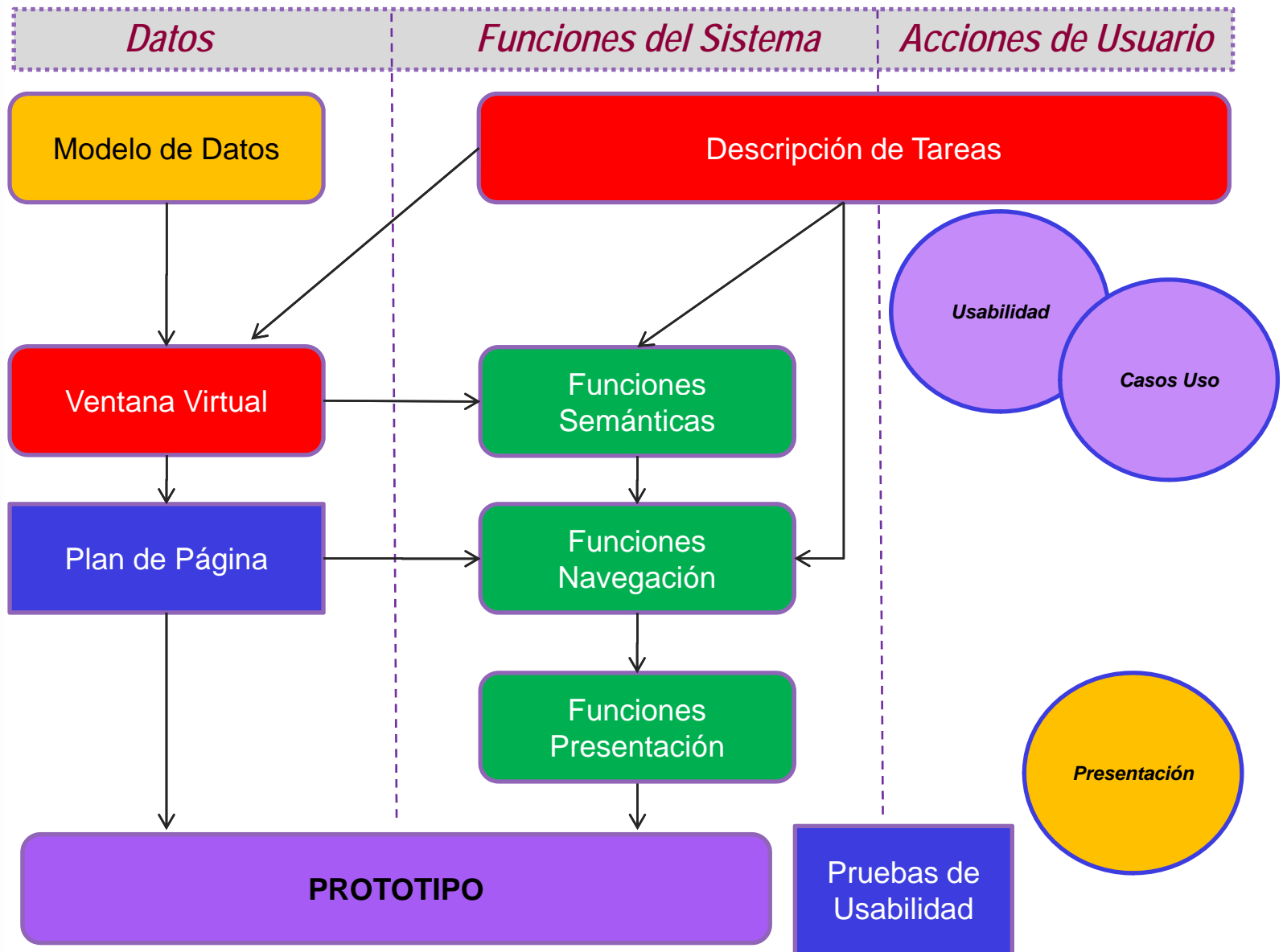




Gestalt Laws!

Interacción Hombre-Máquina
2008-1

Proceso de Diseño (Ventana Virtual)





Presentación

Percepción

- *Emergence*
- *Reification*
- *Multistability*
- *Invariance*

Buena Forma

- *Closure*
- *Similarity*
- *Proximity*
- *Simmetry*
- *Good Continuation*
- *Common Fate*

