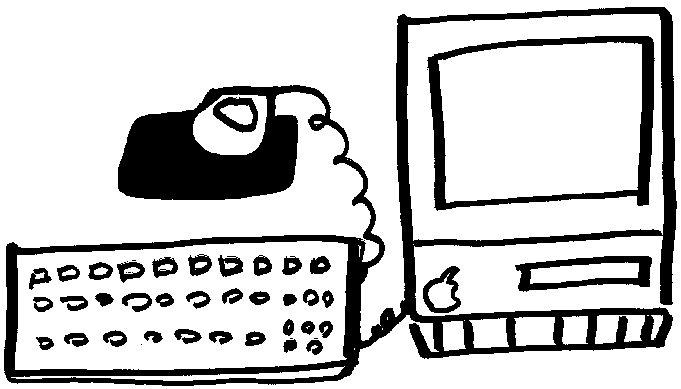
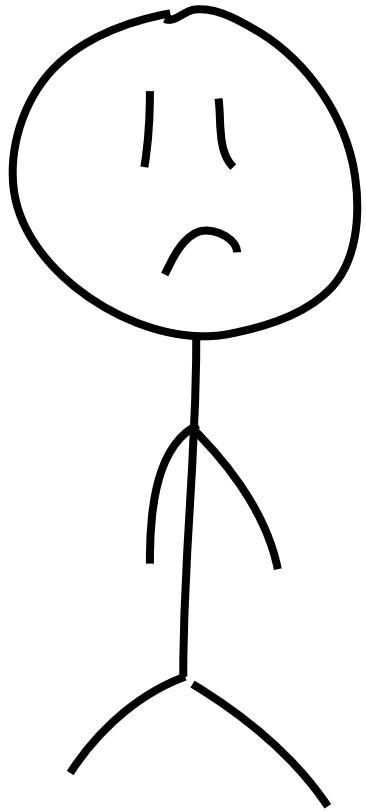
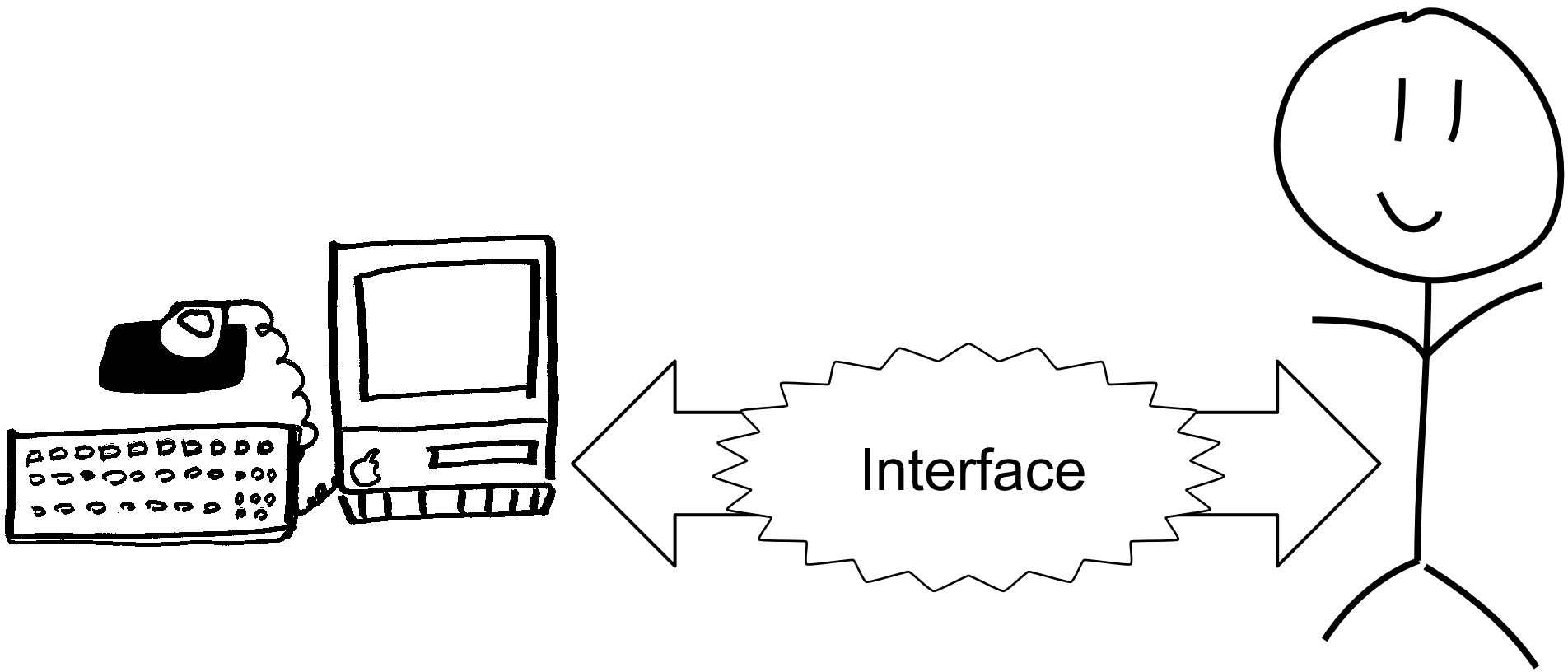
Interaction

