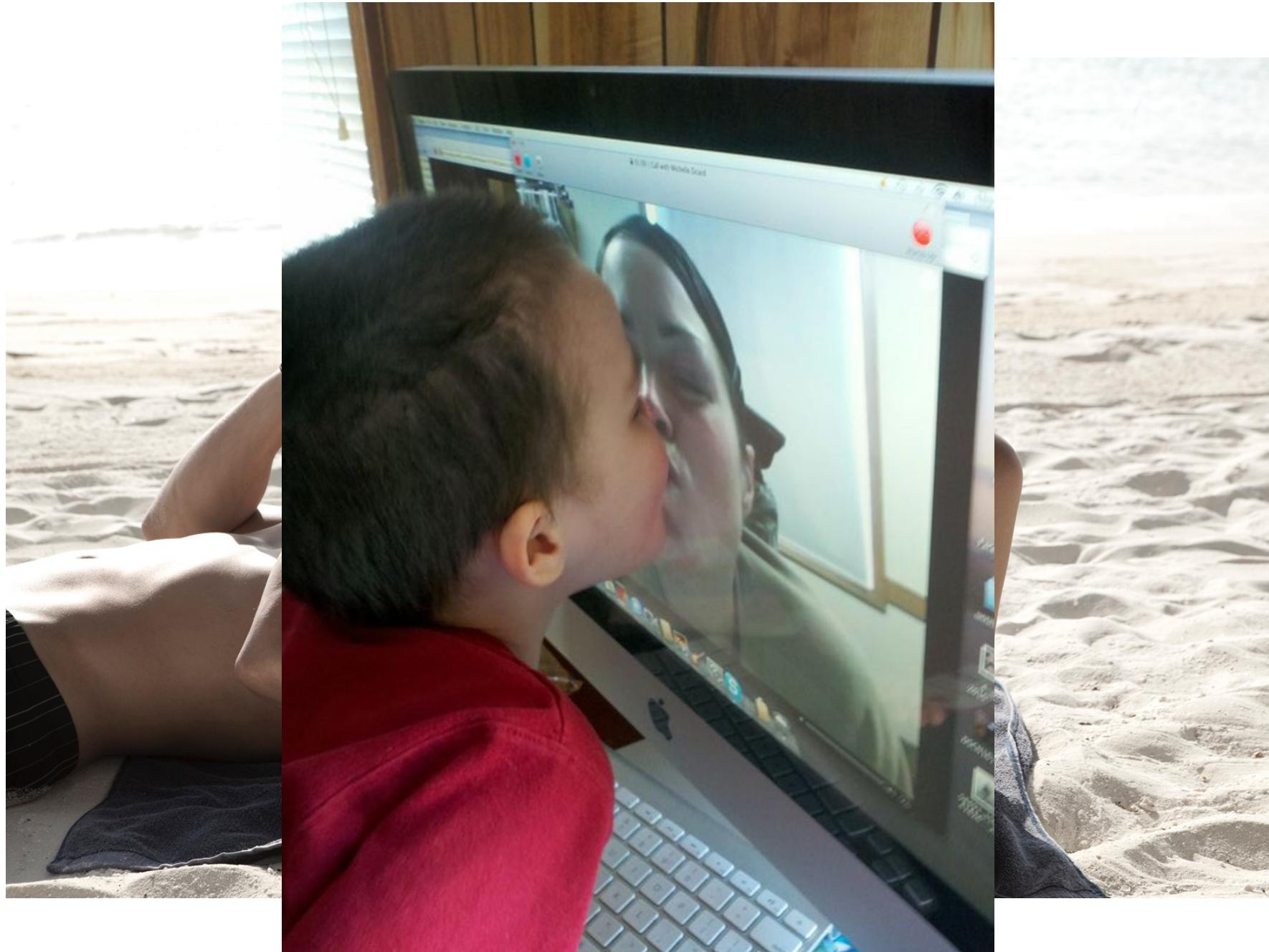


Why HCI?

a design perspective

Russell Beale

TRAJECTORY OF INTERACTIVE EXPERIENCE





Designing experiences

WHAT IS DESIGN?