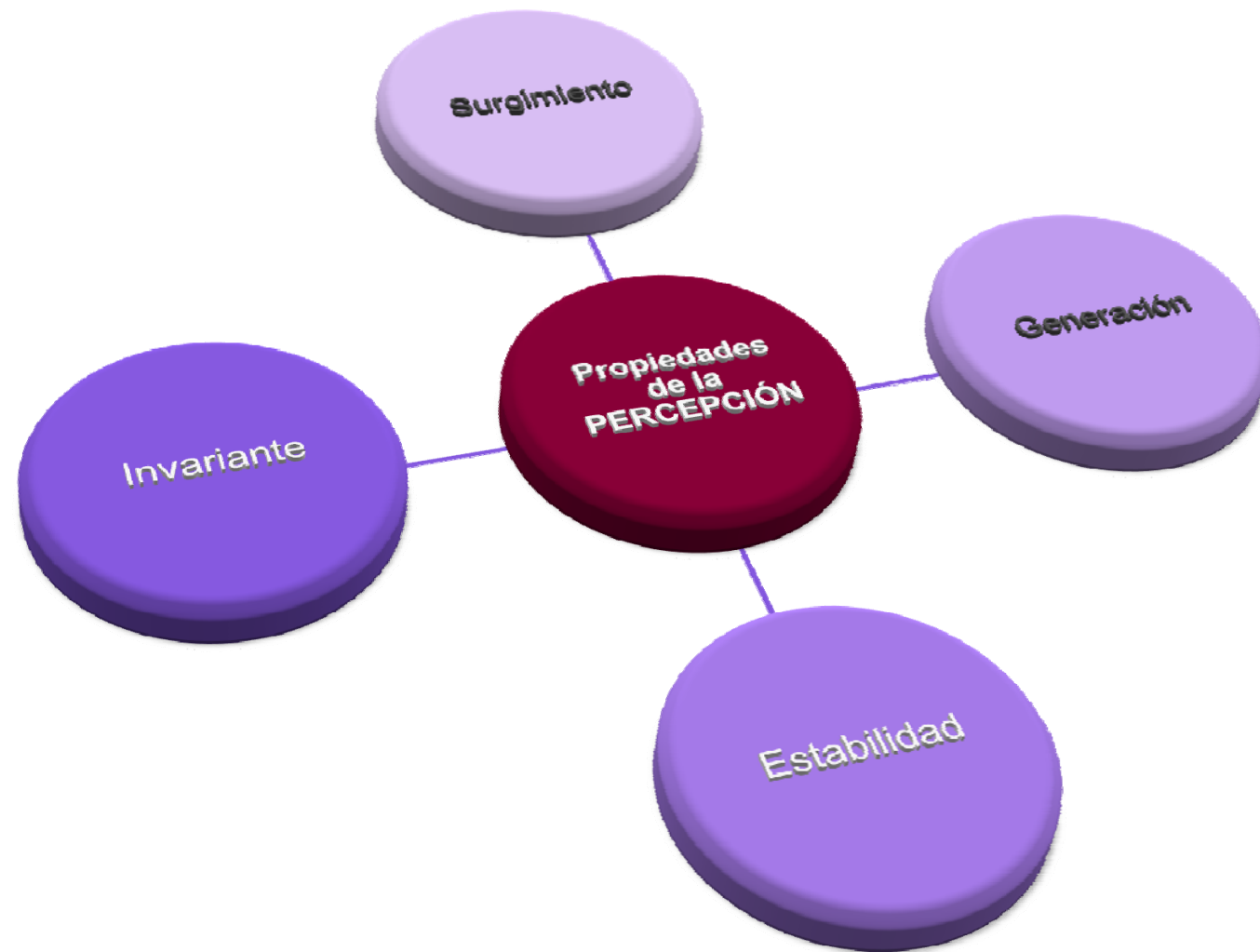
Otras Leyes

- *Balance*
- *Simplicity*
- *Unity*
- *Focal point*
- *"Relaciones!"*

Ejemplos

- *Interfaz*
- *Tabla contenido*
- *Títulos*
- *Documentos*

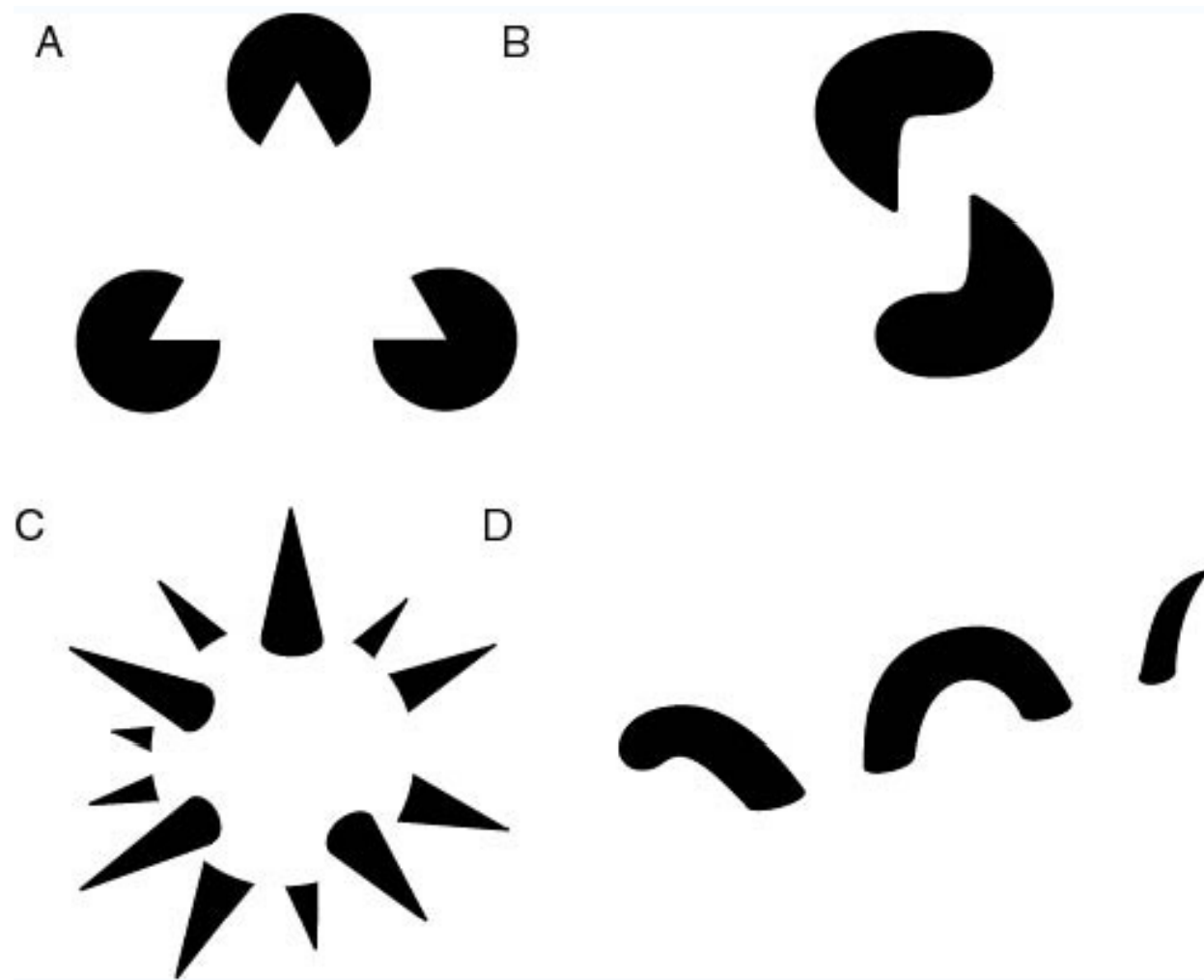
Percepción



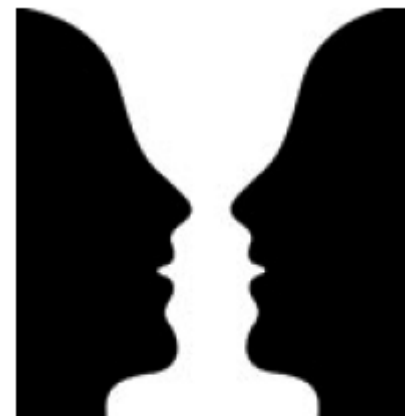
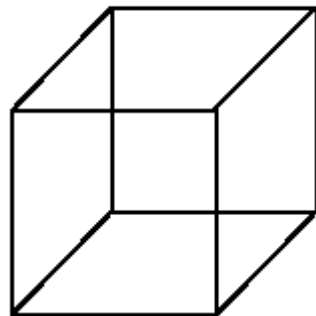
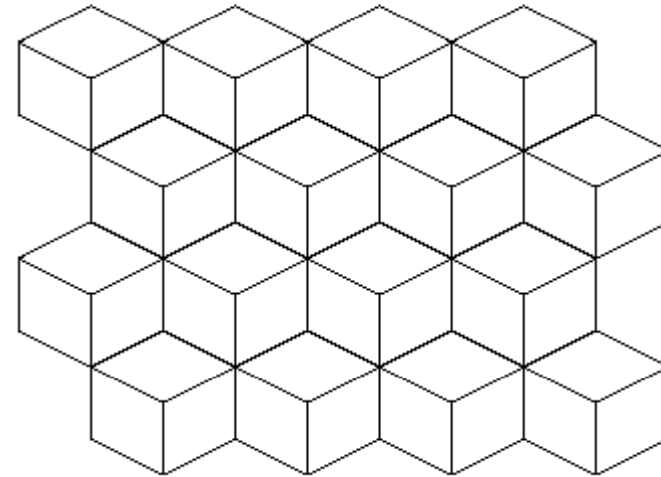
Surgimiento / Emergence



