

INTERAKSI MANUSIA KOMPUTER (IMK)

Yoyon Efendi, M.Kom

Tim Pengampu Matakuliah IMK





Visi Misi Program Studi

Menjadi Program Studi dalam Bidang Teknik Informatika Berbasis Mobile Computing di Sumatera Tahun 2030



#2

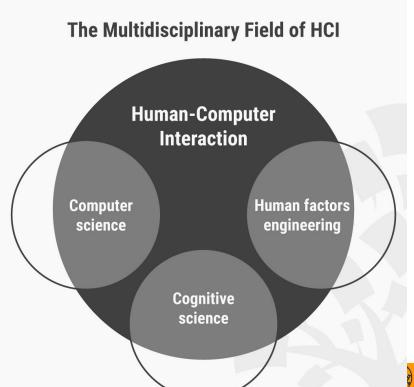
INTRODUCTION MATAKULIAH

Definisi Human Computer Interaction (HCI)

Multidisiplin HCI



- ComputerScience
- Human FactorsEngineering
- Cognitive Science





KONSEP DASAR HCI



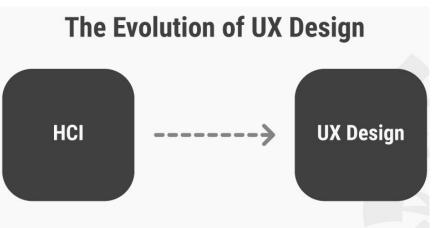
HUMAN COMPUTER INTERACTION(HCI)/ Interaksi Manusia Komputer: merupakan studi tentang interaksi antara: manusia, komputer dan tugas/ task.



Bagian HCI/IMK

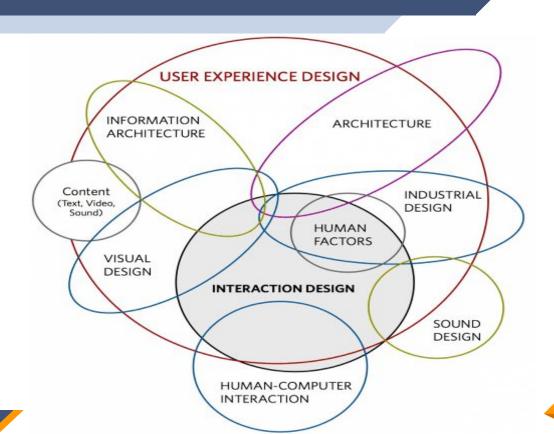


- User Centered Design (UCD)
- User Interface (UI)
- User Exprience (UX)



GAMBARAN UX DESIGN

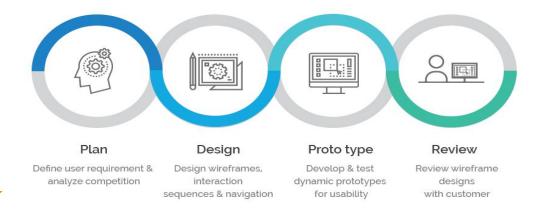




Sasaran UX DESIGN

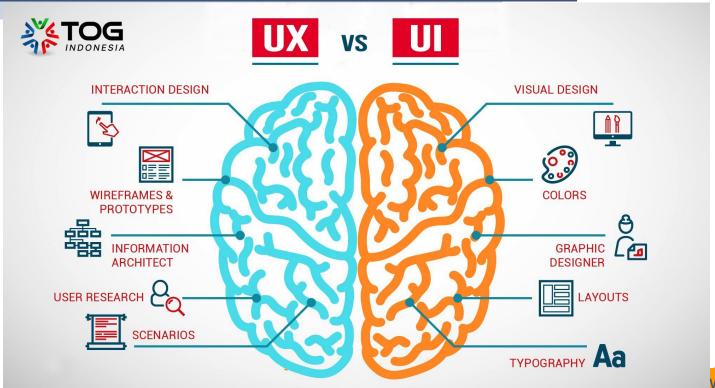


"Sasaran desain antarmuka pengguna (UX DESIGN) adalah membuat interaksi pengguna sesederhana dan seefisien mungkin, dalam hal mencapai tujuan pengguna (user-centered design)."



