HCI: STEP 1

HCI COMP341
Requirement, Conceptual Design and Scenario

REVIEW

- Review of past lectures

- project ideas
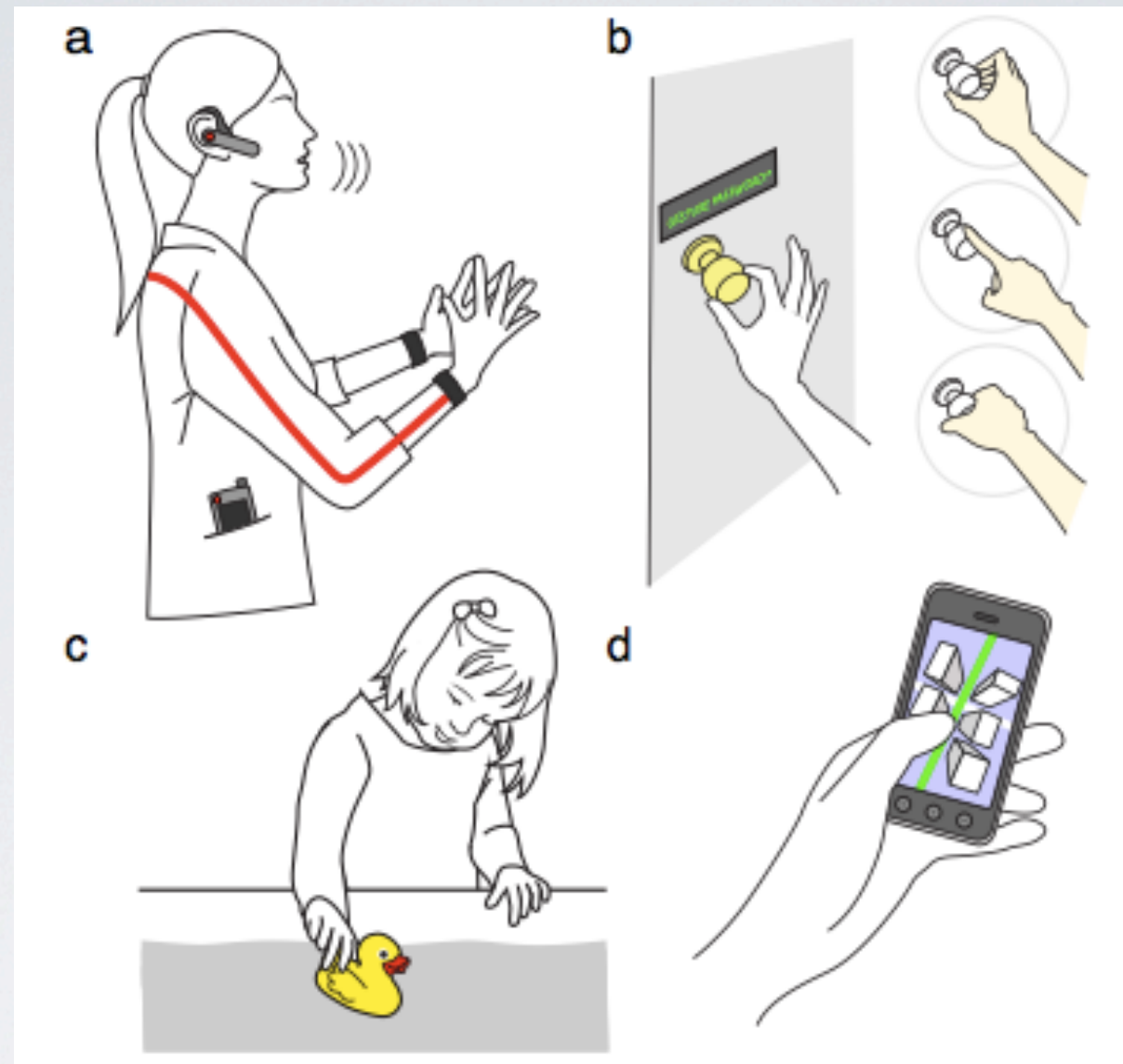
OVERVIEW

- Requirement

- Essential Use Case

- Persona

- Conceptual Design

- Scenario

- Work*

http://tinyurl.com/miniprojectform

reminder!

FUTURE OF TOUCH

What will the touch based interaction evolve to?

REQUIREMENT

PERSONA

10 STEPS

- Finding the Users

- Building a Hypothesis

- Verification

- Finding Patterns

- Constructing Personas

- Defining Situations

- Validation and Buy-in

- Dissemination of Knowledge

- Creating Scenarios

- Ongoing Development

BASIC CONSTITUENT

- Body

- Psyche

- Background Information

- Emotion and Attitude

- Personal Traits

Name: Anusha Pandey

Age: 11
Education: grade 5
Web competency: Beginner
Computer Skills: Basic
Interest: Playing, learning new things
Internet usages: about half an hour a day
connection: NTC's ADSL connection (128kB/s)

"mom the game was exciting, plz plz open that site again plz"

Anusha lives with her mother, her father works at Biratnagar and comes to kathmandu only on special occasion. Anusha studies at Gyan Kunj HS, her mom works for local non-governmental organization.

