

Professors d'IDI - UPC

Interacció i Disseny d'Interfícies

IDI – Organització

■ Temari de teoria

- Introducció a la HCI. Principis de disseny. (1 sessió)
- Principis disseny & percepció. Problemes típics de disseny (1 sessió)
- Interacció (2 sessions)
 - Hicks, Fitts...
 - Sistemes i mètodes interacció i selecció
- Usability testing. Mètodes quantitatius per experiments (1 sessió)
- Mètodes d'interacció avançada: RV, RA (1 sessió)

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Continguts

- Referències útils a la web:
 - <http://usability.gov>
 - <http://www.smashingmagazine.com>
 - <http://www.nngroup.com/articles/>
 - <http://www.interaction-design.org>

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Motivation

Enter your Social Security Number:

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---	---	---	---	---	---	---	---	---	---	---

7:17 pm

am	11	12	1	pm				
10	9	8	7	6	5	4	3	2

Left Mouse Button: Change Minute
Right Mouse Button: Change Hour

OK Cancel

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Definitions: HCI

- What does HCI mean? Which are its objectives?
 - **Human computer interaction** is a field that deals with the study (to improve) of how humans interact with machines/devices.
 - HCI is a very relevant issue when evaluating the quality of an application.
 - An application must fulfill its requirements,
 - It has to provide an easy access to its features.

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Definitions

- HCI is about
 - understanding and critically evaluating the interactive technologies people use and experience
 - understanding contemporary human practices and aspirations

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Definitions: UI

- When an application is difficult to use, it is perceived as a low-quality application.
 - **User Interfaces:** tools and methods that are used to communicate between the user and the system
 - **User Interfaces** may be determinant on ease of use perception of application

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HCI. Initial models

- Software crisis in the 70s lead to focus software engineering with a new view
 - Including non functional requirements such as usability and maintainability

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HCI. Initial models

- One of the original focus of HCI was *usability*.
 - Originally stated as "easy to learn, easy to use"
 - More on this later today...
 - GUI: *comprehensible, accessible, easy to use*
- Helped to influence computer science and technology development more broadly and effectively
- It grew to include other areas, not restricted to computer science

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Usability

- Usability: Defined in ISO 9241 standard as
 - The ability in which a product may be used by **specific** users in order to carry out **specific** tasks *effectively, efficiently, and with satisfaction* in a **specific** use environment.
 - Usability is always referred to a concrete user group and a concrete user application

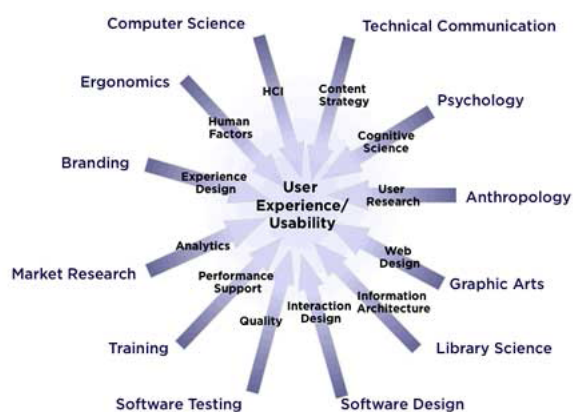
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Usability

- Usability:
 - **Efficacy** is the ability of correctly and completely achieving a certain goal.
 - **Efficiency** is the relation of used resources and the completeness and correctness of achieved goals.
 - **Satisfaction** is the comfort and acceptance of a system by the users and other people that are affected by its use.

