

HCI: DESIGN

HCI COMP341

Good Design Bad Design

REVIEW

- Balance Automation and Human Control.
- Introduction to Design Process
- The Four Pillars
- 6 stages of development methodologies
- Ethnography
- Other processes

OVERVIEW

- Examples
- Evaluation Criteria
- Requirement Analysis

COURSE WEBSITE

MOODLE

citizennoise.org/moodle



GOOD DESIGN

How much can you earn from it? In a week.

EXAMPLES



WHICH ONE?

how to figure them out when you are in shower, half blind?



CONNECTOR

loop{flip, can't insert flip again can't insert}



FREEZE OR BOIL

how to set perfect temperature?



DIVIDER

are they even safe? during night??



BUT HOW?

What was the installer/interior/engineer thinking?

CRITERIA



AFFORDANCES

When you see it you will know it.

Undo	⌘Z
Redo	⇧⌘Z
Cut	⌘X
Copy	⌘C
Paste	⌘V
Delete	
Select All	⌘A
Find	⌘F
Find Again	⌘G
Special Characters...	⇧⌘T

CONSTRAINTS

restrict user interaction to reduce error



CONCEPTUAL MODEL

mental image of how system works, more closer to functionality
the better.

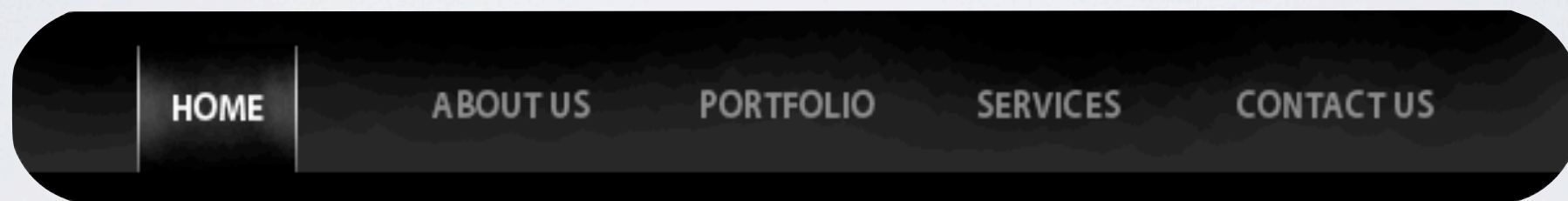
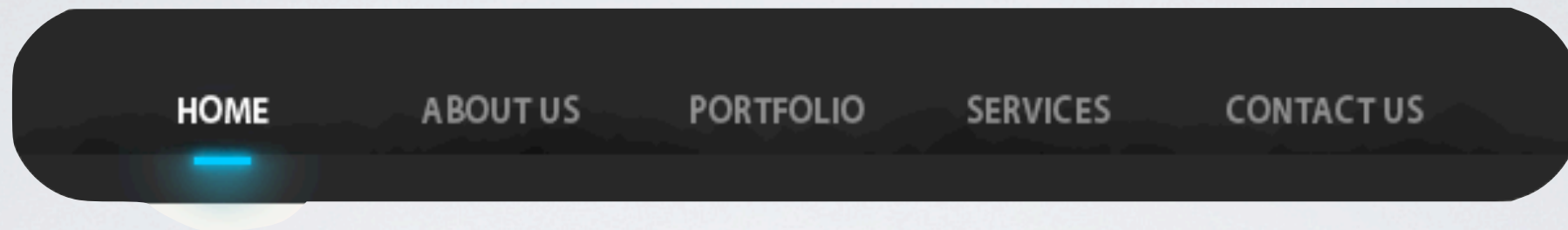
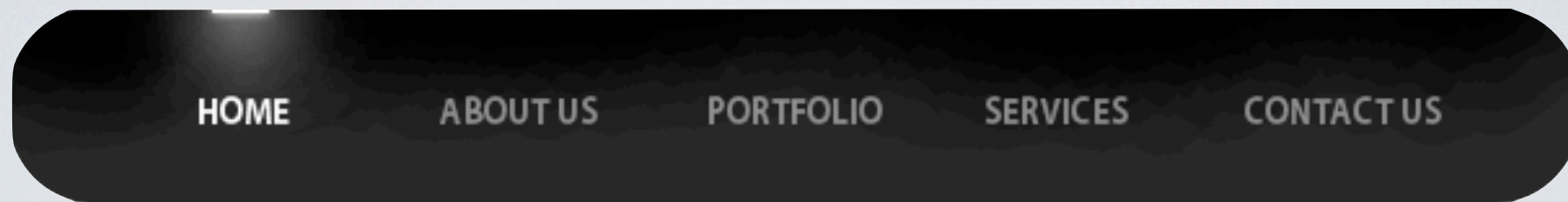


MAPPING

relationship between control parameters and it's effect

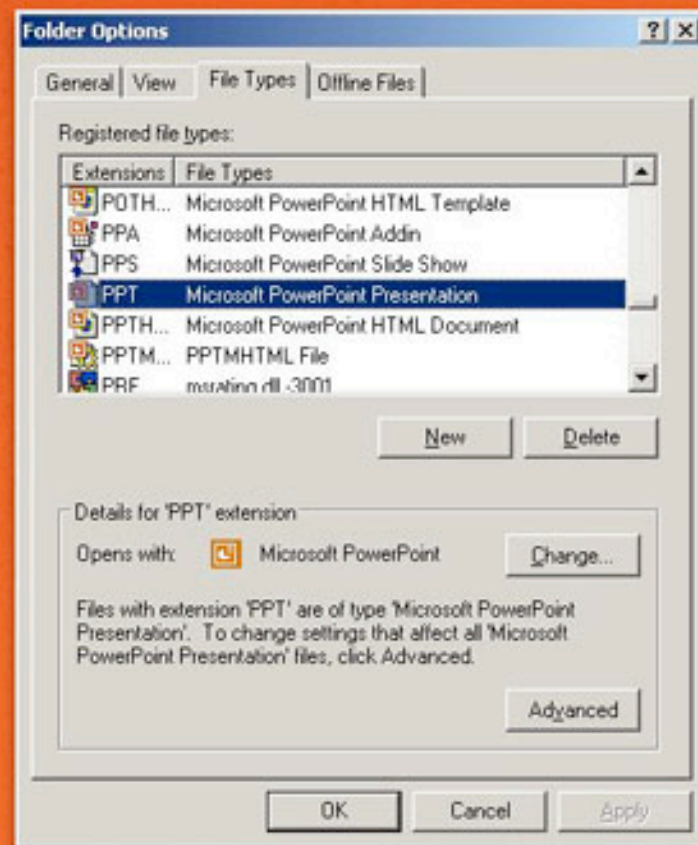
VISIBILITY

make sure the available controls are obvious and visible



FEEDBACK

let user know what is happening



CONFIRMATION



CONFIRMATION

CONSISTENCY

similarity in similar function and identical way to perform them

PRINCIPLE FOR GOOD DESIGN

DIETER RAMS 10 PRINCIPLES OF GOOD DESIGN

- Is innovative
- Makes a product useful
- Is aesthetic
- Makes a product understandable
- Is unobtrusive
- Is honest
- Is long-lasting
- Is thorough down to the last detail
- Is environmentally friendly
- Is as little design as possible



PEBBLE E-INK WATCH

33,773 Backers, \$4,868,761 pledged of \$100,000 goal

MANY THANKS

Perfection is achieved, not when there is nothing left to add,
but when there is nothing left to remove. -- Antoine de Saint-
Exupery