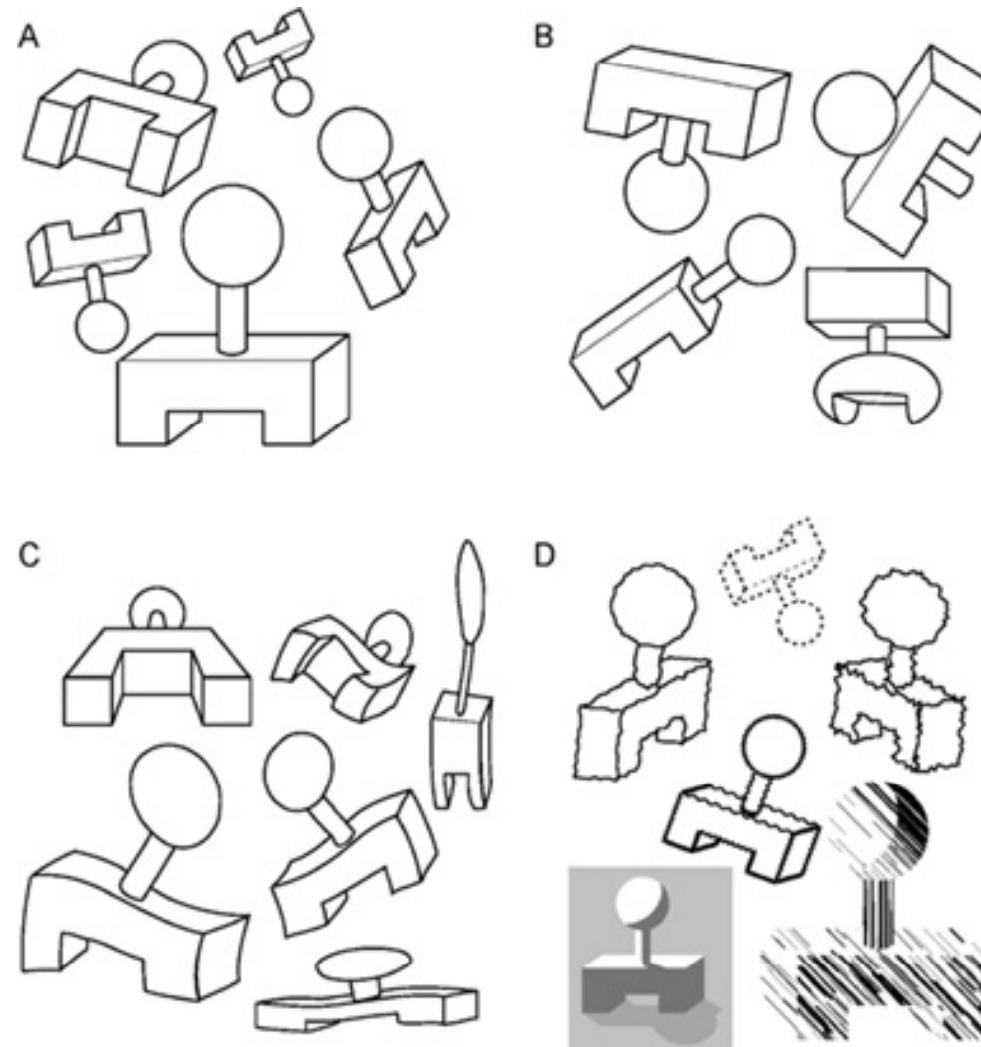
Generativo / Reification



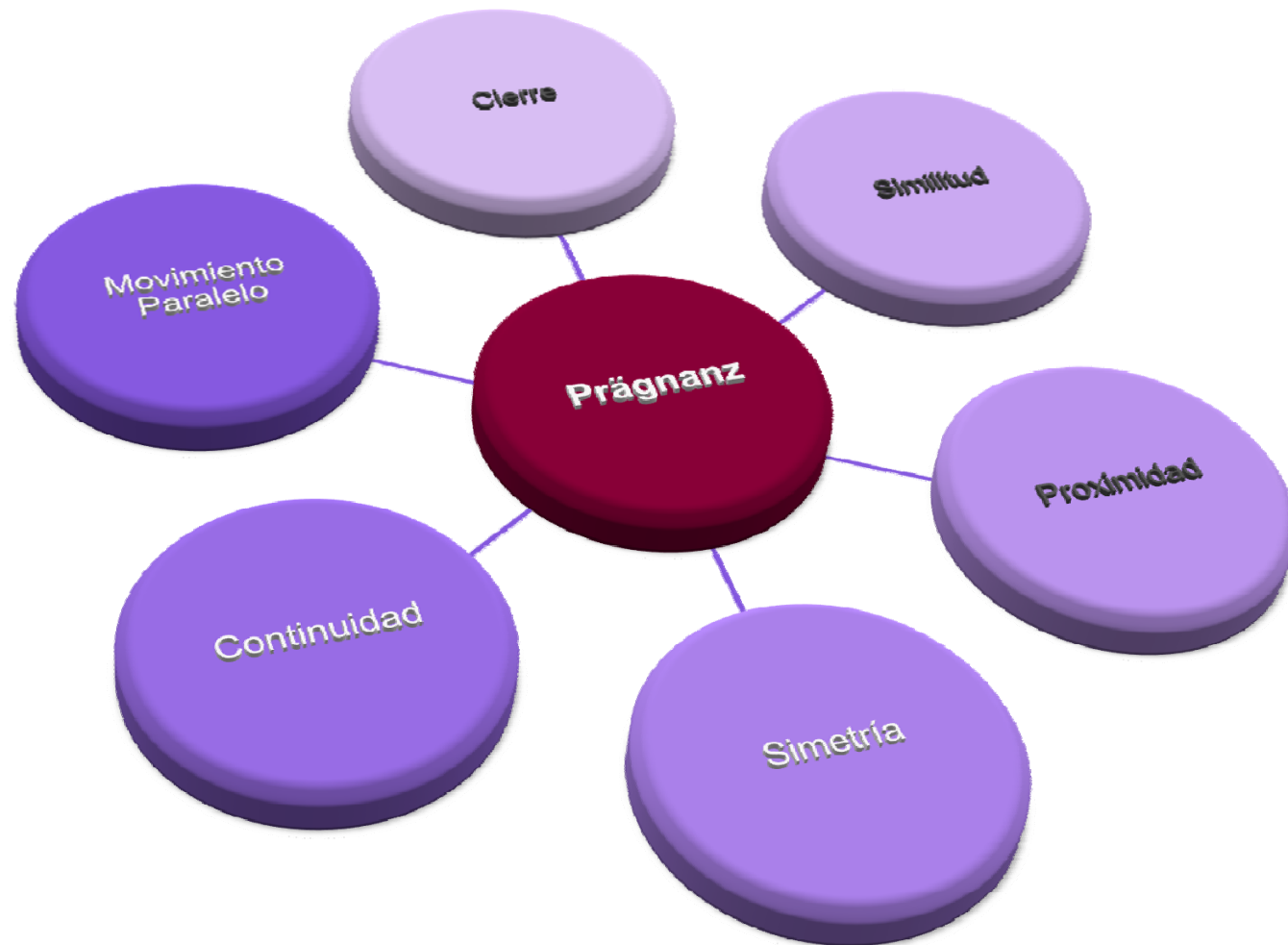
Estabilidad / Multistability



Percepción Invariante / Invariance



“Buena Forma” / Prägnanz



Cierre / Closure

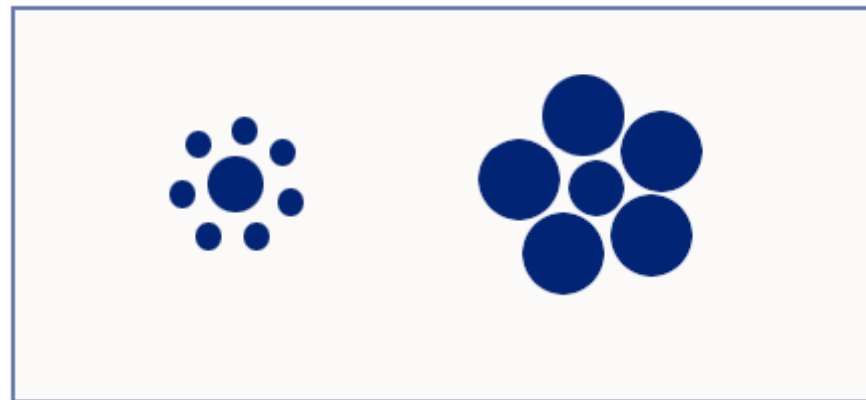


CLOSURE

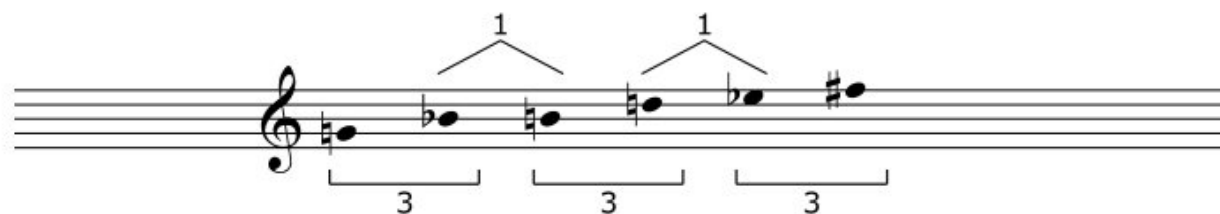
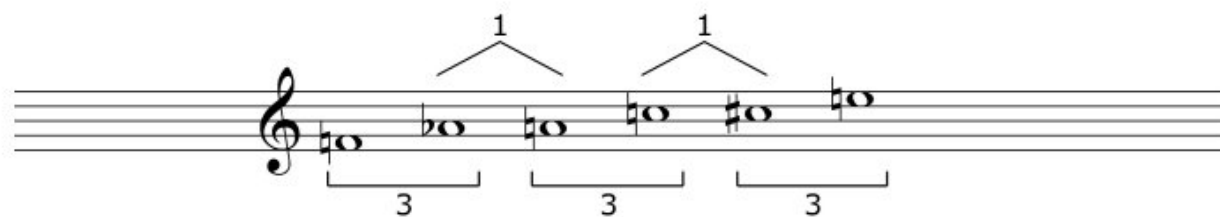
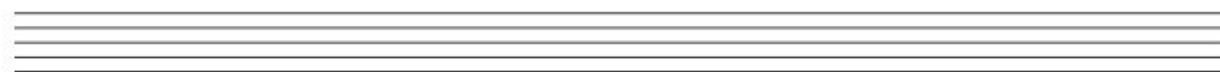
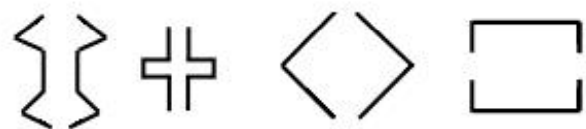
Similaridad / Similarity



