Week 4 Lab - Workbook

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Book:	Week 4 Lab - Workbook		

Description

The following workbook contains the activities for the week 4 computer lab.

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1. Welcome

Welcome to the week 4 lab. This week you will be focusing on three (3) main tasks.:

- Skeuomorphism, flat design and material design
- Weekly Questions from the lectures
- Modelling User Interactions

If time permits you will be able to work in your groups and start to discuss the project.

Note:

This week there is the Week 4 Quiz. This assessment is worth 5% of your subject mark. It can be completed anytime until 2355hrs on Friday. This is an individual task and the method of interaction with the quiz is sequential (you cannot go back to previous questions).

2. Skeuomorphism, flat design and material design

You are to initially read the following articles:

- https://www.interaction-design.org/literature/article/skeuomorphism-is-dead-long-live-skeuomorphism
- https://99designs.com.au/blog/trends/skeuomorphism-flat-design-material-design/
- https://www.fastcompany.com/90163615/bringing-back-skeuomorphic-design
- https://blog.prototypr.io/design-how-and-why-it-evolves-skeuomorphism-to-flat-ui-a3a0f49d0f07

Task:

1. In small groups discuss the different design approaches.
2. Conduct research to find other design approaches used.
3. Which is the design approach that you prefer and why?
4. What are examples of systems or applications that use these different approaches?

Return from small groups and have a class discussion about these different approaches.

3. Questions – from the lectures

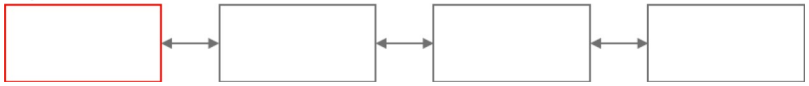
Individually you are to answer the following questions from the lecture:

1. What is cognition and why it is important for interaction design?
2. What is attention?
3. What strategies do you use to help you remember things? How can we design systems to enable this?
4. Explain the concept of information processing.

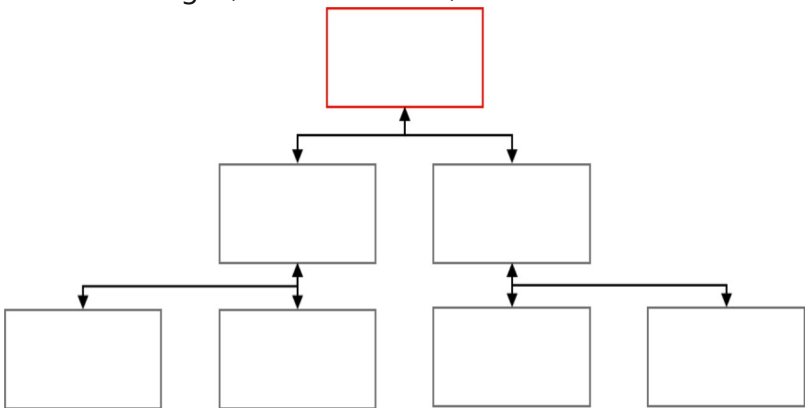
4. Modelling User Interactions

You are to model the interactions discussed on slides 51 – 53. Initially, you need to look for actual programs/webpages that show these kinds of sequences. Then use the application of your choice to model these, based on real-world examples.

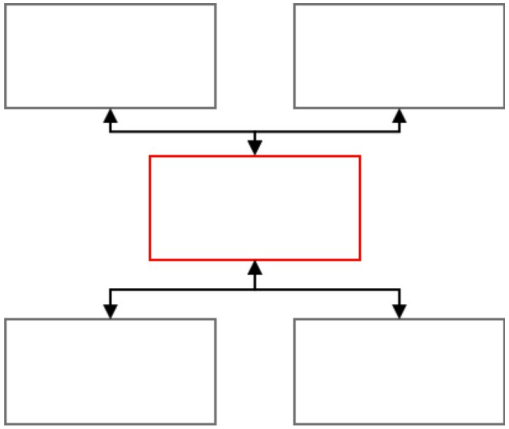
Single Sequence – think about the install process or the process of entering purchasing details on a website this is a single sequence.



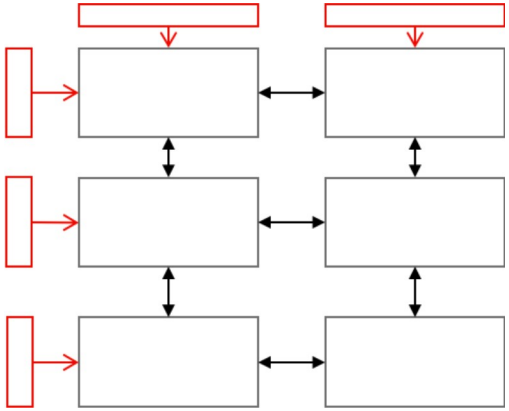
Hierarchy Sequence – when the user is presented with multiple options and then can navigate down a path that they require – e.g. product catalogue, folder structure, SAP menu structure.



Hub and Spokes – A method where the user is returned to the page/window after an action – e.g. the Modify Style window in word, using the 'Format' options – after changes the user is returned to the Modify Style window.



Matrix – menu structures on websites.



Network – webpage linking (usually not every page is connected but most are).