

FOIRE BASILE

NEW MEDIA

01. NEW MEDIA AND INTERACTION

WHAT MAKES NEW MEDIA NEW?

INTERACTION

DIGITAL

ON-DEMAND

FEEDBACK

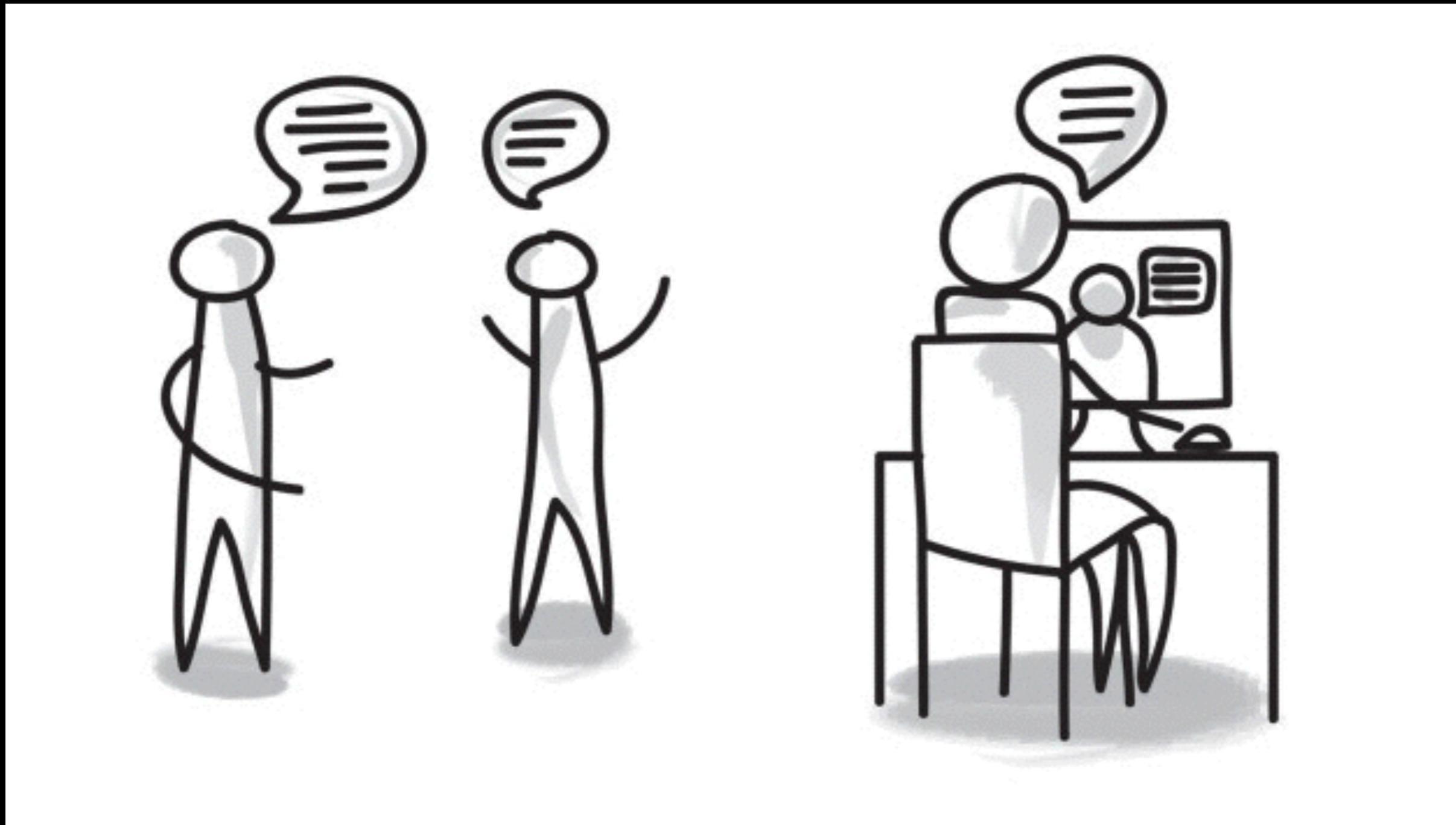
INTERACTION

COLLABORATION

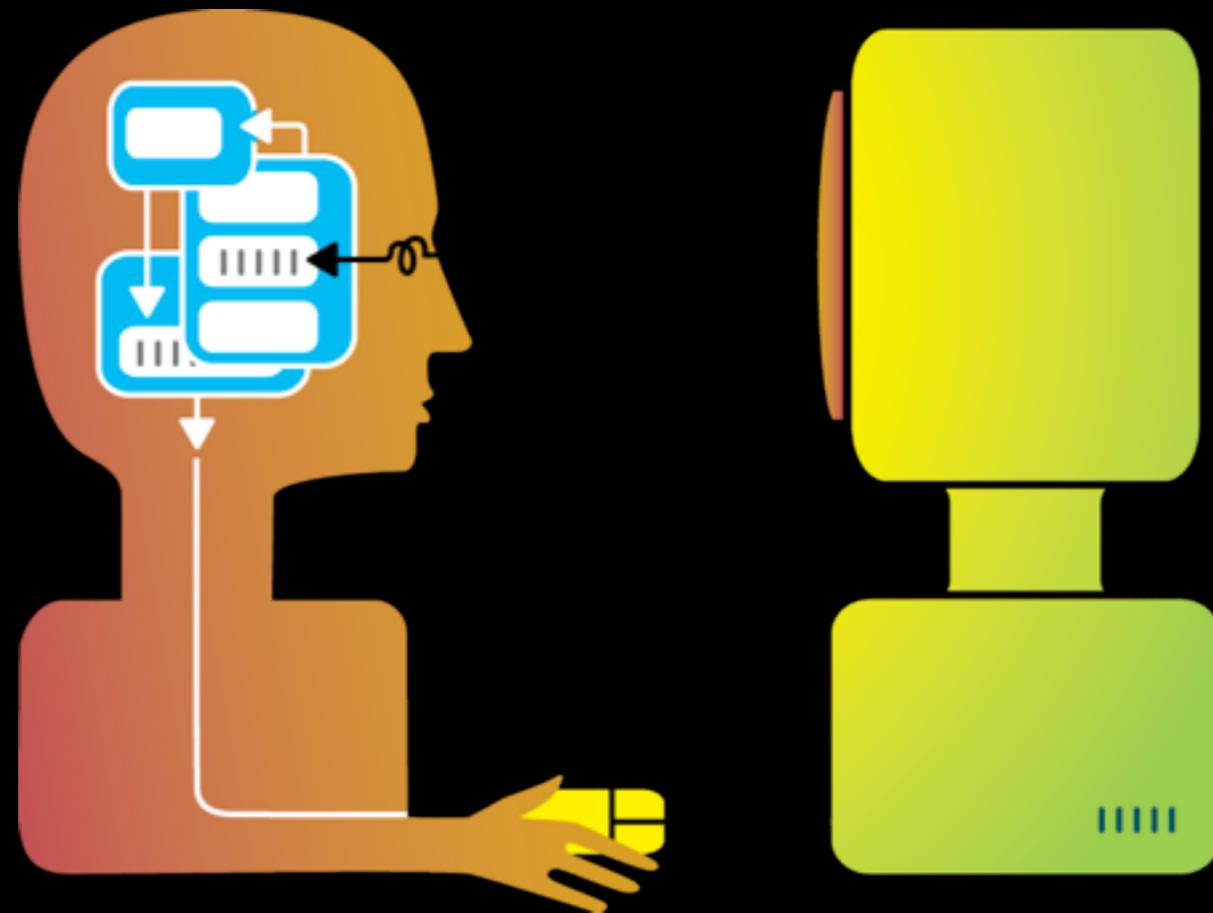
REAL TIME

SHARING

WHAT IS INTERACTION



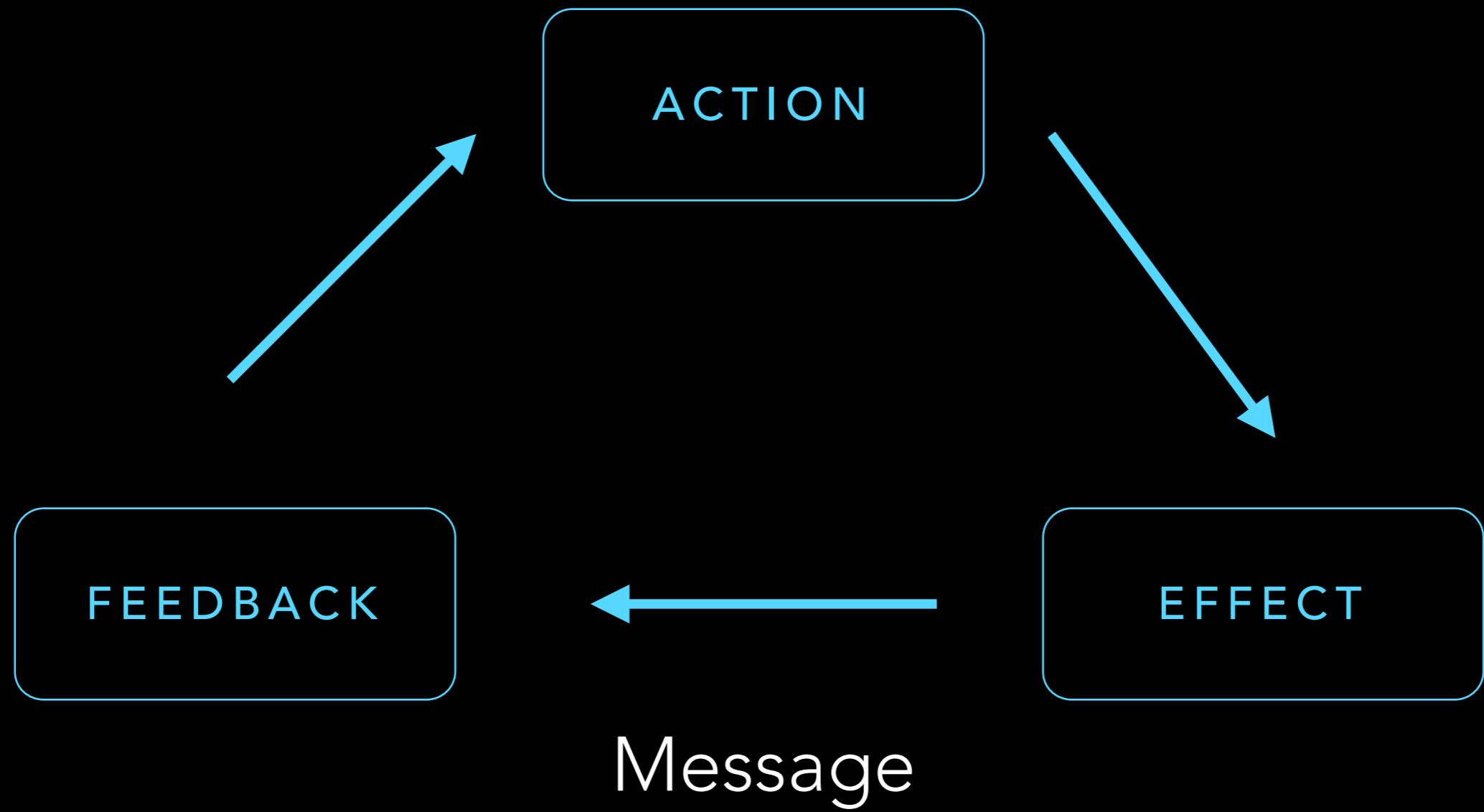