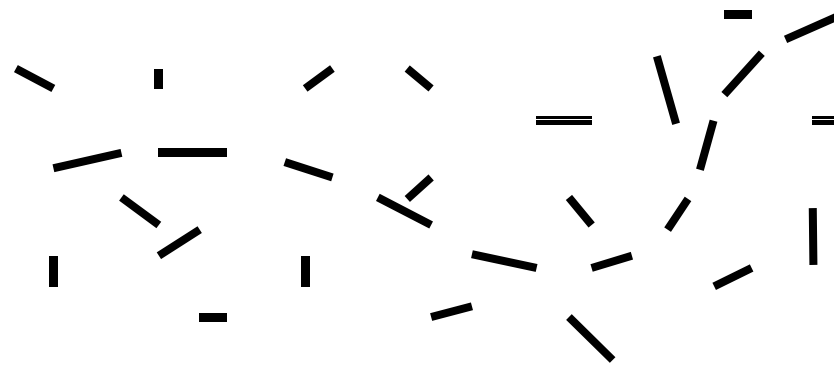
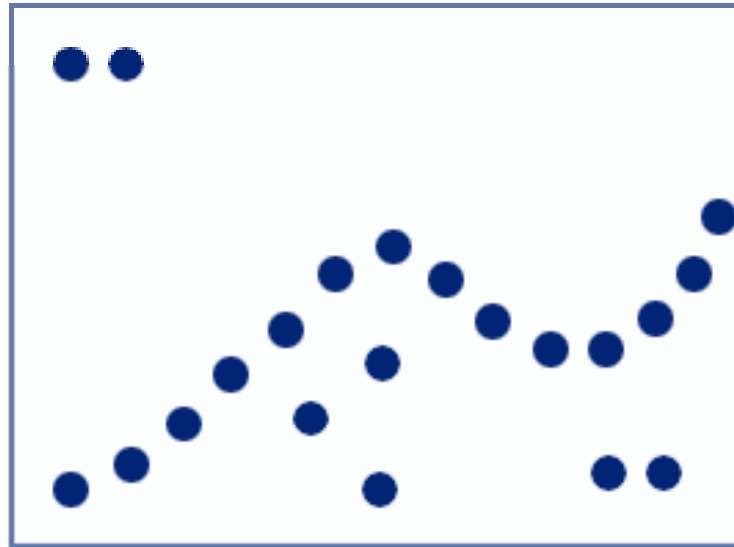
Proximidad / Proximity



