

Designing Interactive Systems I

Lecture 3: Conceptual Models, Mappings, Constraints, and Seven Stages of Action

Prof. Dr. Jan Borchers
Media Computing Group
RWTH Aachen University

Winter term 2015/2016

<http://hci.rwth-aachen.de/dis>

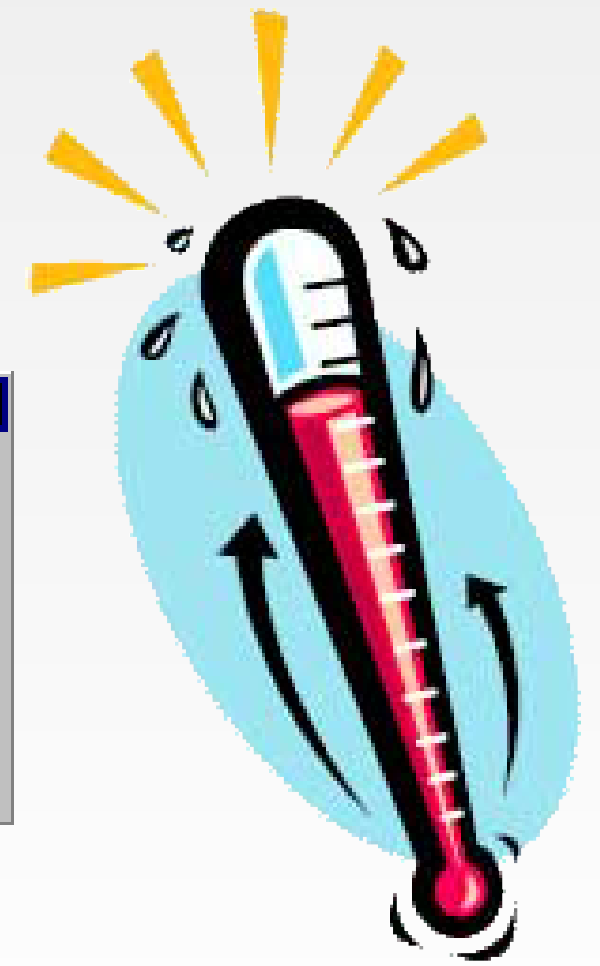
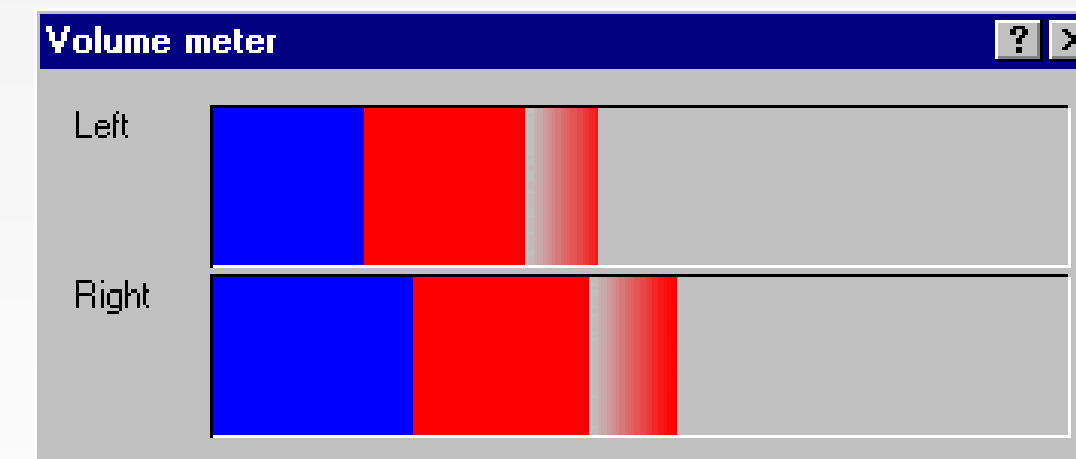
Review

- Gestalt Laws
 - Usefulness
 - 7 sample laws
- Information content in user interfaces
 - Analog vs. digital scale
- What was the major problem with the “Swedish Hair Dryer”?
- How are conceptual models of designer, system and user related to each other?



Mappings

Mappings



- Relationship between the controls, the actions, and intended results
- Connect UI elements to real world
 - Examples for input and output?



Mappings & Conceptual Model

- To remember how mappings work, we develop conceptual models



drivingtesttips.biz



dearcars.com

Natural Mappings

- Good mappings are natural
 - Spatial analogies
 - Perceptual analogies
 - Biological or cultural analogies
- Advantages
 - Understood immediately
 - Easier to remember
 - Enable better ease-of-use