A Short Story
by
J Eisenmann

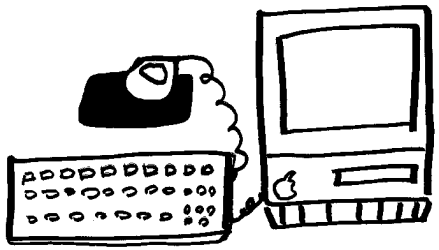


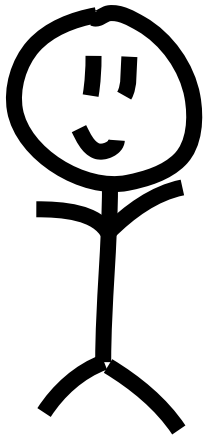




... and they lived happily ever after.

The End



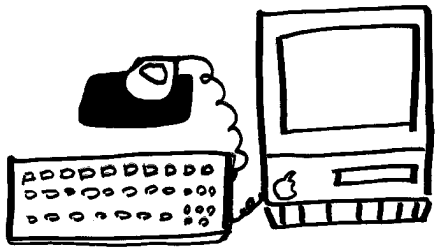


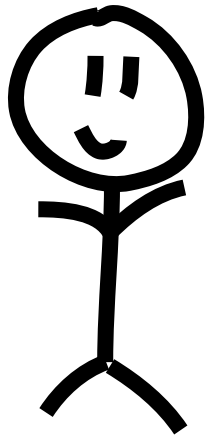
Input:
- Keyboard
- Mouse
- Camera
- Microphone
- Touchpad

Output:
- Graphics
- Audio
- Meta-cookies?

Input:
- Sight
- Hearing
- Touch
- Smell
- Taste

Output:
- Motion
- Voice
- Fluids (gross!)





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Programming!