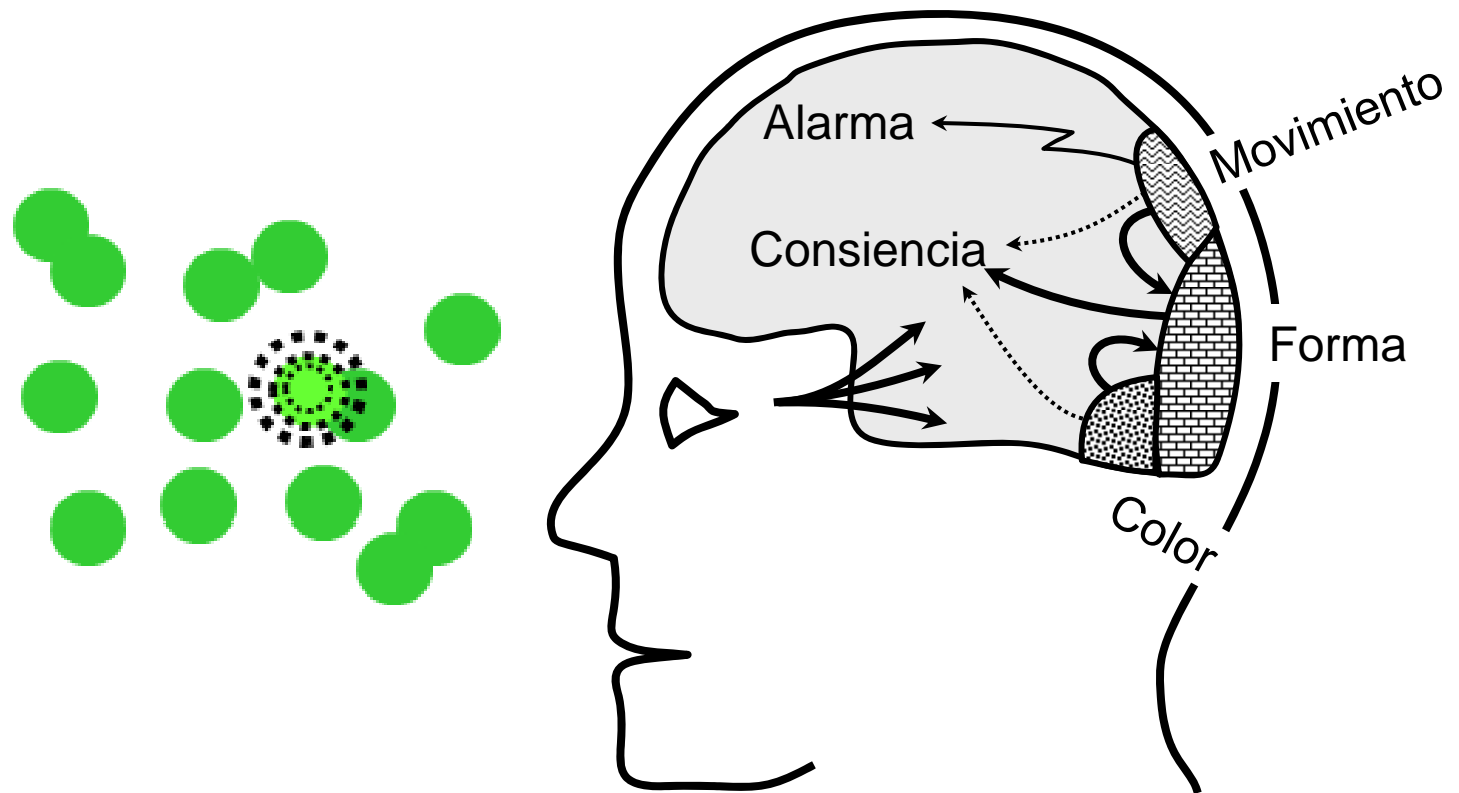
Simetría / Symmetry



Continuidad / Good Continuation

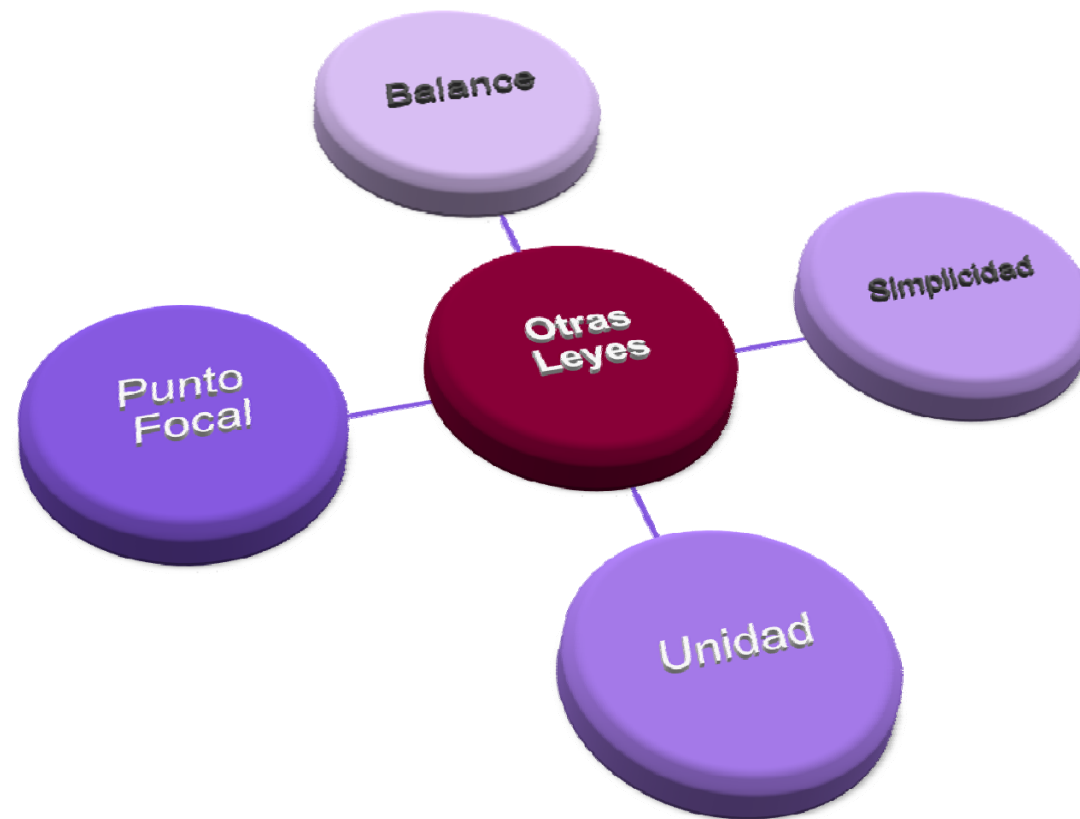


Movimiento Paralelo / Common Fate



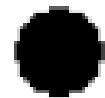
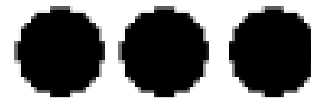
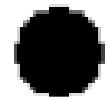
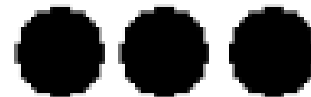
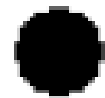
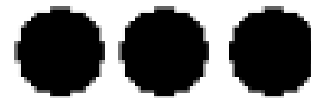
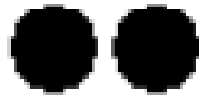
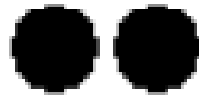
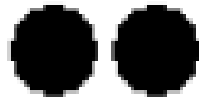
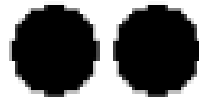
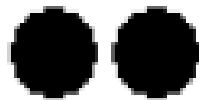
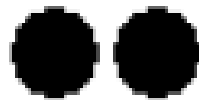
Centro de Visión

Leyes Relacionadas

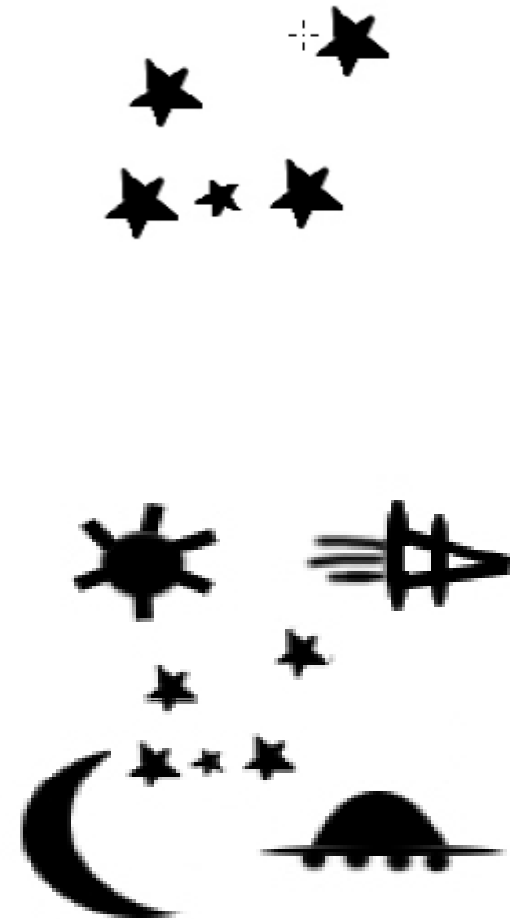
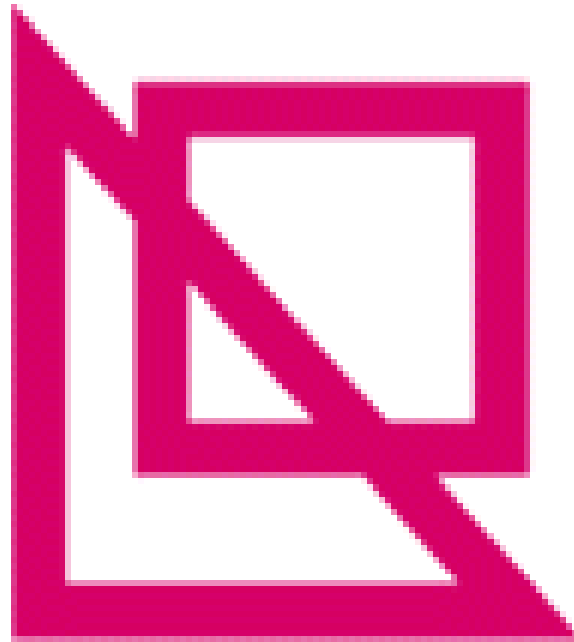




Balance



Simplicidad / Simplicity



Unidad / Unity & Harmony



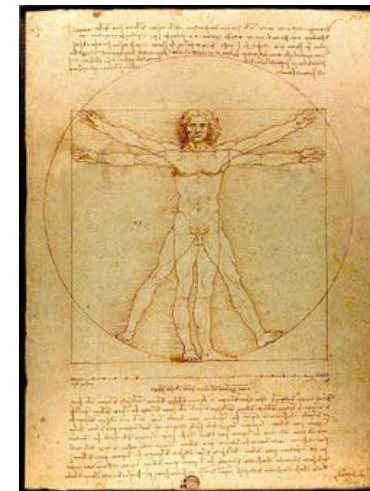
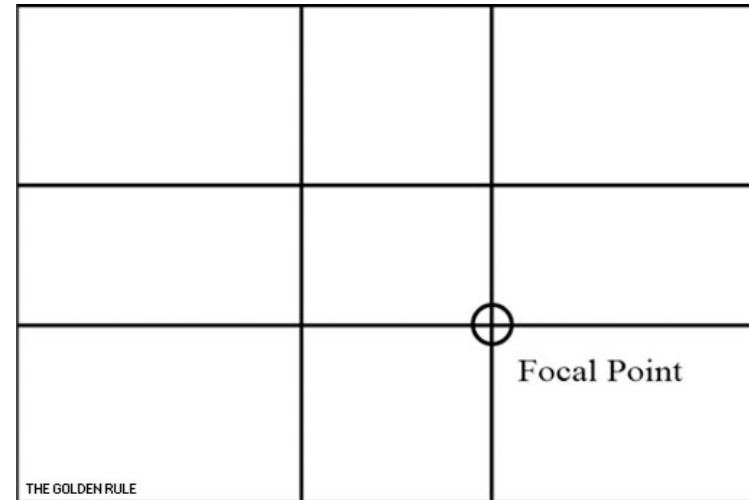
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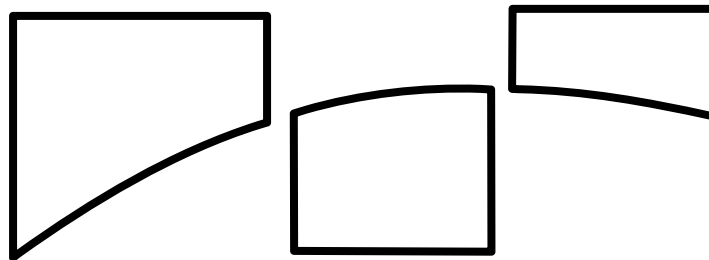
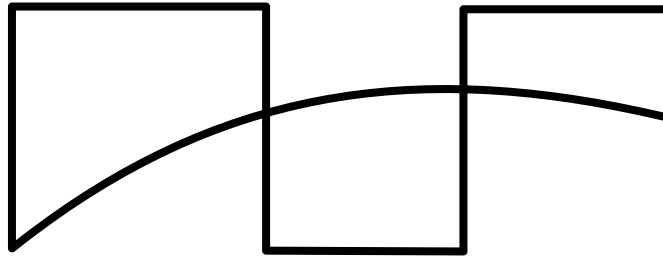
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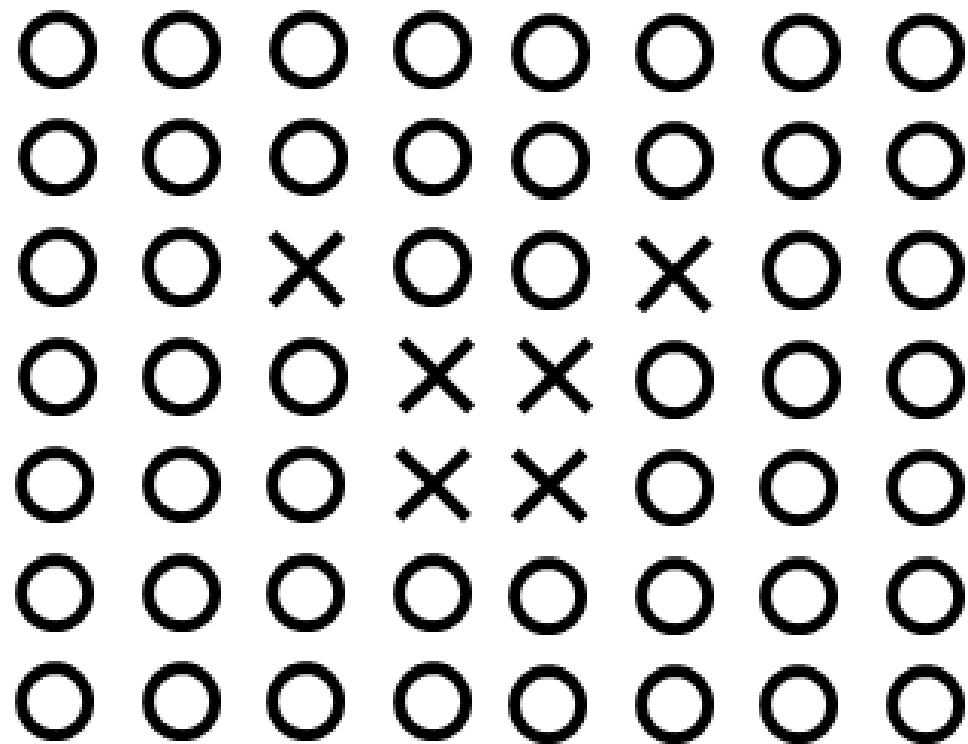
Punto focal / Focal Point



