

User Interface Notes

- Human-Centered Design – design with human user needs, capabilities, and behaviors in mind
- *The Design of Everyday Things* by Don Norman. 3rd edition (2013) *Human-Computer Interaction textbook
 - Affordances – relationship between properties of a system and the capabilities of the user
 - e.g., the mouse wheel “affords” itself to scrolling
 - Signifiers – indicators that tell where/when a certain action can be performed
 - e.g., a button that changes color when you move the mouse over it
 - Mapping – relationship between elements of two separate sets
 - e.g., set of light switches that each control a separate set of lights
 - Feedback – signals back to user that tell system has received or is processing a request
 - e.g., a “please wait” icon that pops up after a click
 - Conceptual Model – highly simplified explanation of how something works or what it is supposed to do
 - e.g., a gear icon to represent the settings menu