- creative problem solving
- making the functional beautiful and the beautiful functional
- design is everything, and the best design is almost nothing
 - i.e. critically important, but best when you don't see it

**creating an effective
engaging emotional
connection**

**subtle
depth in the detail**

GREAT DESIGN

- great design has
 - appropriate functionality
 - obviousness/naturalness
 - depth of conveyance
 - invisibility

great design is delightful

What is
'delight' ?

It's a surprise



It's a moment
in time



A large group of people, mostly young adults, are dancing in a street in front of yellow buildings with arched windows and balconies. They are all raising their right hands in a peace sign. The scene is bright and full of energy.

It's a
feeling.



Why is delight so valuable?

A close-up photograph of a woman with blonde hair, wearing a white shirt and a colorful beaded necklace. She is looking down at a framed portrait of a man with dark hair and a mustache, wearing a suit and tie. The portrait is resting on a dark surface, and the woman's hands are visible at the bottom, holding the frame.

It makes an emotional
connection



**It doesn't need
explaining**

Designed by Apple in California

Why is delight challenging to do?



It's not always required

It takes
time to do
it different



It requires
focus



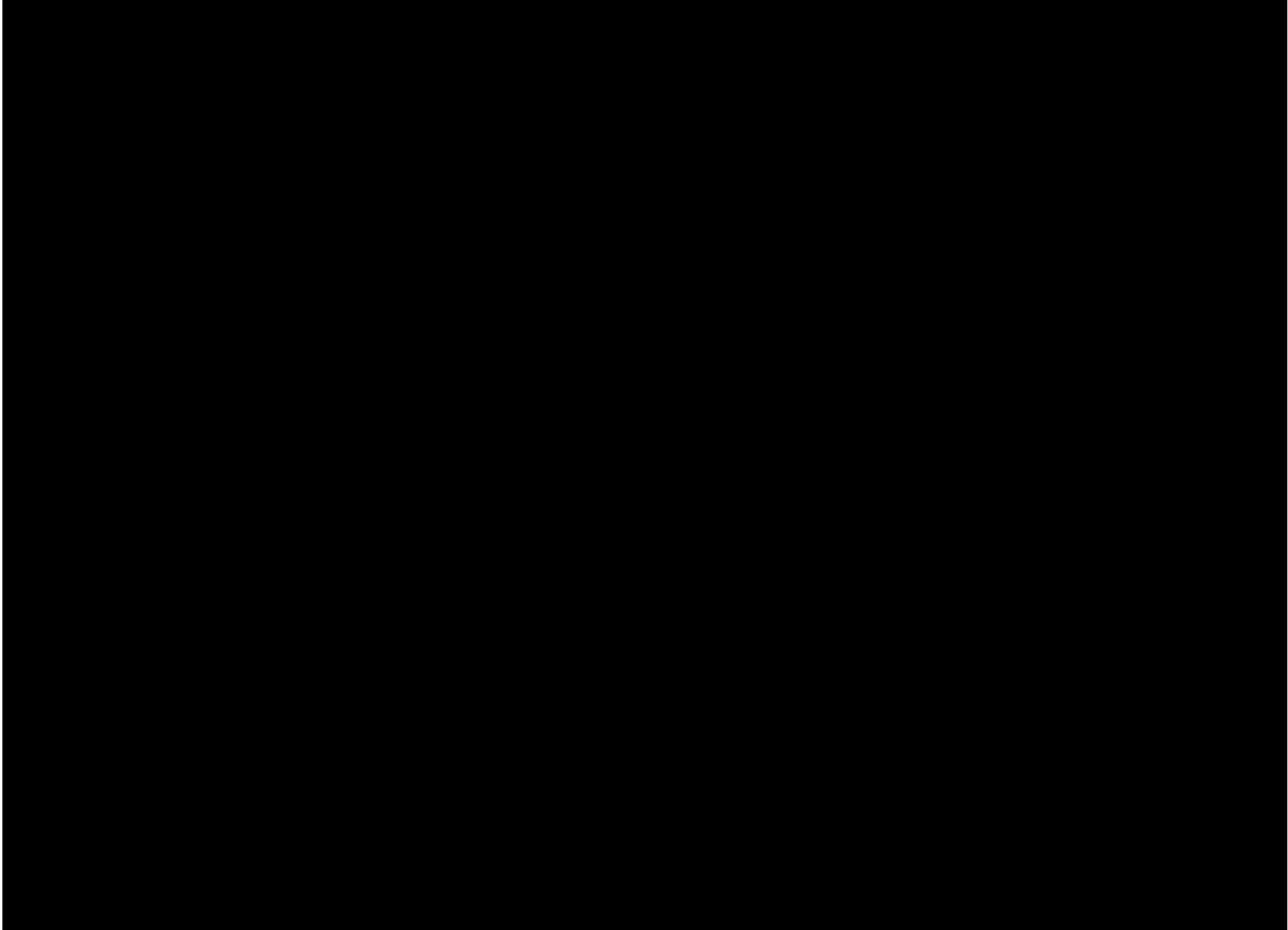
What does this mean?