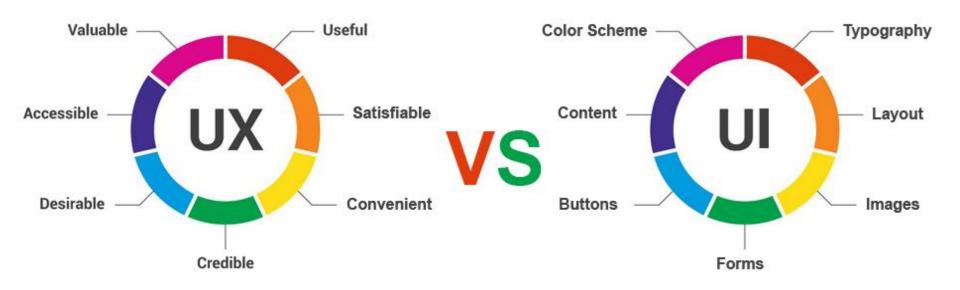
UX VS UI (Versi 1)





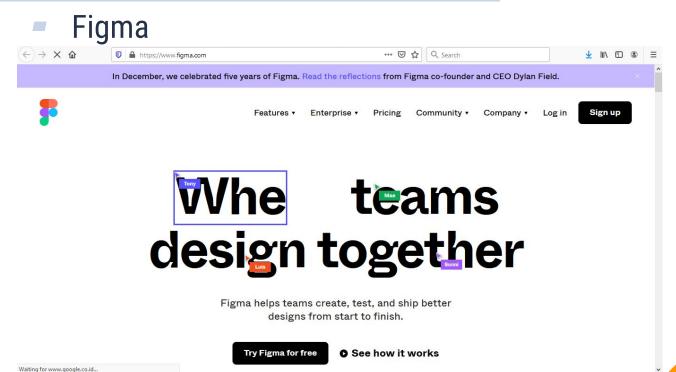
UX VS UI (Versi 2)





Sofware Design



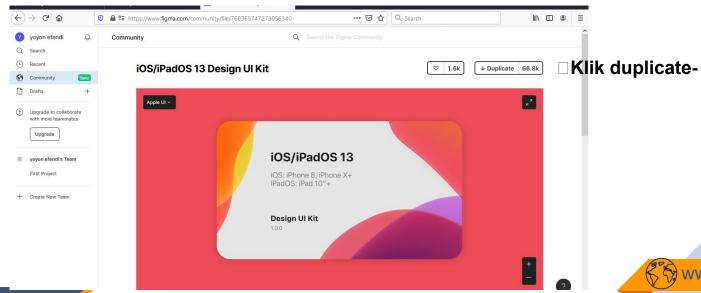


UI KIT



- UI KIT IOS FIGMA
- UI KIT ANDROID FIGMA

https://www.figma.com/community/file/7683 65747273056340



ICON



Flaticon's Choice

See more

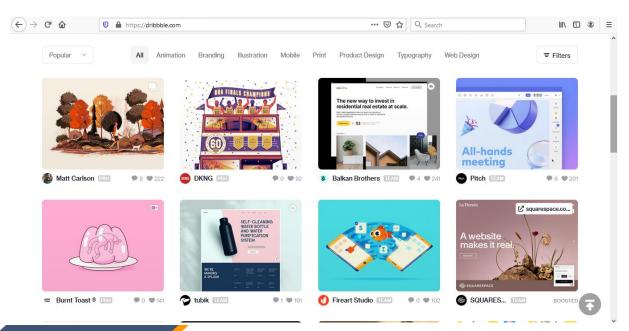
- flaticon.com
- icons8.com
- Freepik.com
- Thenounproject.com
- Iconfinder.com







dribbble.com







THANKS!

Ada Pertanyaan?
Boleh juga ke
yoyonefendi@stmik-amik-riau.ac.id