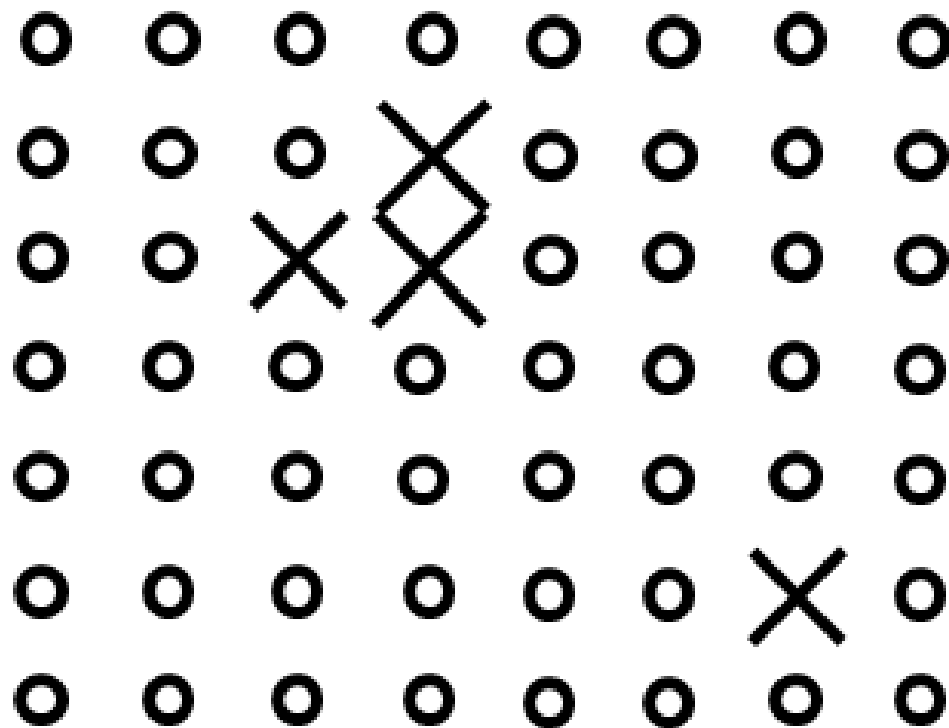
Relación y Superposición de Leyes



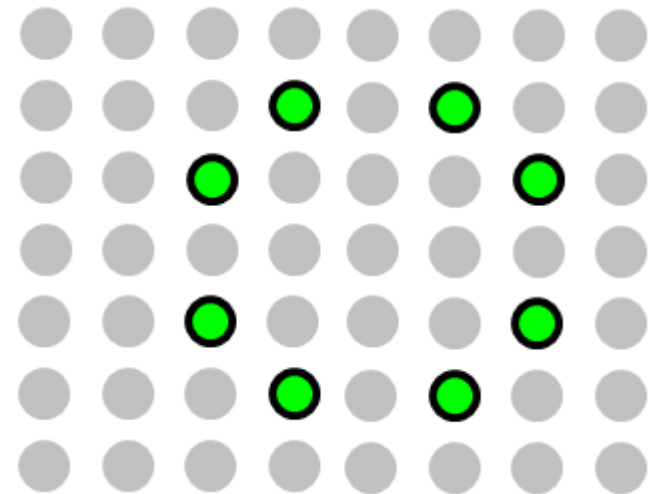
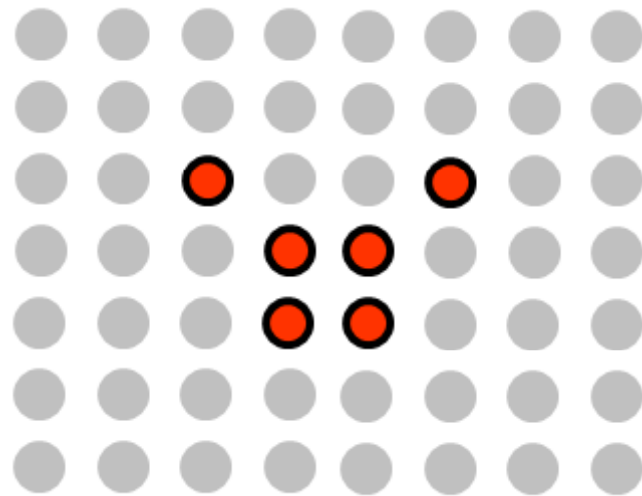
Relación y Superposición de Leyes




Relación y Superposición de Leyes



Otras Consideraciones



Ejemplo...