HUMAN COMPUTER INTERACTION



USER VS. SYSTEM

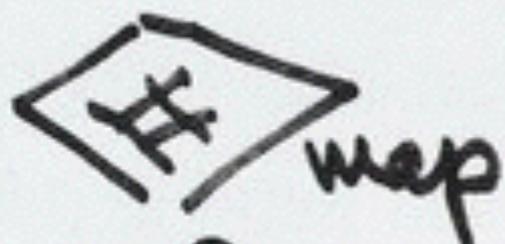
FEED
BACK
LOOP





INTERACTION

How do you...



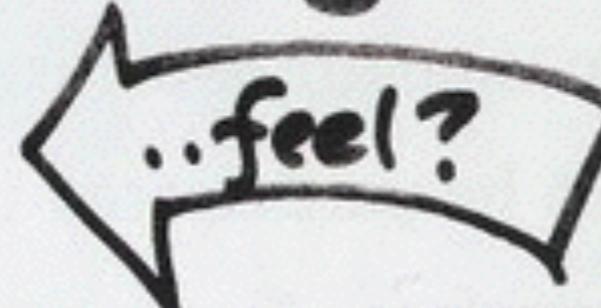
map



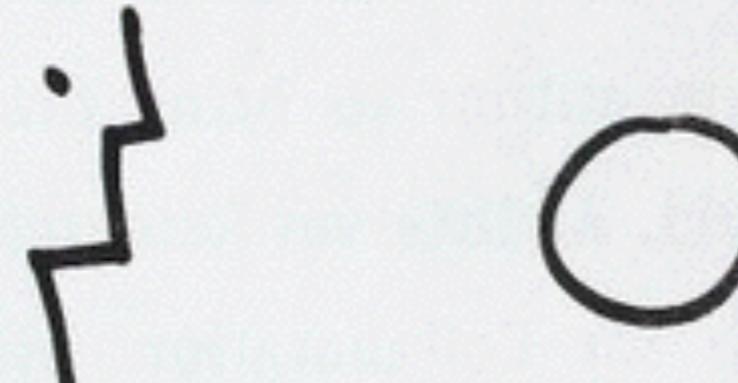
...know?



path



...feel?

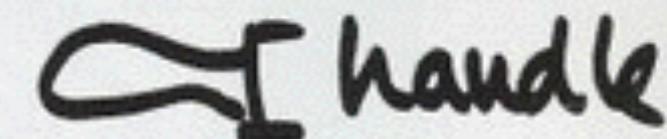


...do?

