



# Introduction to Human Computer Interaction

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# Four basic activities of Interaction Design

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- Discovering requirements for the interactive product.
- Designing alternatives that meet those requirements.
- Prototyping the alternative designs so that they can be communicated and assessed.
- Evaluating the product and the user experience it offers throughout the process.

# Discovering requirement

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- Left side of double diamond
- Discovering something new
- Defining what to develop
- Understanding target user
- Data gathering and analysis

# Designing Alternatives

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- Develop phase of double diamond
- Proposing ideas to meet requirements
- Two subactivities: conceptual design and concrete design
- Conceptual design: ensures what people can do with product and describes ways of interaction
- Concrete design: details of product (colors, sound, image, menu, icon and so on)

# Prototyping

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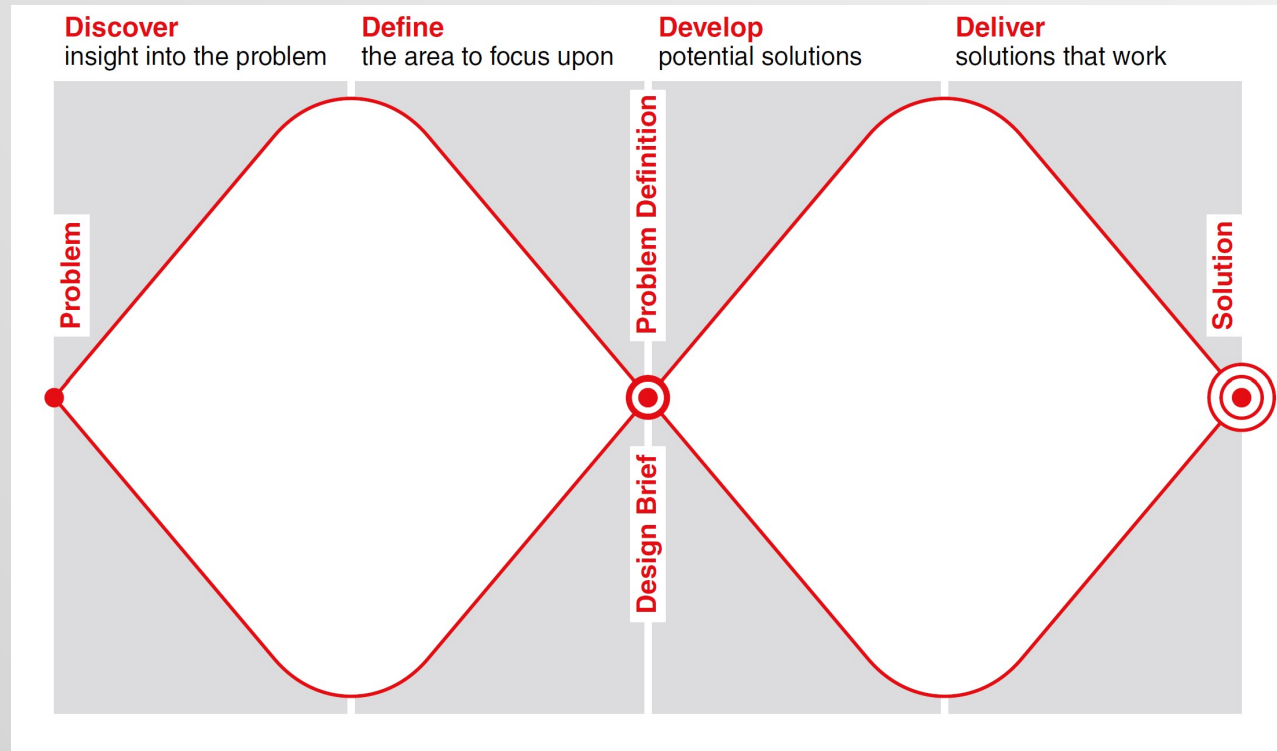
- Also develop phase of double diamond
- Designing behavior of interactive product, their look and feel
- For evaluation of developed product
- For example, paper based prototypes (quick and cheap)
- To identify problems in early phase

# Evaluating

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- Part of develop phase of double diamond
- Determining usability and acceptability of product
- Alternatives are evaluated through prototypes

# Activity



**Fig.** The double diamond of design.

Apply double diamond of design to produce an App to facilitate users to hire temporary housekeepers/housemaids for different