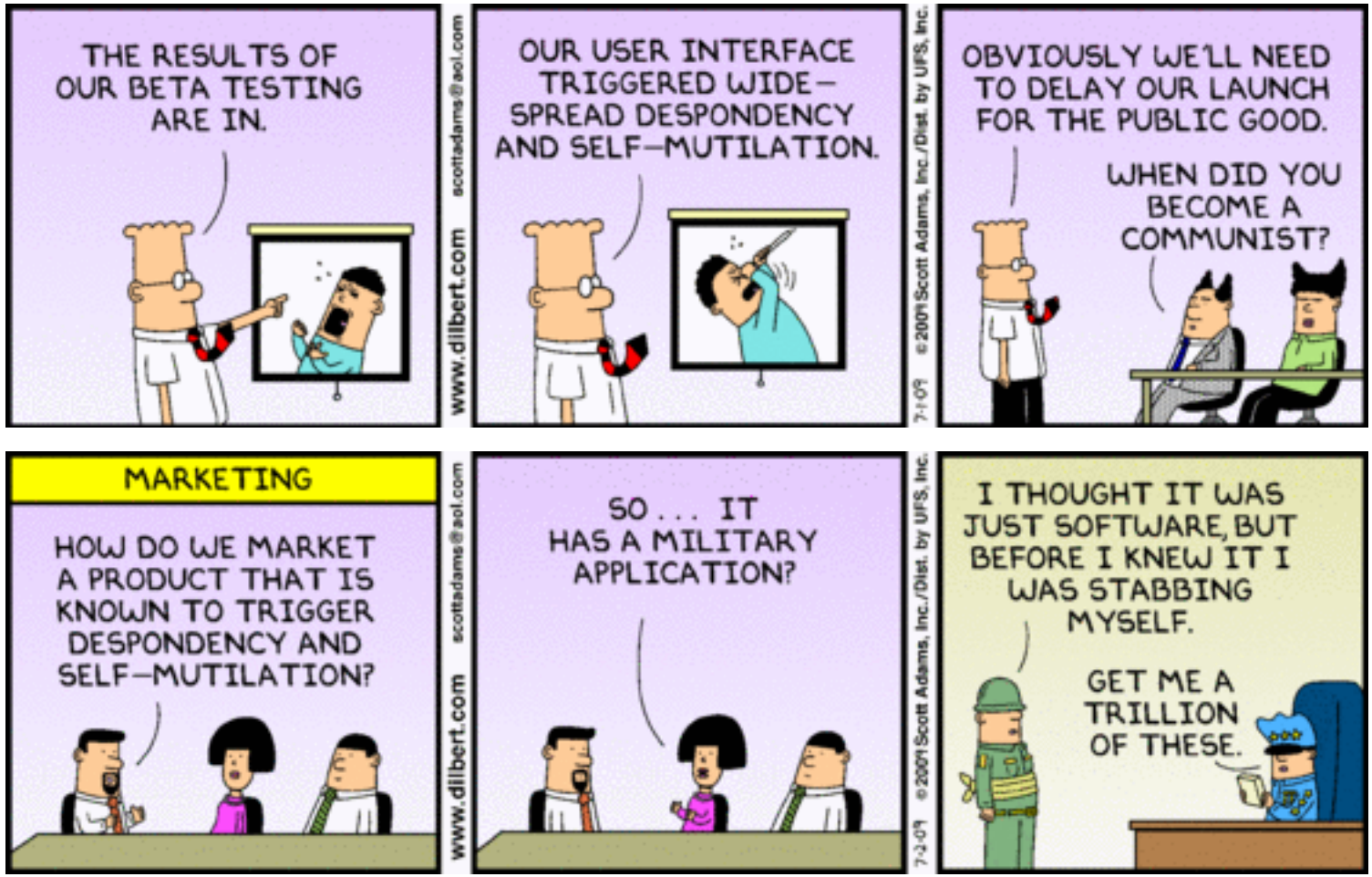
Thinking!