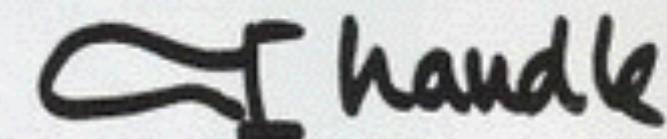


cool

hot



I handle



I button

DESIGNER QUESTIONS

- How do you do? **Modality**
 - Easy, Comfortable, Accessible, Layout
- How do you feel? **Interface**
 - Simple, Elegant, Attractive, Clear
- How do you know? **UX**
 - Intuitive, Zero learning, Effective, Linear

MODALITIES



Physical

MODALITIES

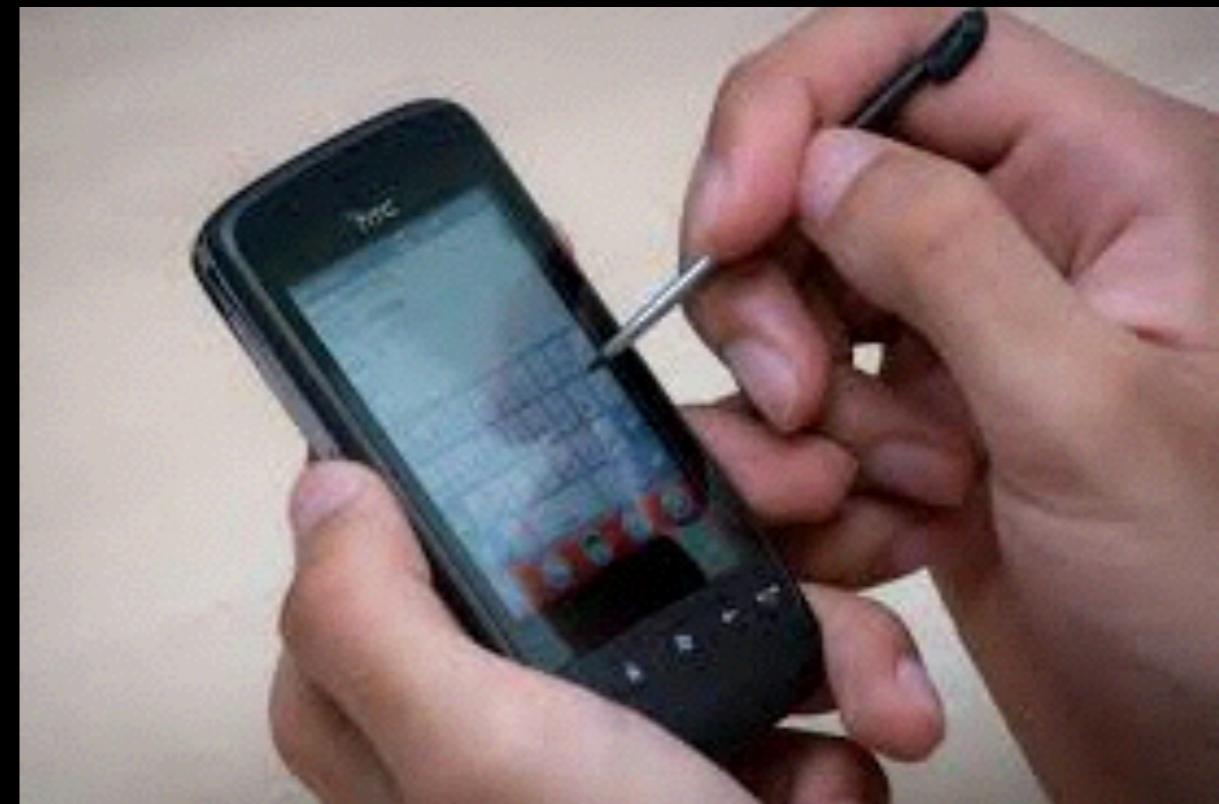
```
36  
37  
38    </SCRIPT>  
39    <TITLE>  
40  
41    </head>  
42    <body leftmargin="0"  
43        action=".//ser  
44        type="hidden"  
45        type="hidden"  
46  
47    <center>  
48        <br><br><br>  
49
```

Code

MODALITIES

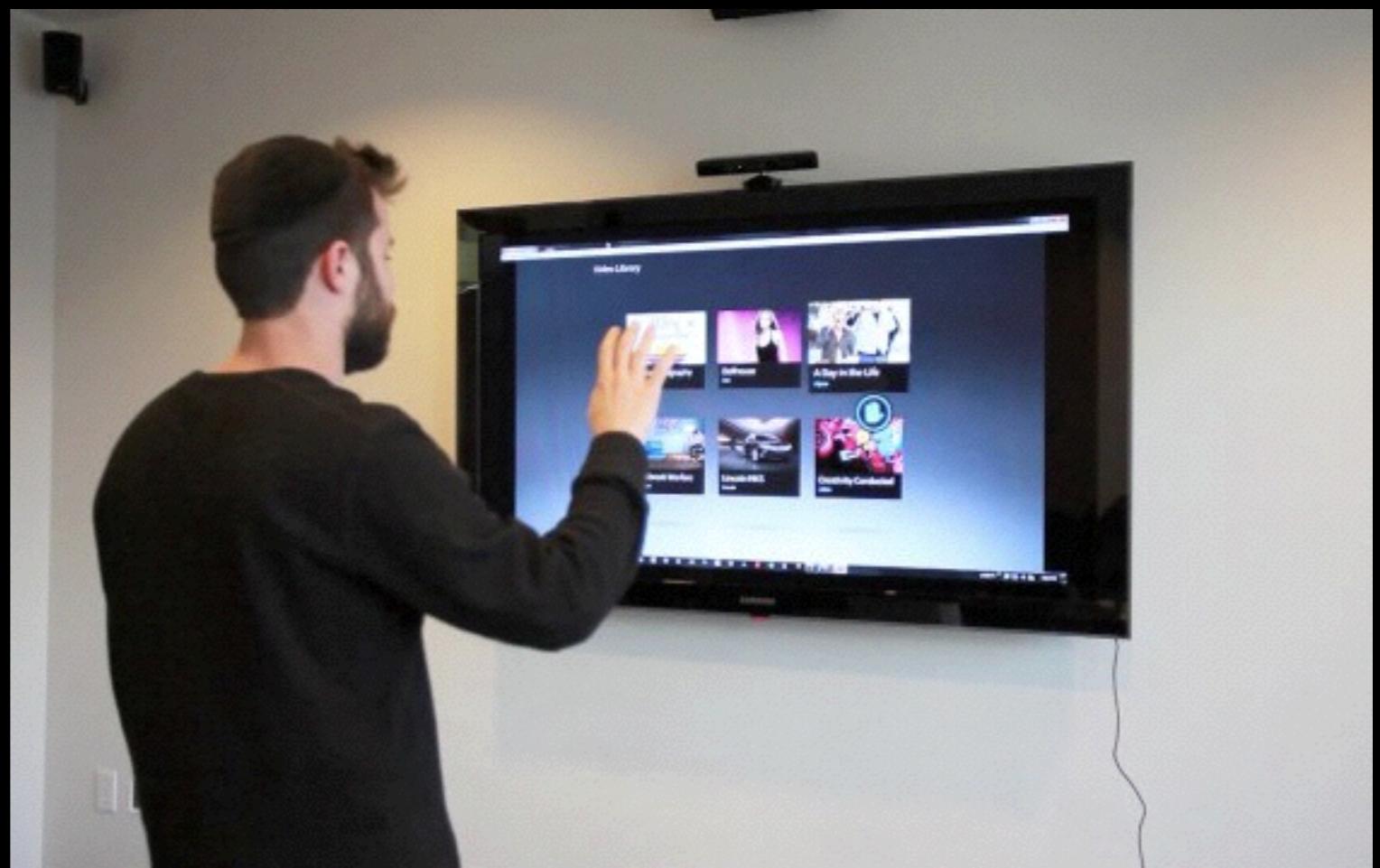


Mouse



Pen

MODALITIES



Computer Vision

MODALITIES



Multi-touch

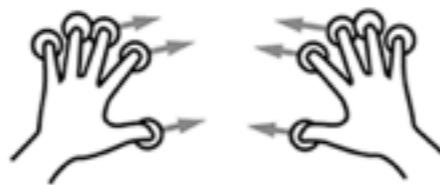
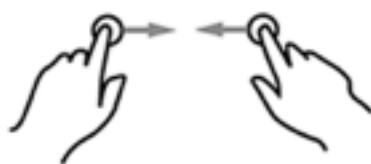
MODALITIES

