one that you already use, like a timekeeping app, a habit tracking app, a health tracking app, a productivity app, an app that helps you sleep, etc.

If wanting to choose a website, choose an interesting website. Perhaps one you use to get inspiration, reading about designs trends, about a hobby, etc.

Slide Deck Structure:

- Cover Page
- Introduction
- Analysis of example
- APA References

Submission Details:

Dimension: 1920px x 1080px (or 16:9 ratio)

Format: PDF

Naming: Surname, Name_Student No._XT 200_Term 2

Analysis details:

Your analysis should consist of the following:

- The name of app/website you are analysing
- A short description of what the app/website does/is about
- Screenshots of the interface, clearly showing all the interaction principles, styles, and WIMP elements:
 - Menus
 - Forms
 - The phases of direct manipulation
 - Natural language interfaces
 - Windows
 - Icons
 - Menus
 - Pointing/Pointers
 - Widgets
- Clearly indicate examples of interaction principles you can identify in the screens. Provide the name of the principle as well as a short description to contextualise the example. Try to find instances of all the below:
 - Discoverability
 - Visibility
 - Constraints
 - Feedback
 - Affordances
 - Consistency



Pocket (Mobile Application)

"Save articles, videos and stories from any publication, page or app. Curate your own space filled with everything you can't wait to learn" (Pocket 2021).

EXAMPLE: ANALYSIS OF AN EXISTING APP

Only a few interaction principles and styles are highlighted here, as well as only a few screens of the app. You should include all the interface screenshots in your analysis.

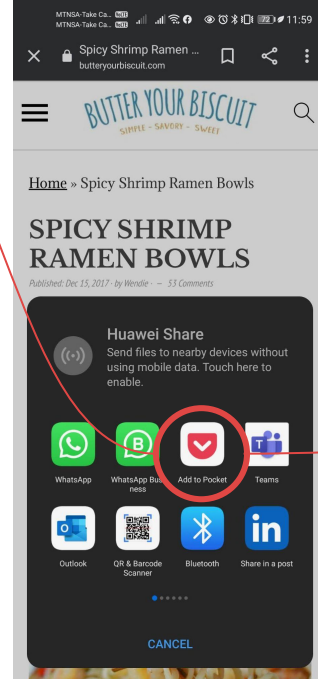
1. Save this recipe for later use



Interaction Principles & Styles:

- Icon
- Button

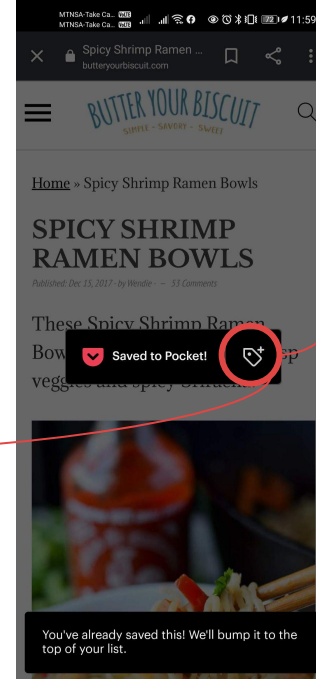
2. Add to Pocket



Interaction Principles & Styles:

- Menu
- Icon
- Button

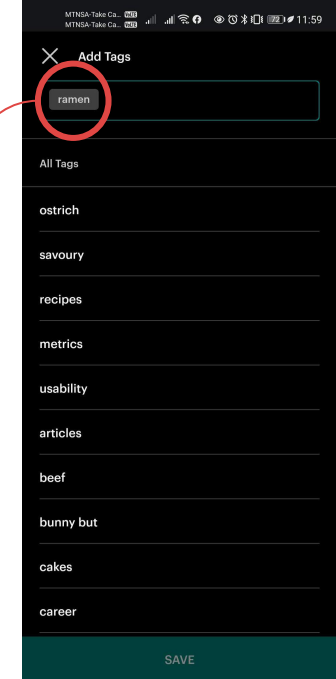
3. Add a tag to find it easily



Interaction Principles & Styles:

- Menu
- Icon
- Button
- Feedback
- Affordance of "adding a tag with + icon"

4. Select a tag or type your own



Interaction Principles & Styles:

- Menu
- Input field
- Button
- Visibility - "the type field is at the top and automatically selected"

ASSESSMENT CRITERIA & MARK BREAKDOWN

Deliverables	Associated Assessment Criteria	Mark Breakdown
<i>Students must complete the following deliverables:</i>	<i>On completion of this term students are assessed on their ability to:</i>	<i>Deliverable weighting</i>
<ul style="list-style-type: none">ANALYSIS QUIZ	<ul style="list-style-type: none">Understand the dimensions of interaction and interaction designAnalyse provided examples and identify the principles and styles of interactionAnalyse provided examples and demonstrate how the action cycle takes place and the mental model associated with the task	40%
<ul style="list-style-type: none">ANALYSIS SLIDE DECK	<ul style="list-style-type: none">Analyse the examples according to the theoretical concepts learnt throughout the termAnalyse a chosen example according to the WIMP interfaceAnalyse a chosen example according to the interaction principles	60%

CLASS READINGS

Dix, A. J., & Finlay, J. (2004). Chapter 3: The Interaction. In *Human-Computer Interaction* (pp. 123 - 163). Prentice Education.

Norman, D. (2013). Chapter 4: Knowing What to Do: Constraints, Discoverability, and Feedback. In *The design of everyday things: Revised and expanded edition* (pp 123 - 161). essay, Basic books.

“Good design is design that changes behaviour for the better. I think it needs to take into account the context of the environment, of the human condition, the culture, and then attempt to make the things you do — make us do them better, make us do better things. It encourages us to change the way that we live.”

Jon Kolko