Interaction & Interaction Design

Interactive Media 1 – Semester 2 2023

Interaction

"An instance of related behavior between two entities that are acting upon one another usually through a common medium or some shared or transferred artifact"

Murray, J 2012, *Inventing the Medium: Principles of Interaction Design as a Cultural Practice*, MIT Press, Cambridge

Interaction Examples

- **A spoken conversation**

- **A telephone call**

- **A purchase in a store**

- **A street fight**

Interactor Examples

- **Humans**

- **Plants in a pond**

- **Computers**

- **Mortgage rates**

Interaction Design

"An emerging discipline that structures people's relationship to artifacts and systems …

Interaction designers emphasize the fit between human actions and system responses."

Murray, J 2012, *Inventing the Medium: Principles of Interaction Design as a Cultural Practice***, MIT Press, Cambridge**

Stålberg, O 2021, *Townscaper***, Raw Fury**

Interaction Design

"designing interactive products to support the way people communicate and interact in the everyday and working lives."

Table 1.1 Desirable and undesirable aspects of the user experience

Desirable aspects		
Satisfying	Helpful	Fun
Enjoyable	Motivating	Provocative
Engaging	Challenging	Surprising
Pleasurable	Enhancing sociability	Rewarding
Exciting	Supporting creativity	Emotionally fulfilling
Entertaining	Cognitively stimulating	

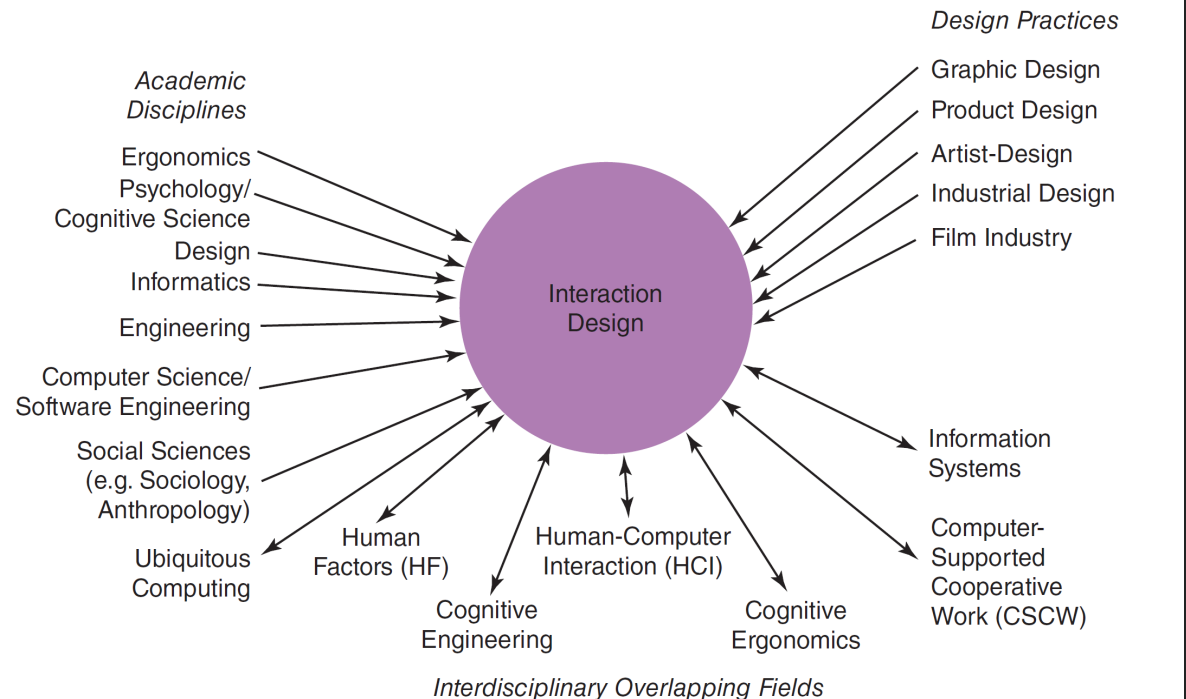| Undesirable aspects	
Boring	Unpleasant
Frustrating	Patronizing
Making one feel guilty	Making one feel stupid
Annoying	Cutesy
Childish	Gimmicky

Figure 1.4 Relationship among contributing academic disciplines, design practices, and interdisciplinary fields concerned with interaction design (double-headed arrows mean overlapping)

Sharp, H, Rogers, Y & Preece, J 2019, *Interaction Design: beyond human-computer interaction*, 5th edn, Wiley, Indianapolis

Interaction Design through Web Design