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HCI and its neighborhood



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Definitions

- **User experience:**

- "Experience or User Experience is not about technology, industrial design, or interfaces. It is about **creating a meaningful experience through a device.**"
- "the perception left in someone's mind following a series of interactions between people, **devices**, and events"
- What you **remember and feel** from the use of a device

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Definitions

- User experience (Peter Morville's honeycomb):



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Definitions

■ Interaction Design:

- “Interaction design is about shaping digital things for people’s use”
 - How we interact with **devices** (“digital things”)



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This Is Why the iPhone's Screen Will Always Be 3.5 Inches

Why does the iPhone have a 3.5-inch screen? Why do larger smartphones feel awkward on your hand? Dustin Curtis has an answer, and I think it is spot on:

Touching the upper right corner of the screen on the Galaxy S II using one hand, with its 4.27-inch screen, while you're walking down the street looking at Google Maps, is extremely difficult and frustrating. I pulled out my iPhone 4 to do a quick test, and it turns out that when you hold the iPhone in your left hand and articulate your thumb, you can reach almost exactly to the other side of the screen.

His graphic shows this clearly. It makes total sense. And that is exactly why we would never see any larger screen iPhone. That 3.5-inch screen will be the ideal size until all humans are 7-feet tall and have hands the size of frying pans. [dcurtis]



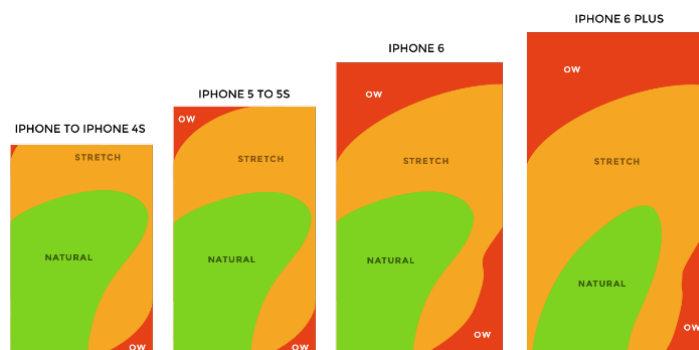
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HCI & UX. Some requirements

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HCI & UX. Some requirements

- For mobile take into account the thumb zones



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HCI. Desktop systems

- Desktop systems:
 - Large screens
 - Space for *everything*
 - Mouse pointer
 - Keyboard
 - Adequate for creating content
 - Large resolution

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HCI. Mobile systems

- Mobile systems:
 - (Relatively) Small size
 - Must carefully think on what to fit
 - Notifications often not properly solved
 - Interaction with the finger/stylus
 - (Almost) No keyboard
 - Small resolution
 - Software limitations

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HCI. Mobile systems

- Tablet systems:
 - (Relatively) Large size
 - May fit what we need
 - Interaction with the finger/stylus
 - (Almost) No keyboard
 - Software limitations

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HCI. GUI (& app) Programming

- Tools for Mobile Development:
 - Native tools
 - Provided by the OS designers
 - Focus on the OS features
 - Cross-platform
 - Provided by third-party institutions
 - Focus on facilitating the development
 - Other third-party software
 - Focus on facilitating the development

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HCI. GUI (& app) Programming

- Two main ways to develop:
 - Web apps
 - Native OS apps

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HCI. GUI (& app) Programming

- **Web apps. Pros:**
 - **Develop once & deploy everywhere**
 - Almost any system has a capable browser
 - **Easy updating**
 - App is loaded everytime the browser connects to the page
 - Only needed to change the server code
 - **Well-known tools and techniques**
 - PHP, Java...

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HCI. GUI (& app) Programming

■ Web apps. Cons:

- Not as rich as native apps in terms of:
 - UI, Communication, Access to local resources
- Inefficient and insecure communication protocol
- Difficult to write
(need to know many different technologies)
- Mainly designed for large displays with mouse

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HCI. GUI (& app) Programming

■ Native apps. Pros:

- Richer UI
- Many controls
- Safe and fast access to local resources
 - GPS, camera, files...
 - Efficient communication
 - Any protocols allowed
- Slower variety in languages and tools (DDK)
- Designed for small screens and touch controls

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HCI. GUI (& app) Programming

■ Native apps. Cons:

- No universal access
 - Each OS has a different app format and development environment
- Difficult to manage updates
 - Require individual (user guided) updates per device
- Less general than desktop programming
 - Though a lot of new material is on the web

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