Group 7 INTERACTION DESIGN BASICS,

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Design- achieving goals within constraints

goals - purpose–who is it for, why do they want it•

constraints–materials, platforms

golden rule of design

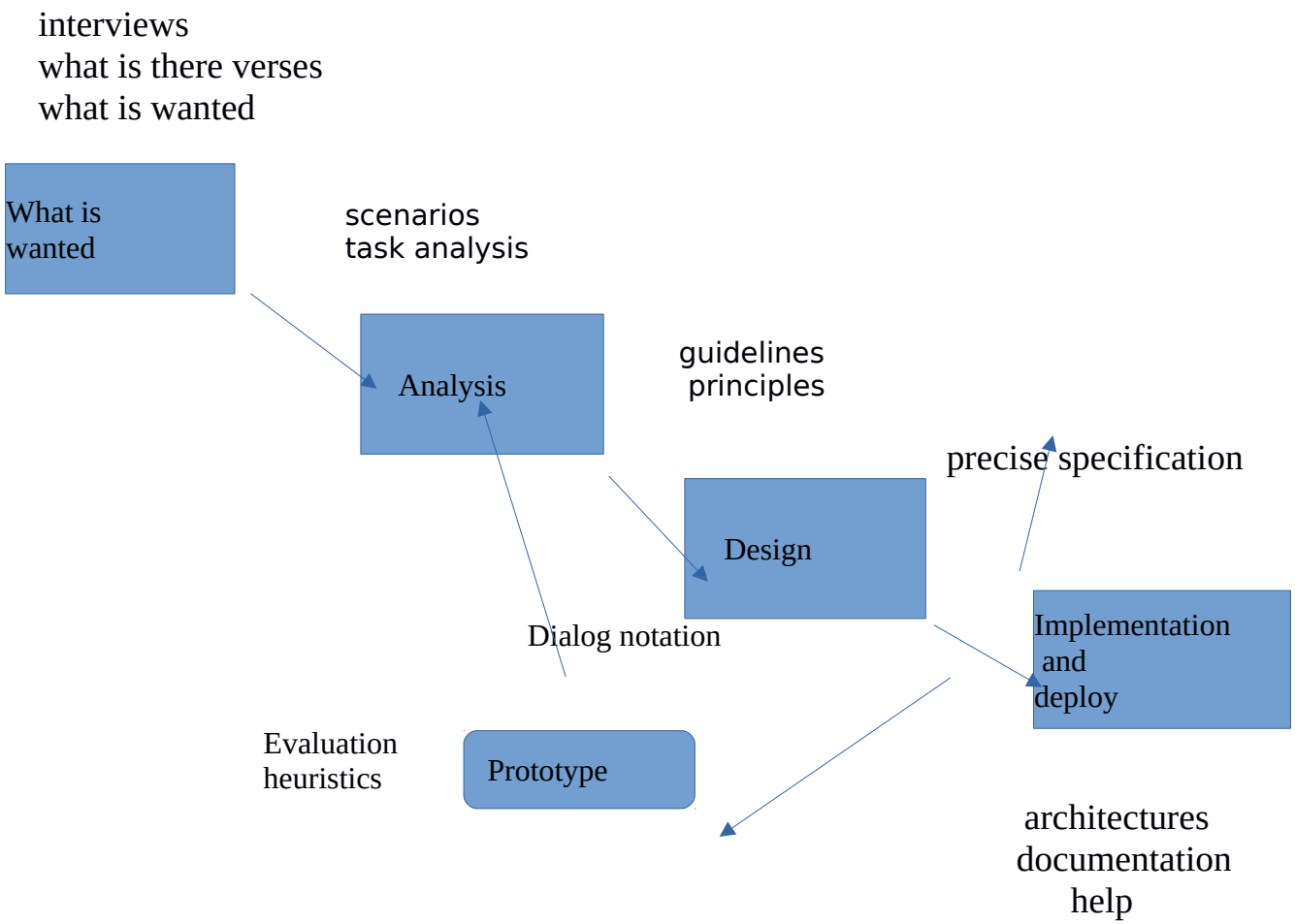
understand your materials

understand computers–limitations, capacities, tools, platforms

understand people–psychological, social aspects–human error

and their interaction ...

The Process Of Design



1.what is wanted: Requirements, this is establishing what exactly is needed.
There are a number of techniques used for this in HCI: interviewing people, videotaping them, looking at the documents and objects that they work with, observing them directly

2.**Analysis:**The results of observation and interview need to be ordered in some way to bring out key issues and communicate with later stages of design

3.**Design:**

4.Iteration and prototyping:
Humans are complex and we cannot expect to get designs right first time. We therefore need to evaluate a design to see how well it is working and where there can be improvements. Most user interface design involves some form of prototyping, producing early versions of systems to try
out with real users

5.**Implementation and deployment:** This will involve writing code, perhaps making hardware, writing documentation and manuals – everything that goes into a real system that can be given to others.

User focus

Any interaction design exercise must be the
intended user or users.
So, how do you get to know your users?

1. Who are they?
   The first thing to find out is who your users are. Are they young or old, experienced computer users or novices?
2. Probably not like you!
   hen designing a system it is easy to design it as if you were the main user: you assume your own interests and abilities.
3. Talk to them.
   It is hard to get yourself inside someone else's head, so the best thing is usually to ask them. This can take many forms: structured interviews about their job or life,
   open-ended discussions, or bringing the potential users fully into the design process.
4. It is important to watch what people do as well as hear what they say. This may involve sitting and taking notes of how they spend a day, watching
   particular activities, using a video camera or tape recorder.
5. Use your imagination.
   Even if you would like to involve many users throughout your design exercise this will not always be possible. It may be too costly, it may be hard to get time with them (e.g. hospital consultant), it may be that there are just too many (e.g. the web). However, even if you cannot involve actual users you can at least try to imagine their
   experiences.

Three key characteristics of the interaction design process

There are three characteristics that we believe should form a key part of the interac-tion design process. These are: a user focus, specific usability criteria, and iteration.The need to focus on usershas been emphasized throughout this book, so youwill not be surprised to see that it forms a central plank of our view on the interac-tion design process. While a process cannot, in itself,

guarantee that a developmentwill involve users, it can encourage focus on such issues and provide opportunitiesfor evaluation and user feedback.Specific usability and user experience goals should be identified, clearly docu-mented, and agreed upon at the beginning of the project. They help designers tochoose between different alternative designs and to check on progress as the prod-uct is developed.Iteration allows designs to be refined based on feedback. As users and design-ers engage with the domain and start to discuss requirements, needs, hopes and as-pirations, then different insights into what is needed, what will help, and what isfeasible will emerge. This leads to a need for iteration, for the activities to informeach other and to be repeated. However good the designers are and however clearthe users may think their vision is of the required artifact, it will be necessary to re-vise ideas in light of feedback, several times. This is particularly true if you are try-ing to innovate. Innovation rarely emerges whole and ready to go. It takes time,evolution, trial and error, and a great deal of patience. Iteration is inevitable be-cause designers never get the solution right the first time (Gould and Lewis, 1985).