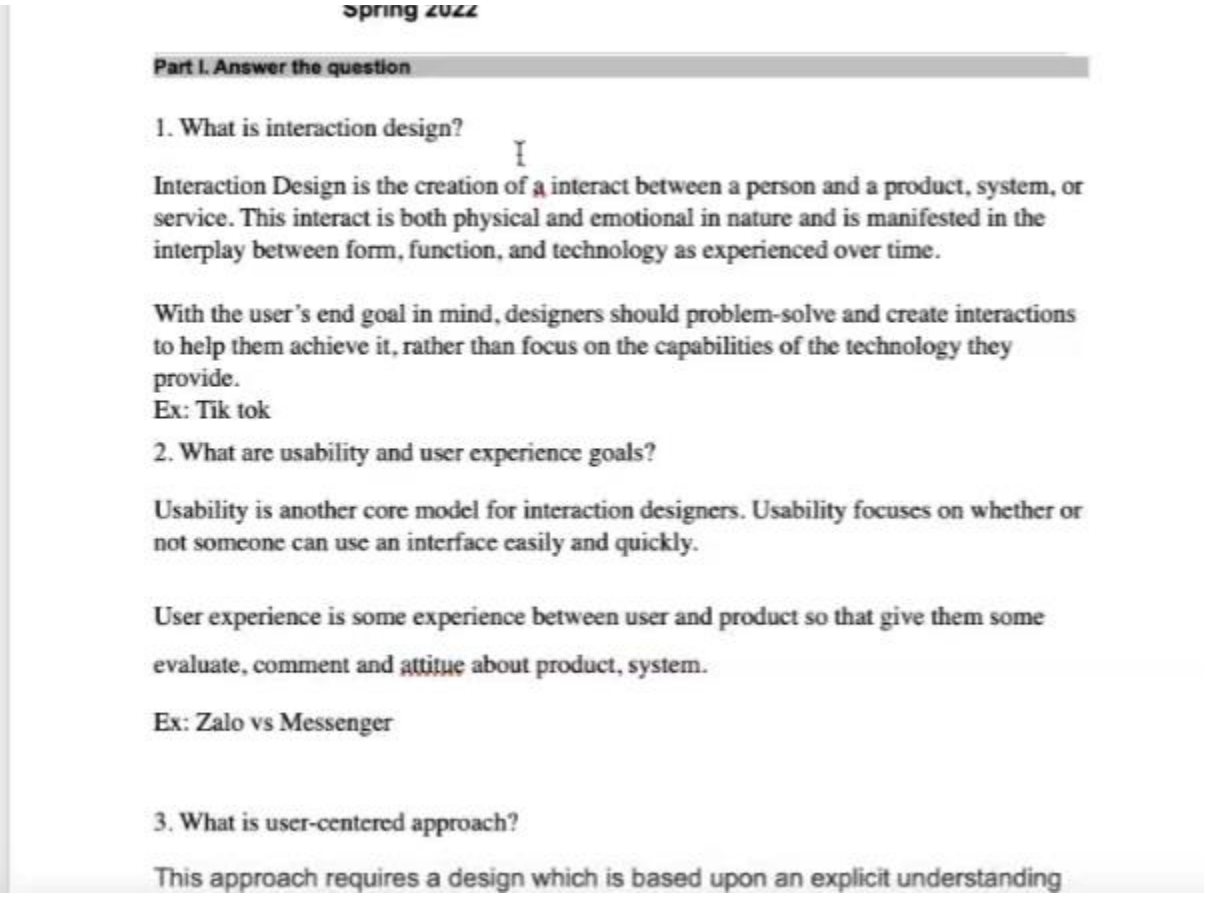
Faculty of Information Technology

HUMAN COMPUTER INTERACTION

Spring 2022

Part I. Answer the question

1. What is interaction design?



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Part I. Answer the question

1. What is interaction design?

Interaction Design is the creation of a interact between a person and a product, system, or service. This interact is both physical and emotional in nature and is manifested in the interplay between form, function, and technology as experienced over time.

With the user's end goal in mind, designers should problem-solve and create interactions to help them achieve it, rather than focus on the capabilities of the technology they provide.
Ex: Tik tok

2. What are usability and user experience goals?

Usability is another core model for interaction designers. Usability focuses on whether or not someone can use an interface easily and quickly.

User experience is some experience between user and product so that give them some evaluate, comment and attitue about product, system.

Ex: Zalo vs Messenger

3. What is user-centered approach?

This approach requires a design which is based upon an explicit understanding

2. What are usability and user experience goals?

product or system.

2. What are usability and user experience goals?

Usability is a measure of how well a specific user in a specific context can use a product/design to achieve a defined goal effectively, efficiently, and satisfactorily. Designers usually measure a design's usability throughout the development process—from wireframes to the final deliverable—to ensure maximum usability.

A user experience goal is a choice made by your product team about what kind of experience you want your users to have with your product or service. You use these choices to measure and direct the design of your product. Goals let us know when our tasks are complete, so that we can move on to something else. They stop us from

3. What is user-centered approach?

3. What is user-centered approach?

- User-centered approach is to understand the people you are trying to reach, and then design from their perspective.

- Every design decision is evaluated in the context of whether it delivers value to the users.

- Focus on the users.

Eg: Instagram, Tiktok,…

4. Four basic activities of interaction design?

Establishing requirements, designing alternatives, prototyping designs, and

3. What is user-centered approach?

UX is the period that the developer of the app modifies the structure components to the higher extends which add some meaning to its that can eye catching the user/customer.
Its examples can be: Branding, design, usability, and functional

--e.g : Simply in the ios and android environment, the ios have one app in the store that offical but android have many version, and can only install app in the store except jailbreak but android can download app in the website.

--The ios funtionality: the launcher in android can have many, which consume more ram and theme, but the ios is just one main launcher and update occasionally, stable

--the ios app and android app: android building through the virtual os

- One of the most famous example of the ID is the Interaction design:
1. Basically i think the web could be in 2 forms, the spa and the mpa.
: Takes an example for facebook, they use a library call React which make things become more easiers to interact with
- dANTRI.com.vn / when click to the link => open a new link, loading the components again and again,
- For facebook they just change the structure of components that they can reuse and make it over again and again that reduce the loading time of the website and so -> level up the experience of user.

-- Ads on Youtube and Facebook
--Dowloading Photo on Facebook and Instagram
Emoji on Posting on FAcebook and Instagram

4. Four basic activities of interaction design?