

Lecture 1. What is Interaction Design?

- HCI doesn't just mean apps (software)
- It's the broader scope of our interaction with objects computational systems
- Users are people seeking to interact

with our system(s)

- What is interaction design?
 - "Designing interactive products to support the way people communicate and interact in their every day working lives"
 - "The design of spaces for human communication and interaction"
- Interaction design
 - cross-disciplinary
- Core characteristics of interaction design
 - Users are involved throughout the development of the project
 - Specific usability and user experience goals need to be identified, clearly documented, and agreed to at the beginning of the project
 - Iteration is needed through the core activities
- Interaction design: key points
 - Concerned with designing interactive products to support how people interact and communicate in their lives
 - Concerned with how to create quality user experiences for services, devices and interactive products
 - Multi-disciplinary, involving inputs from wide-reaching disciplines and fields
 - Concerned with optimizing interaction between users and products

- Design principles such as feedback and simplicity, are useful heuristics for informing, analysing and evaluating aspects of an interactive product

- Get the slides from Tom's presentation
- If not, watch part about skin conductance (1:18:00)