Form1

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Print: Slides

Print Range:

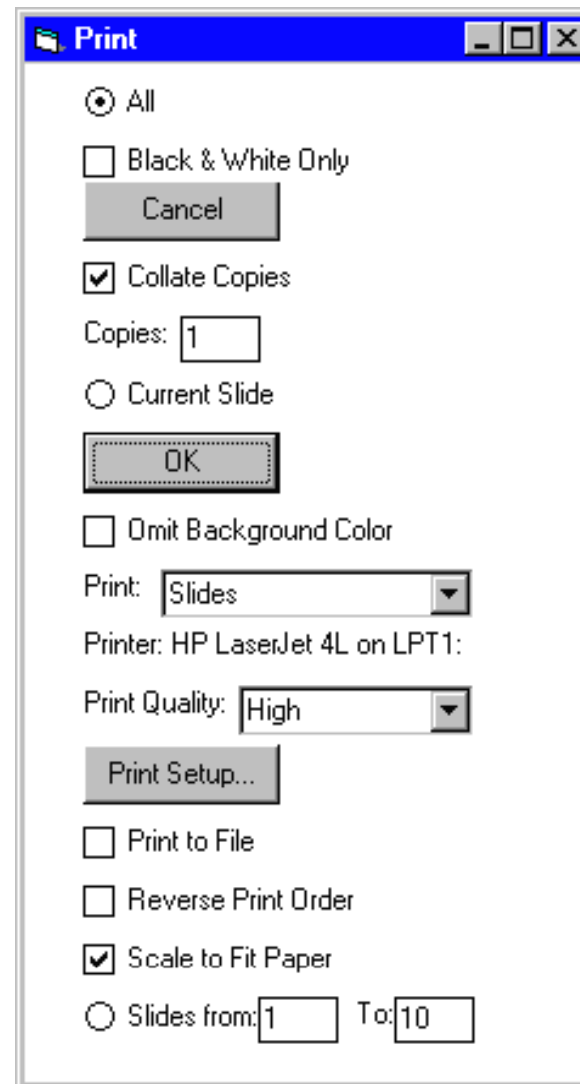
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- ☐ Current Slide
- ☐ Slides from: To:

Print Quality: High Copies:

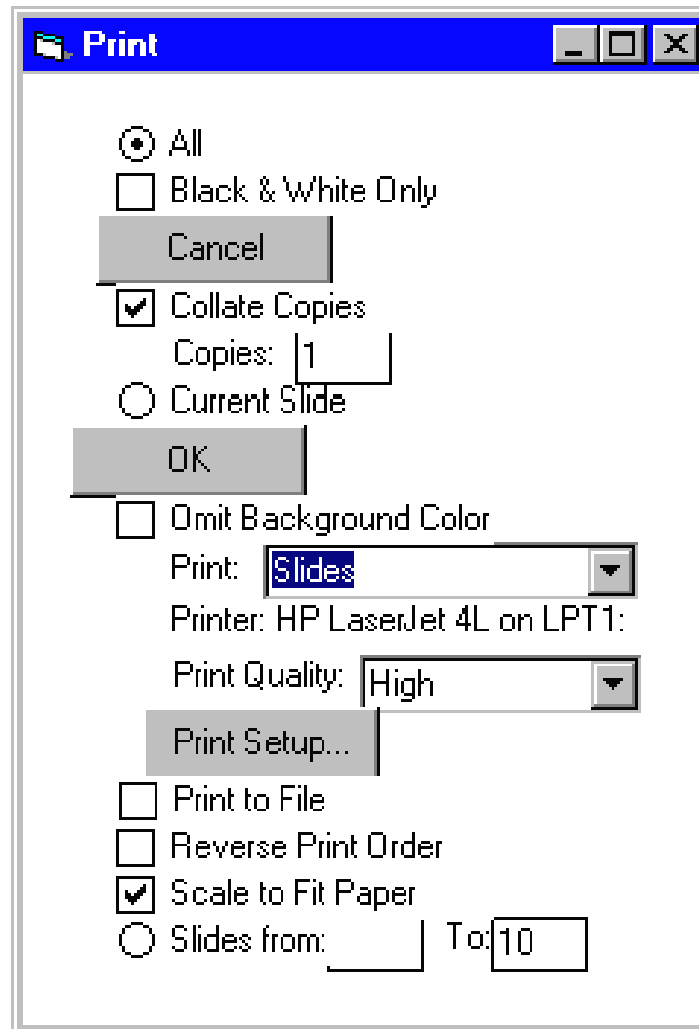
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|--|--|
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| <input type="checkbox"/> Reverse Print Order | <input checked="" type="checkbox"/> Scale to Fit Paper |
| <input type="checkbox"/> Omit Background Color | <input type="checkbox"/> Black & White Only |

OK
Cancel
Print Setup...

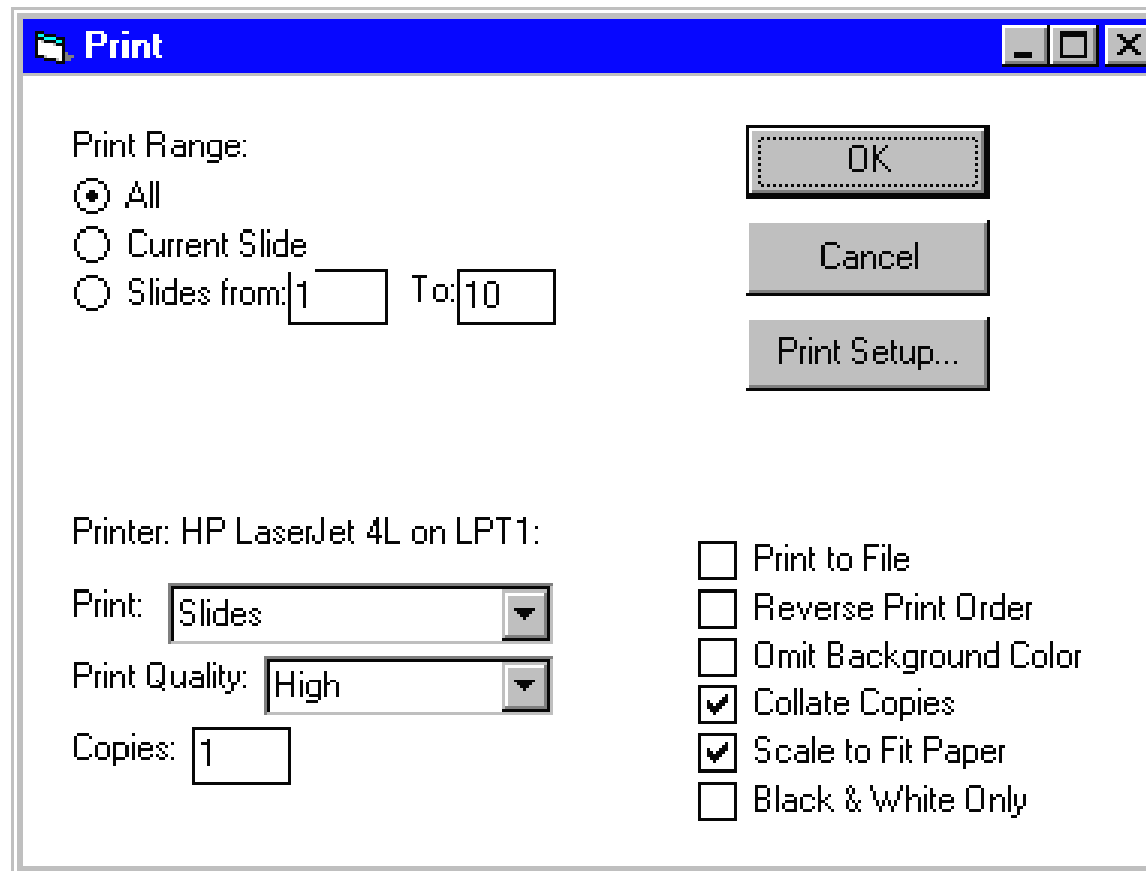
Ejemplo...