functionality

speech understanding and production

functionality + HCI = usability

Siri



REVISION LECTURE



REVISION LECTURE

- Exam format
- Adaptive Interaction
- Design
 - understanding users
 - UCD
 - guidelines etc
- Beyond the desktop
 - Mobile, tangible, touch, etc.....
- Design & prototyping
- Evaluation techniques

EXAM FORMAT

- 90 minute exam
- (i.e. just under 1 minute per mark)
- Advanced HCI
 - Part A: 25 MCQ's (50%)
 - Part B: 2 structured Q's (25% each)
- HCI
 - Part A: 25 MCQ's (50%)
 - Part B: 1 structured Q (50%)

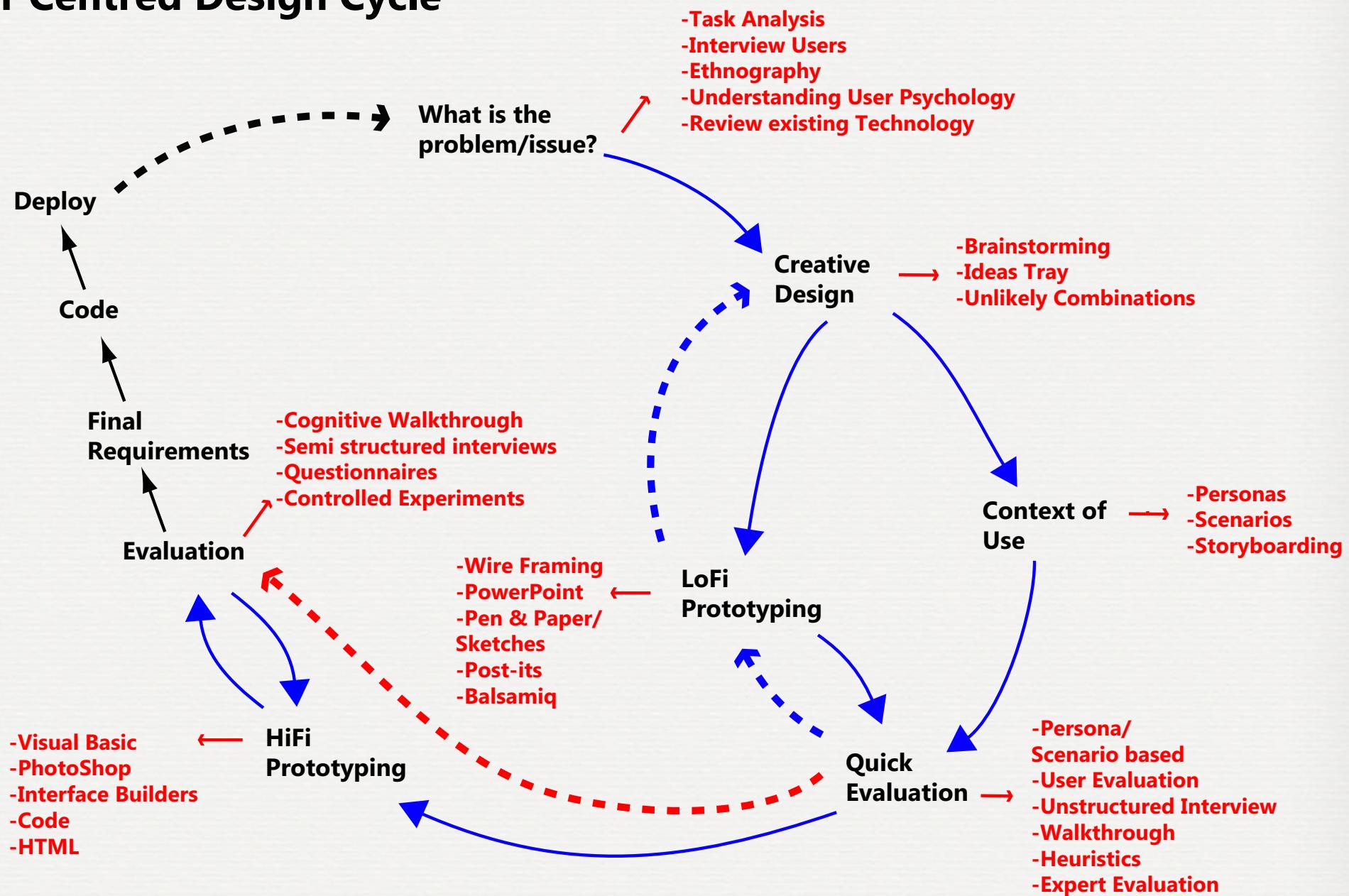
ADAPTIVE INTERACTION

- Perception, motor control
- Decision making
- Trust, recommendation

USER CENTERED DESIGN

- User Centered Design
- what is it?
- why is it used?
- components of UCD
 - understand the problem
 - creative design
 - context of use
 - lo-fi
 - hi-fi
 - evaluation

User Centred Design Cycle



APPROACHES TO DESIGN

- Ethnography
- Design probes
- Other approaches
 - participatory
 - value-centered, etc.
- Personas

GUIDELINES ETC.

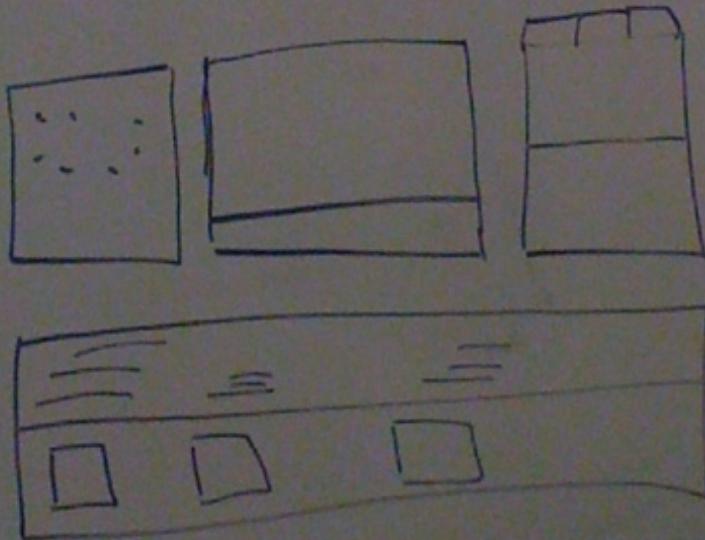
- Guidelines/standards/heuristics
- Principles of design
 - consistency
 - observability
 - etc

- Impact of symmetry in HCD
 - Destinates computer- increasing self monitoring

Glad Sack
Happy
Mad

PROTOTYPING

- Lo-fi
- Hi-fi
- tools
- techniques



Chris Reviews

User-Requirements - Search
- Mood
Gathering -> Trinity
Etc

1/1 CASAM, - ammbo
FB Multidiggi

EVALUATION

- Methods
 - heuristic evaluation
 - expert
 - A/B testing, etc
- Statistics and analysis

BEYOND THE DESKTOP

- Different interaction models
- Intelligent interaction
- Mobile; tangible; touch; ubicomp; etc.

GENERAL POINTS

- Sensible choices based on awareness of HCI issues and a focus on the user are likely to give good answers
- Regurgitating facts is not the focus - the emphasis is on understanding the principles and applying them
- Read the the questions carefully

HOW TO REVISE

- Structure your day
- Have a plan
- Have a timetable
 - weekly
 - daily
- Focus on the stuff you don't know / like
- Do not panic
- Read around / get multiple perspectives

Fire door
keep
shut



EPSRC Workshop on Social Networks,
Communications & Digital economy

9-10 February 2012

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Research Council

Toilets



QUESTIONS?