one-finger drag



single hand drag
(requires 4+ fingers per hand)

two finger zoom out



two hand zoom out

two finger zoom in



two hand zoom in

two finger rotate



two hand rotate

one-finger tap



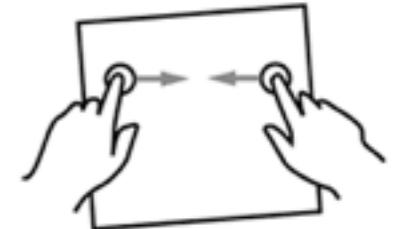
drag media



one-finger double tap



media shrink



two-finger tap



media expand



two-finger double tap

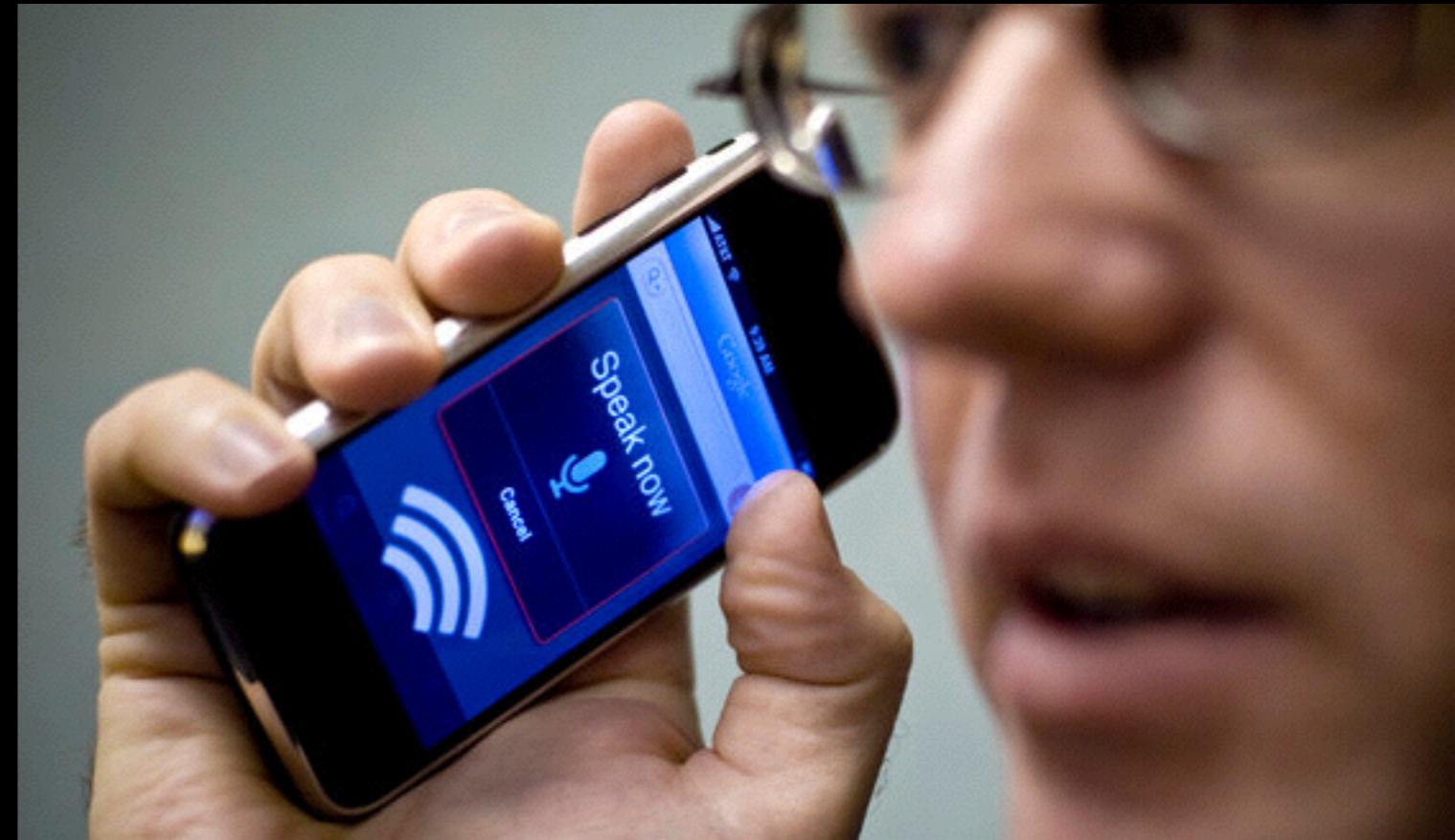


media rotate



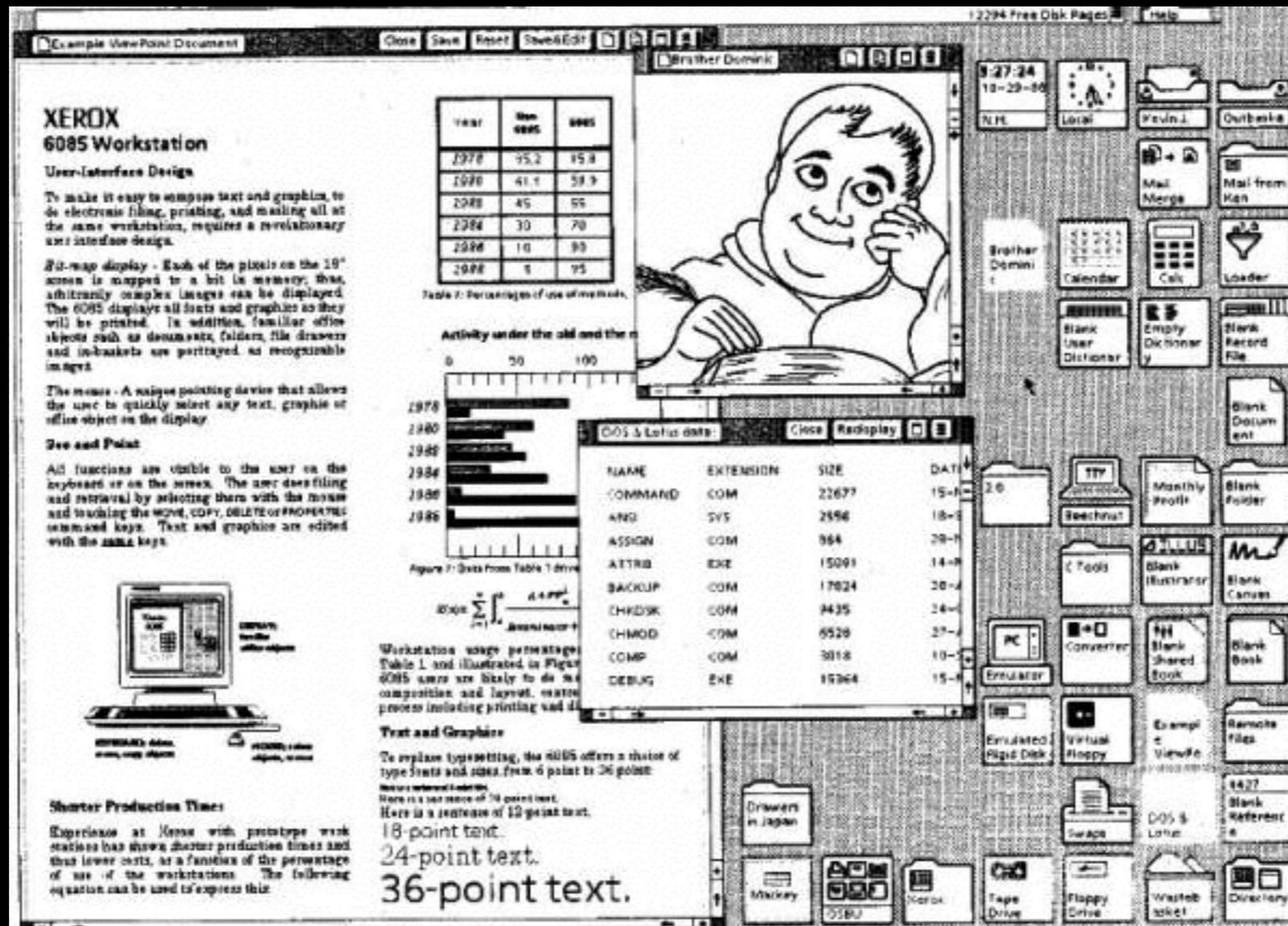
GESTURES

MODALITIES



Speech Recognition

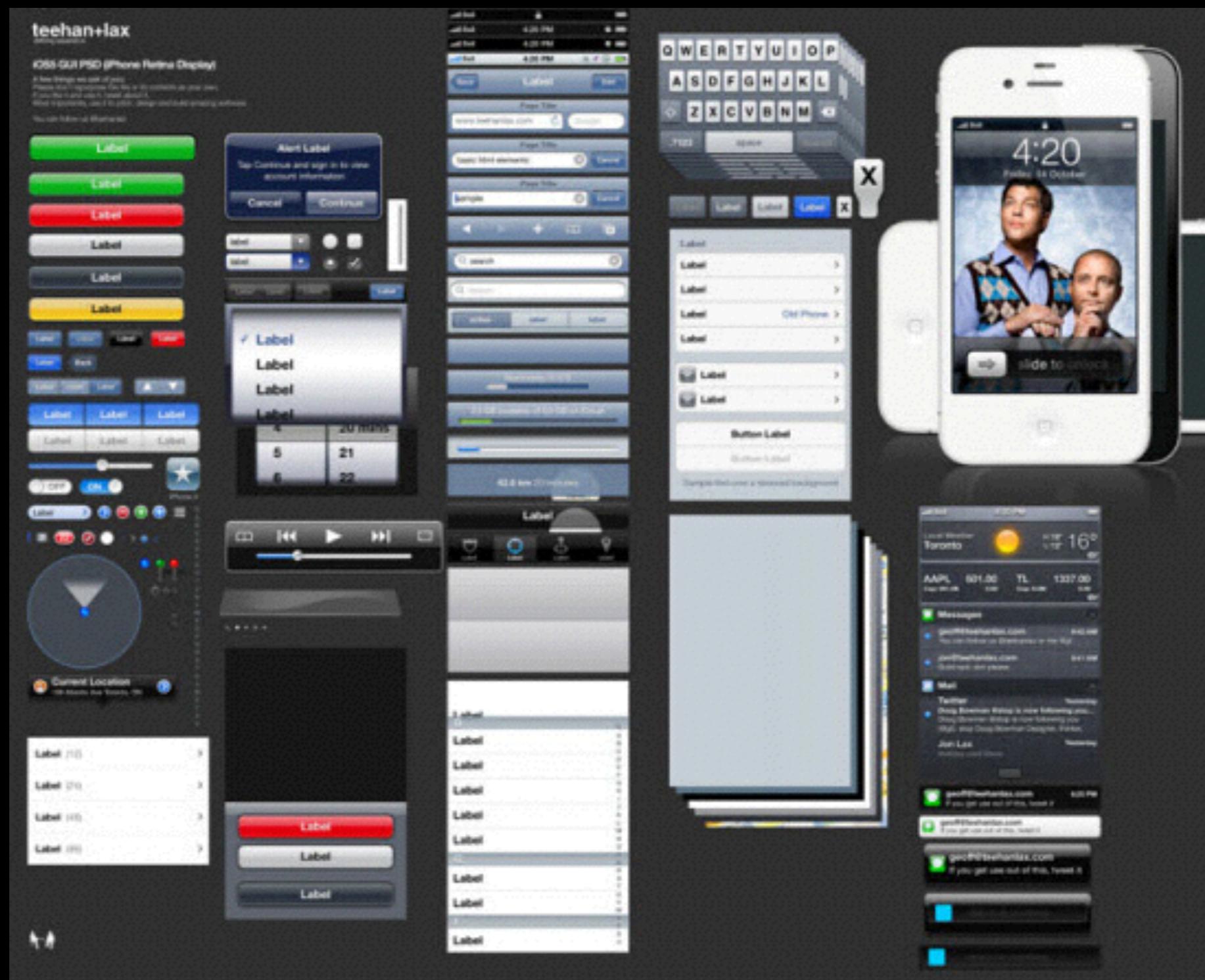