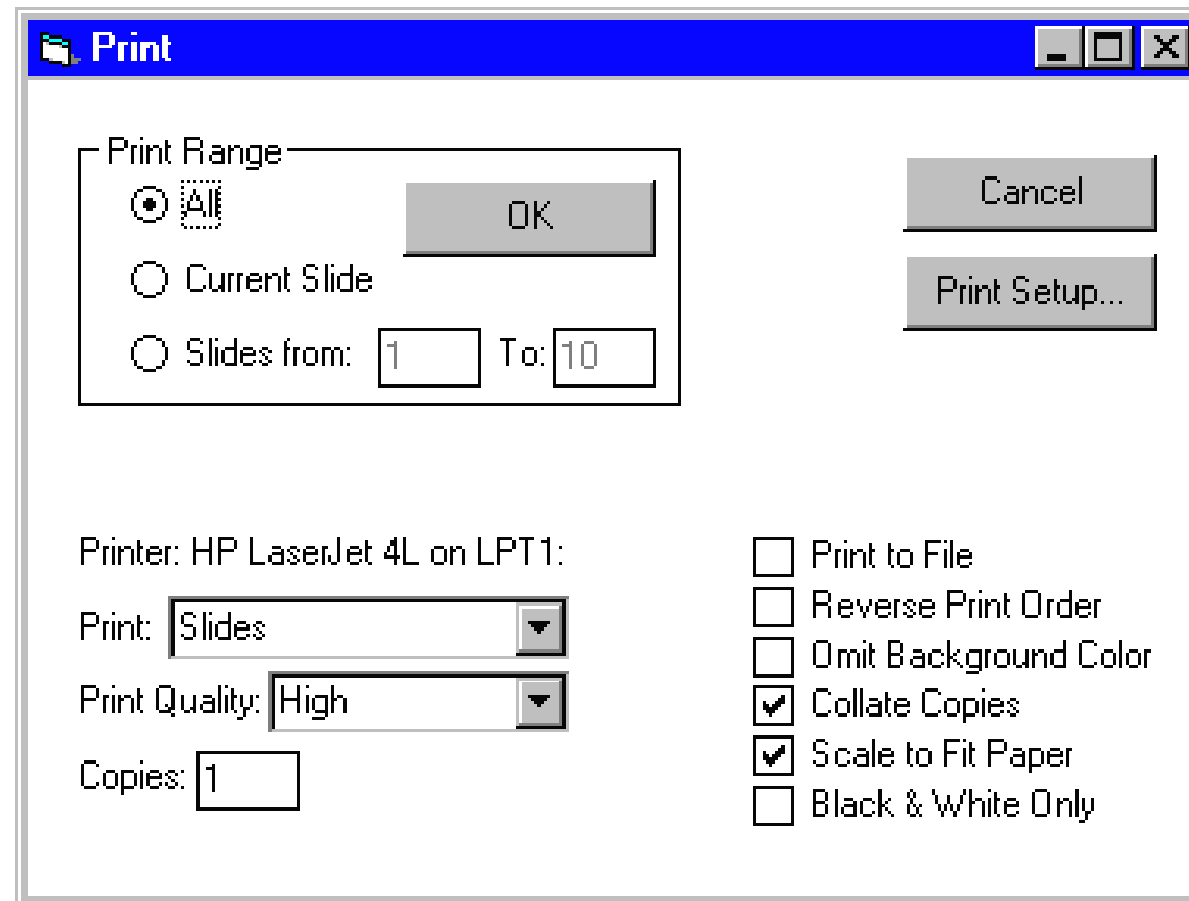
Ejemplo...



Ejemplo...



Ejemplo...





Ejemplo 2...

Introduction & Basic Concepts

The role of requirements
Project types
Contents of the specification
Problems observed in practice
Domain level and product level
The goal–design scale
Typical project models

Data requirement styles

The hotel system example
The data model
Data dictionary
Data expressions
Virtual windows

Functional requirement styles

Human/computer – who does what?
Context diagrams
Event list and function list

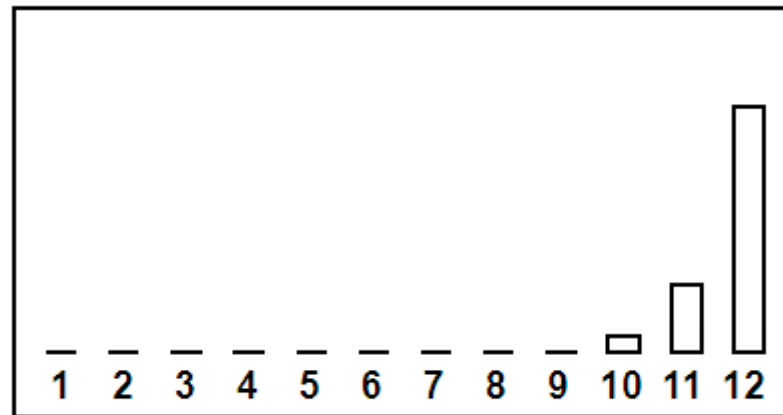
| | | |
|----|--|-----|
| 7 | Functional details | 85 |
| 8 | Complex and simple functions | 85 |
| 11 | Tables and decision tables | 88 |
| 13 | Textual process descriptions | 90 |
| 16 | State diagrams | 92 |
| 18 | State-transition matrices | 94 |
| 20 | Activity diagrams | 95 |
| 24 | Class diagrams | 98 |
| 30 | Collaboration diagrams | 102 |
| 30 | Sequence diagrams | 103 |
| 30 | Special Interfaces | 107 |
| 37 | Reports | 107 |
| 39 | Platform requirements | 108 |
| 42 | Product integration – ordinary customers | 110 |
| 45 | Product integration – main contractor | 114 |
| 45 | Technical interfaces | 115 |
| 46 | Quality requirements | 117 |
| 47 | Quality Factors | 118 |

Ejemplo 2...

| | |
|--|----|
| Introduction & Basic Concepts | 7 |
| The role of requirements | 8 |
| Project types | 11 |
| Contents of the specification | 13 |
| Problems observed in practice | 16 |
| Domain level and product level | 18 |
| The goal–design scale | 20 |
| Typical project models | 24 |
| Data requirement styles | 30 |
| The hotel system example | 30 |
| The data model | 30 |
| Data dictionary | 37 |
| Data expressions | 39 |
| Virtual windows | 42 |
| Functional requirement styles | 45 |
| Human/computer – who does what? | 45 |
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| | |
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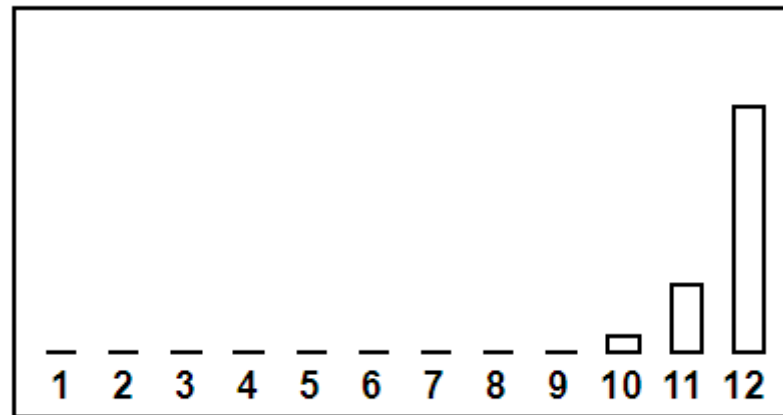
Ejemplo 3...



Ventas de Productos

Hay una fuerte variación en las ventas del año. . .

Ejemplo 3...



Ventas de Productos

Hay una fuerte variación en las ventas del año. . .

Ejemplo 4...

This report is intended to provide background information which will facilitate the development of procedures and tools to improve the software producers to manage and control software quality and to demonstrate the achievement of software quality requirements.

The report surveys published work relating to the identification and specification of software quality characteristics, metrics relating to them, and inferences which can be drawn from the metrics. It does not attempt, however, to evaluate the published work to any great extent. It notes the use, and identifies quality Management project. In summarising such large works it has not been possible to cover all the material, and the serious student may need to refer to the originals for further details.

Boehm et al's book entitled "Characteristics of Software Quality" reports on work done in the early seventies and is a precursor not only of McCall et al's work but also of Gilb's. The initial objectives of the study were to identify a set of characteristics of software quality, and for each characteristic to aim at measuring the degree to which a program possesses the characteristic and hence provide an overall software quality assessment.

(Boehm et al soon abandoned the idea of an overall quality since they argued that the quality requirements for a given product will vary with the needs and priorities of the user, so there could be no single universally useful rating of software quality. They concluded that metrics would be best used as anomaly indicators - i.e. to note that an item of software differed from the normal pattern in a way that might be symptomatic of quality problems.)

Bibliografía & Referencias

- Thomas Geis : “*ISO Standards for Usability: Painful Restrictions or Helpful Guidelines?*”. TÜV Secure iT GmbH, 2002.
- Dempsey Chang, Laurence Dooley and Juhani E. Tuovinen: “*Gestalt Theory in Visual Screen Design – A New Look at an Old Subject*”. Monash University, Australian 2002.
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- The Gestalt Principles: <http://graphicdesign.spokanefalls.edu/tutorials/process/gestaltprinciples/gestaltprinc.htm> (página visitada en abril de 2008)
- Luis Carlos Díaz: “*Notas de Clase*” *Interacción Hombre-Máquina*” luisdiaz@javeriana.edu.co Universidad Javeriana, Bogotá. 2008