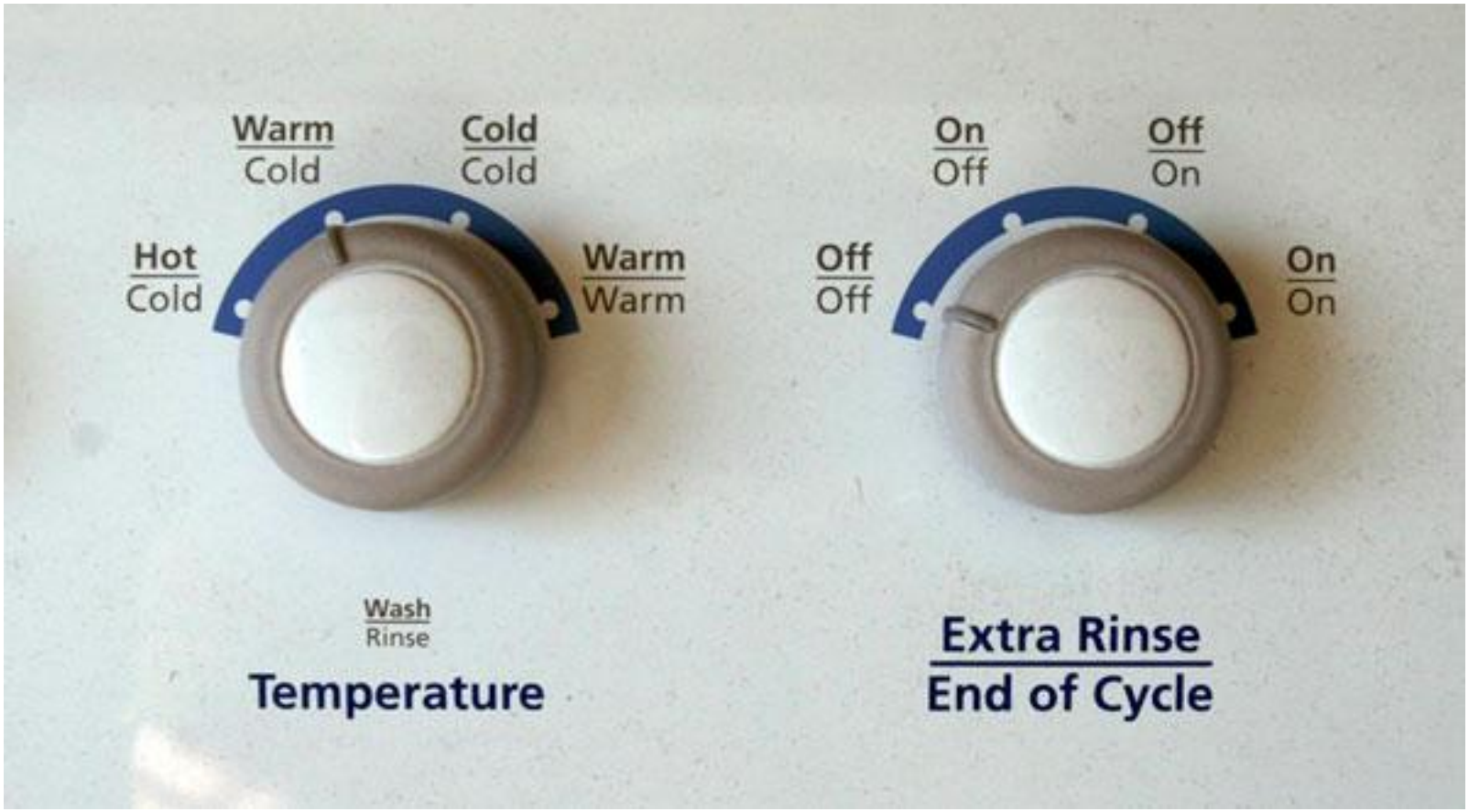
Some examples...

How to Critique an Interactive Piece

- User-Centric: Does the interaction style meet her needs/abilities?
- Structure: Is the interface organized meaningfully?
- Feedback: Does it make the user aware of state changes?
- Tolerance: Does it reduce the cost of mistakes/misuse?
- Simplicity: Are common tasks easy? Only one way to do a task?
- Visibility: Are all options visible and readable w/out creating clutter?
- Reuse: Does it demonstrate conceptual/behavioral consistency

Bad Interfaces



Bad Interfaces

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