INTERFACES



WIMP

Windows, Icons, Menus, Pointing device

INTERFACES



Mobile - Touch based

INTERFACES



Appliance

INTERFACES



MULTIMODAL

INTERFACES



Wearable

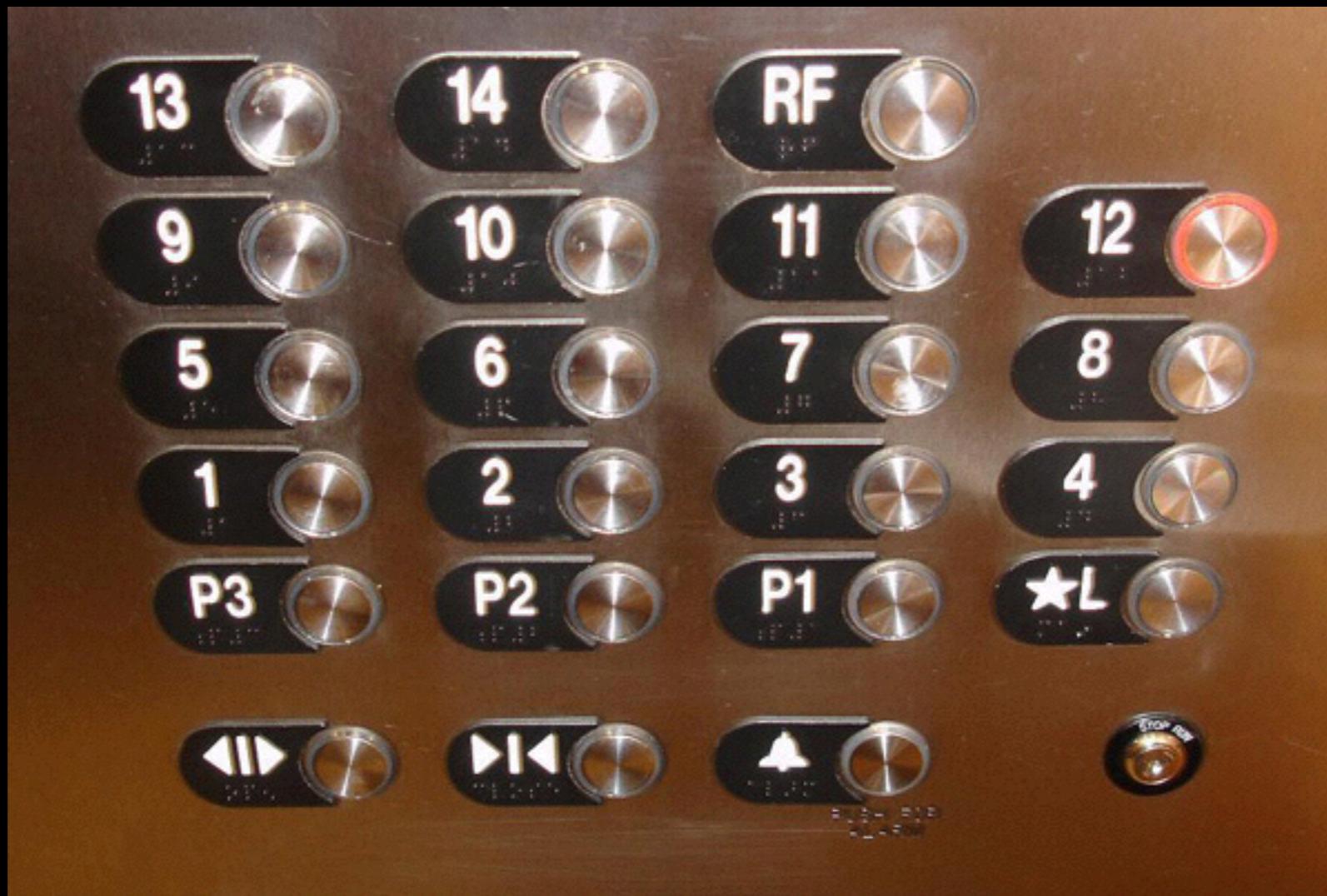
CHOOSE RIGHT MODALITIES AND INTERFACES

- WHAT IS THE CONTEXT?
- EXISTING KNOWLEDGE
- SHORT VS LONG INTERACTION
- AESTHETIC ASPECTS

USER EXPERIENCE UX

- Use patterns:
 - Draw from users and common sense for designing interactions
 - Don't reinvent the wheel
 - Consistent with existing similar tools, unless you feel the need to "innovate"

