

Lecture 3. Interfaces (2022)

- Outcomes
 - Users and Stakeholders (Ch. 2)
 - Interaction Types (Ch. 3)
 - Interaction Styles (Ch. 7)
 - Usability Heuristics
- Optional vs Essential?
 - Overall, up to us to decide
 - However, competitor analysis is a must
- Tips: Visual Layout for Assignment 1 Report
 - Use Canva templates
 - Use lots of large screenshots
 - Annotate images
 - Images inline with text
- References: Visual Layout for Assignment 1 Report
 - View page 6
- Interaction Types
 1. Instructing: issuing commands and selecting options
 2. Conversing: finding information
 3. Manipulating: interacting with physical/virtual objects
 4. Exploring: moving through virtual and physical worlds
 5. Responding: system initiated interaction
- GUI as we know it
 - Watch "How Steve Jobs got the ideas of GUI from XEROX"
- 10 Usability Heuristics for User Interface Design (Jakob Nielsen)
 1. Visibility of System status
 2. Match between the system and the real world

3. User control and freedom
4. Consistency and standards
5. Error prevention
6. Recognition rather than recall
7. Flexibility and efficiency
8. Aesthetic and minimalist design
9. Help users recognise, diagnose and recover from errors
10. Help and documentation
 - via: www.nngroup.com/articles/ten-usability-heuristics/