Designing Interactive Systems I
Lecture 2: Gestalt Laws,Information Content, Visibility, Affordances and Signifiers

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Review

- What are the four big areas of HCI?

- What are the main components of the CMN Model?

- What are the key numbers from the CMN Model?

- What is Fitts' Law?

User Errors Are Design Errors

- A Big Message of DIS1

- We tend to blame users for mistakes

- But usually it's the product/user interface design that is to blame

- Computers are nothing special—they have many of the same problems as everyday things (and others because of their flexibility)

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Gestalt Laws

Perception

Our brains are wired to make sense of what we perceive.

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