GOOD DESIGN VS BAD DESIGN



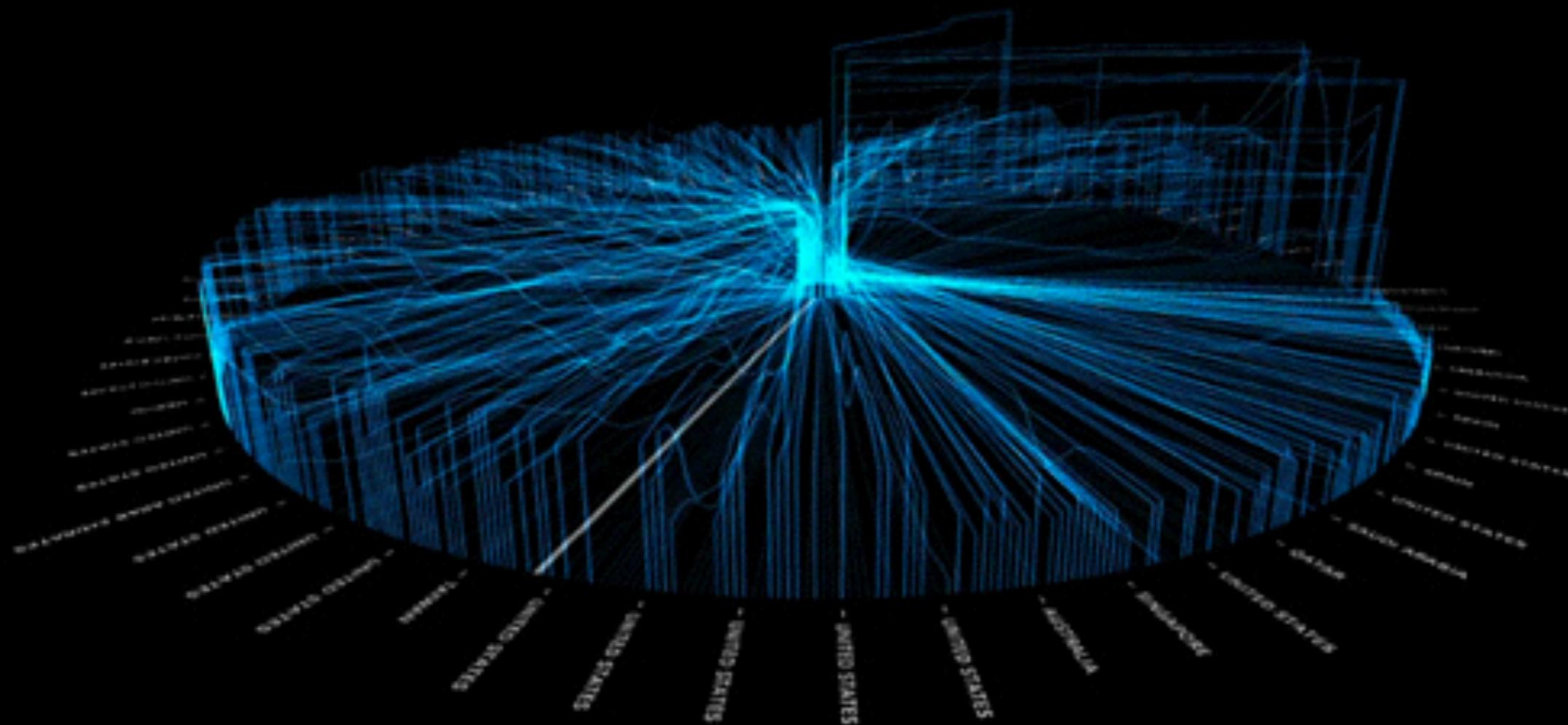
GOOD DESIGN LASTS

1958 ->



THE NEXT NEW MEDIA

EXAMPLES



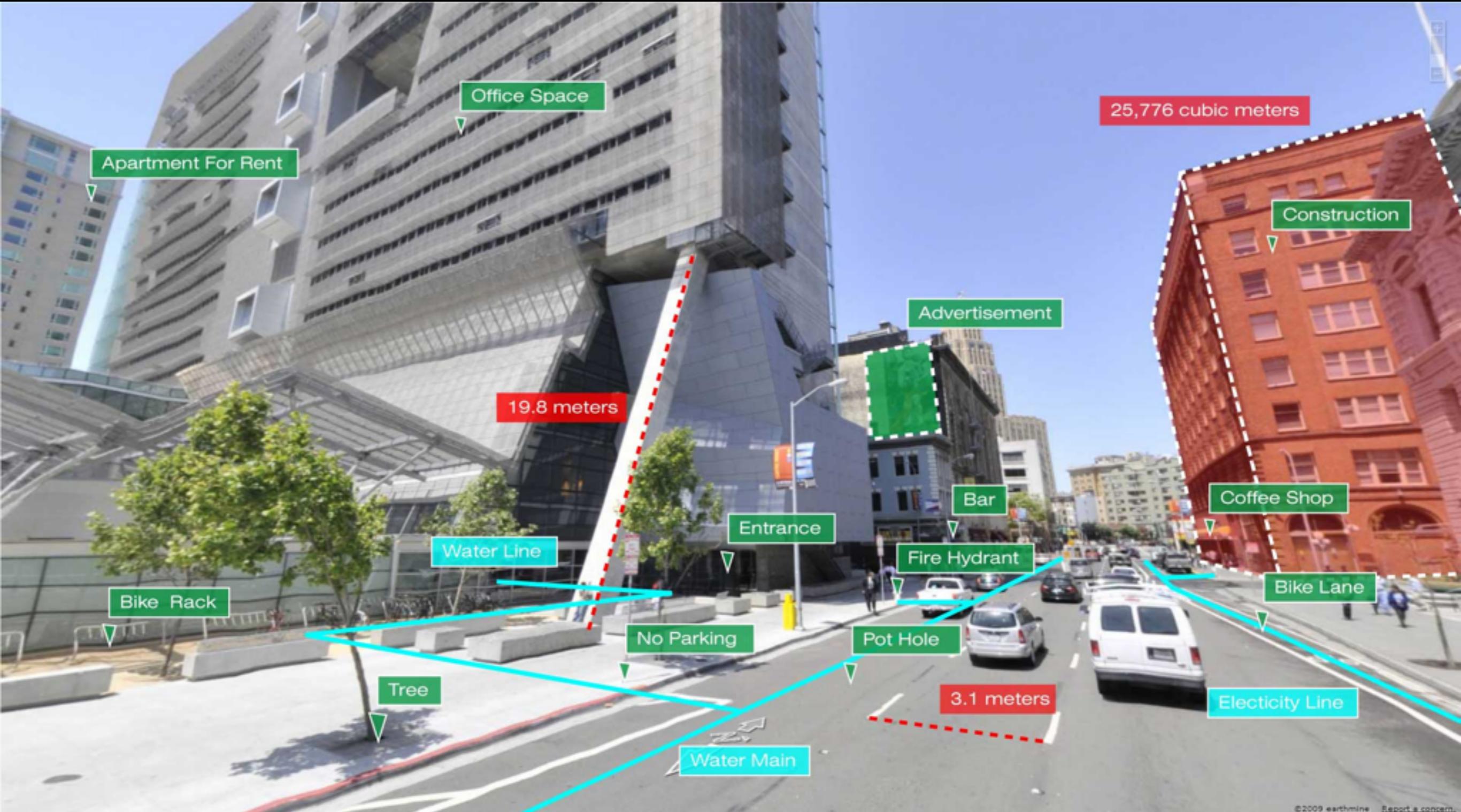
Data Viz

EXAMPLES



Creative Experiences

EXAMPLES



Augmented Reality

EXAMPLES

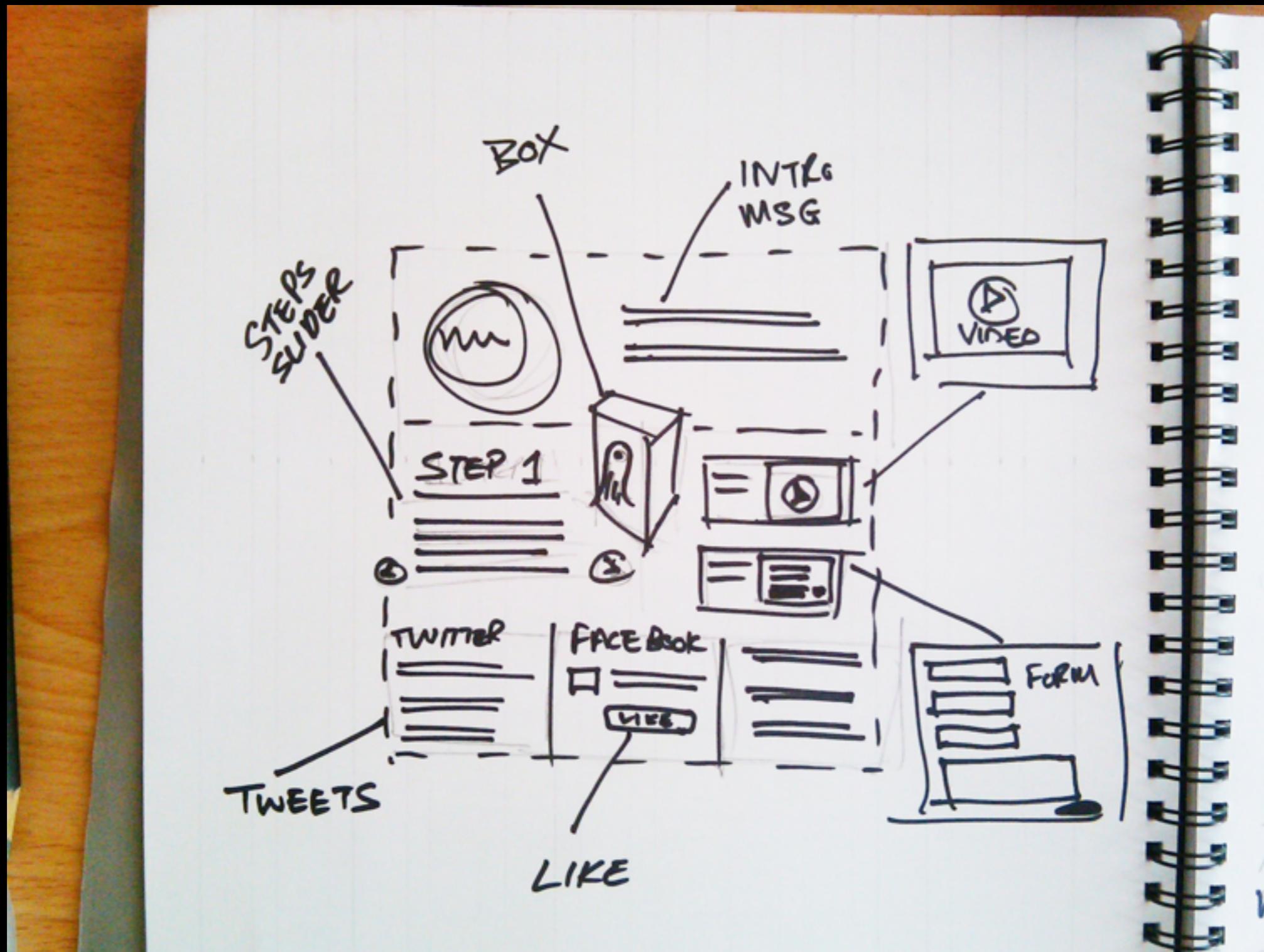


Mixed Reality / Virtual Worlds

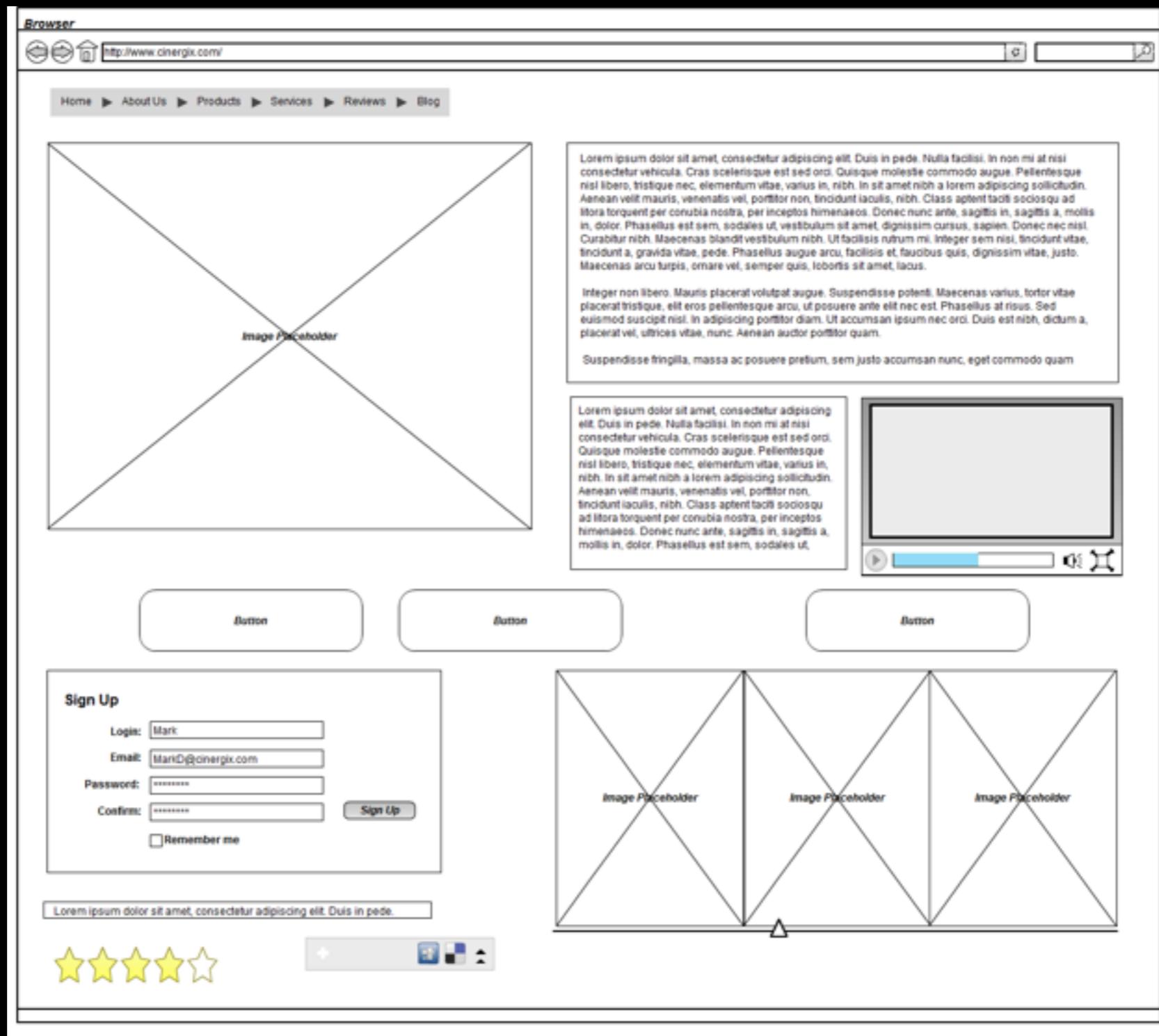
SKETCHING USER EXPERIENCE

- paper
- wireframes
- storyboards
- user stories
- comics
- videos

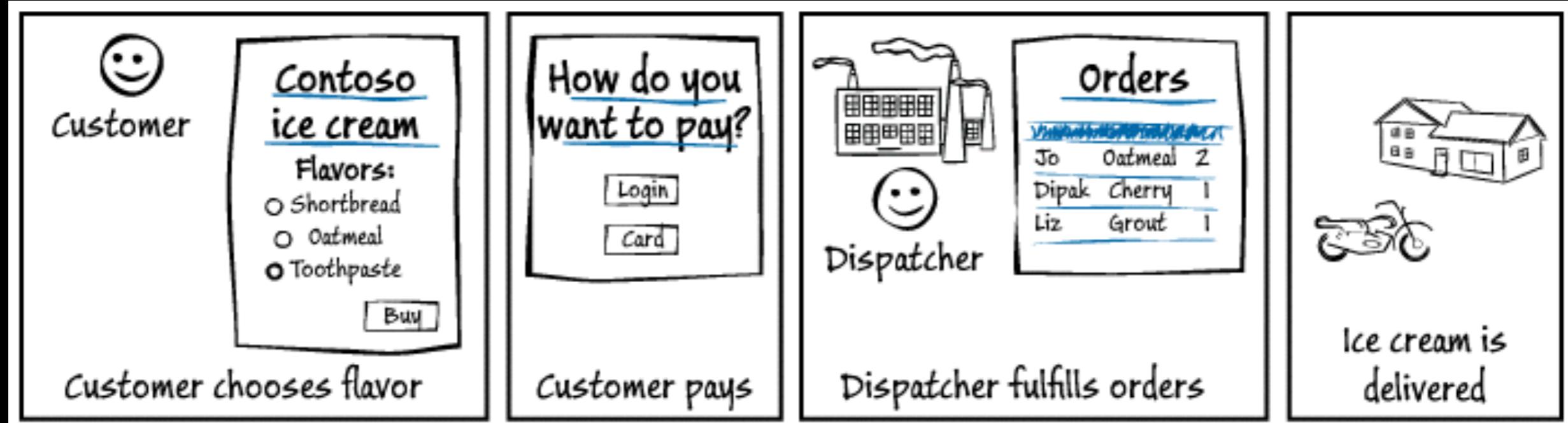
PAPER



WIREFRAMES



STORYBOARDS



USER STORIES

As Persona I want Action so that Outcome



ASSIGNMENTS

- 3 EXAMPLES OF GOOD INTERACTION DESIGN
- 3 EXAMPLES OF BAD INTERACTION DESIGN
- DEFINE YOUR FINAL PROJECT
 - SKETCH INTERACTIONS
 - DEFINE MODALITIES
 - CONCEPT PRESENTATION - 3 MIN.