Anusha likes computer, specially because she can play games and watch her favorite cartoons whenever she have access to it, sometime after her mother finishes work she gets to visit children's webpage under her supervision, at school she have computer classes every monday and thursday. She can show her friends what she learned at home on the computer class and she occasionally discusses her new discoveries with her friends on lunch break and leisure.

She is attracted to music and loves collecting children's magazine, her favorite TV channel is cartoon network and nickelodeon.

Key Attributes:

Inquisitive

Juvenile

Fun Loving

Not focused on goal

USE CASE

ESSENTIAL USE CASE

retrieveVisa

USER INTENTION	SYSTEM RESPONSIBILITY
find visa requirements	
	request destination and nationality
supply required information	
	obtain appropriate visa info
obtain copy of visa info	
	offer info in different formats
choose suitable format	
	provide info in chosen format

HTA

- Involves breaking a task down into subtasks, then sub-sub-tasks and so on. These are grouped as plans which specify how the tasks might be performed in practice

- HTA focuses on physical and observable actions, and includes looking at actions not related to software or an interaction device

- Start with a user goal which is examined and the main tasks for achieving it are identified

- Tasks are sub-divided into sub-tasks
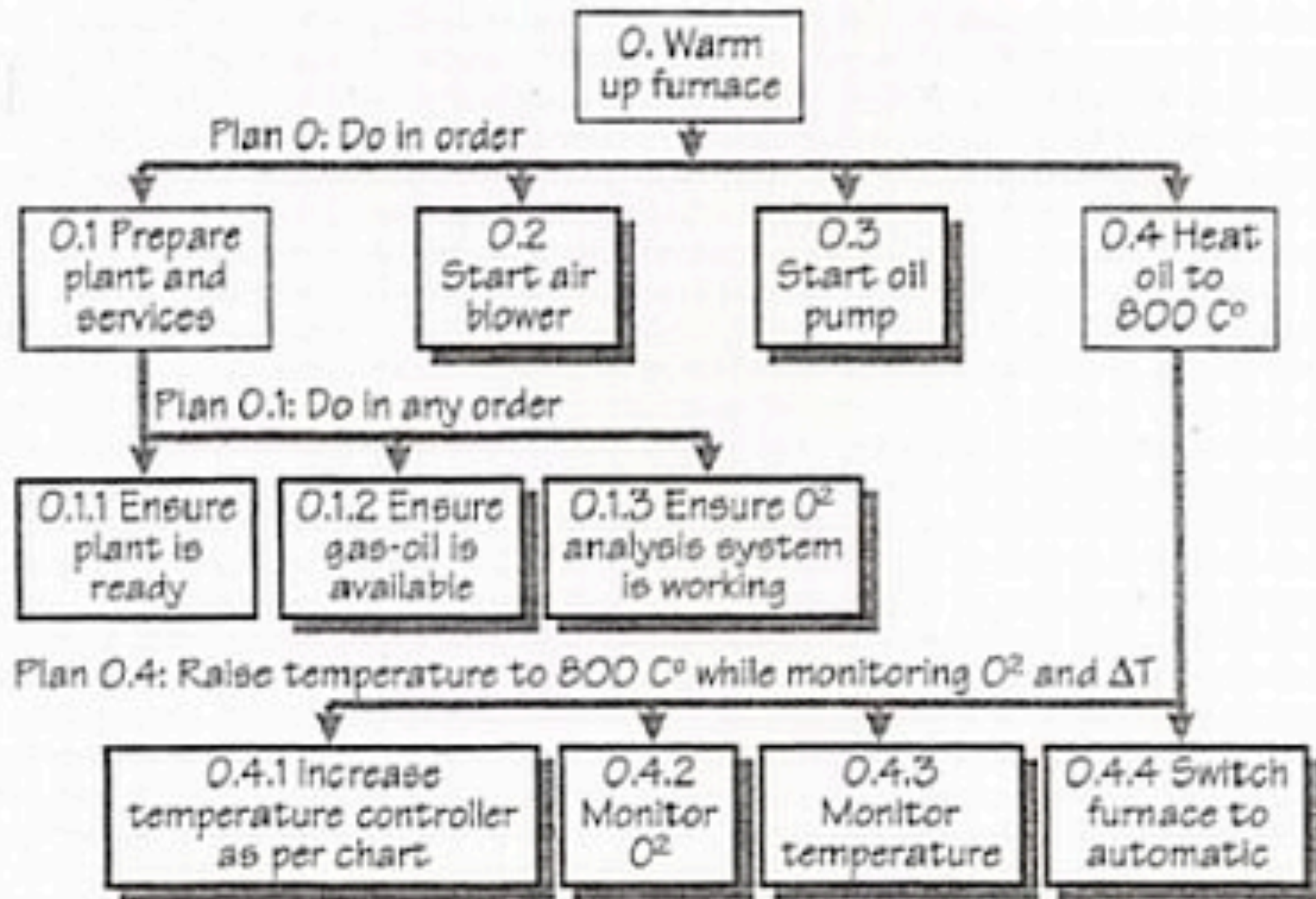
HTA
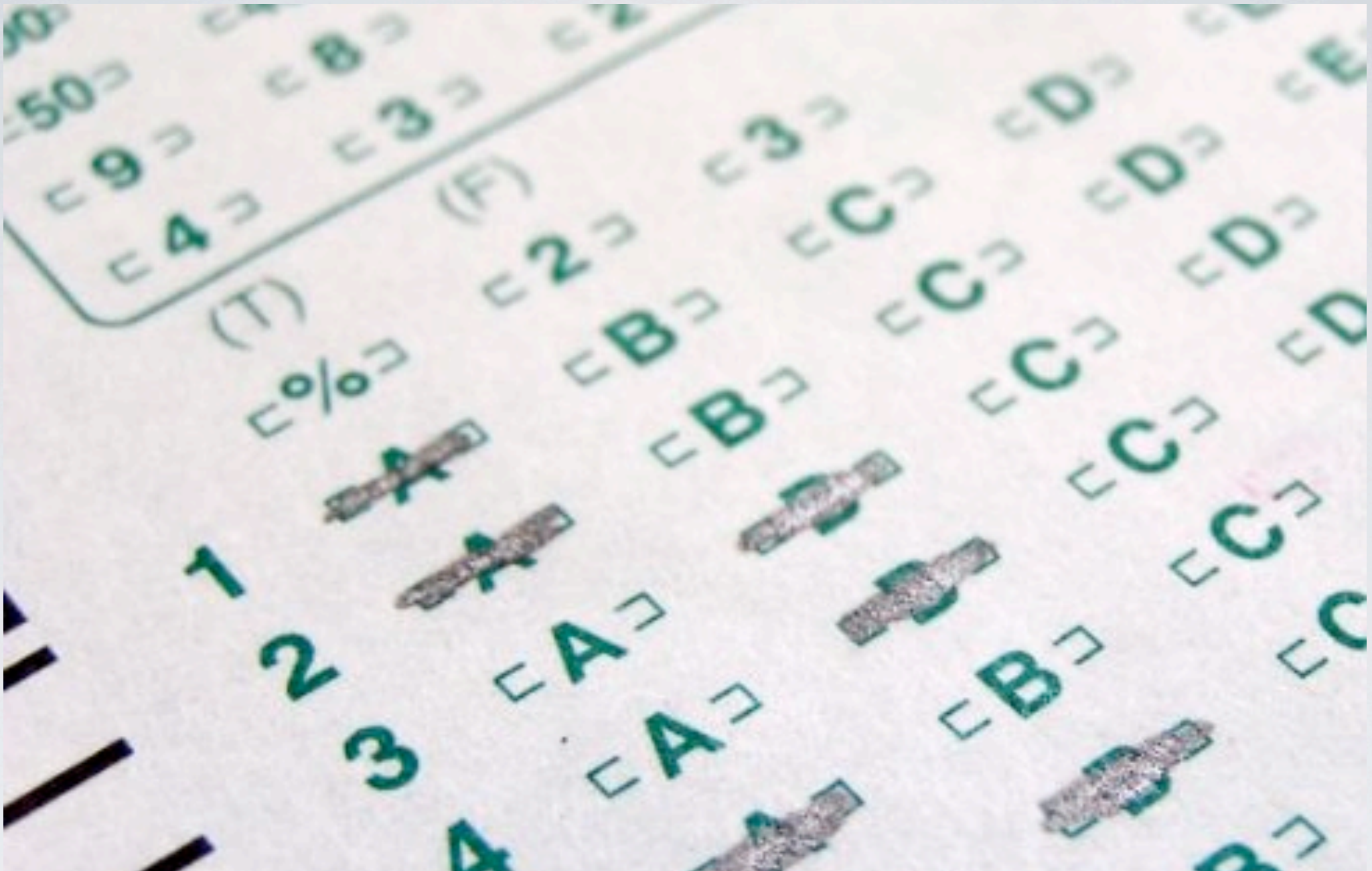
Hierarchical Task Analysis
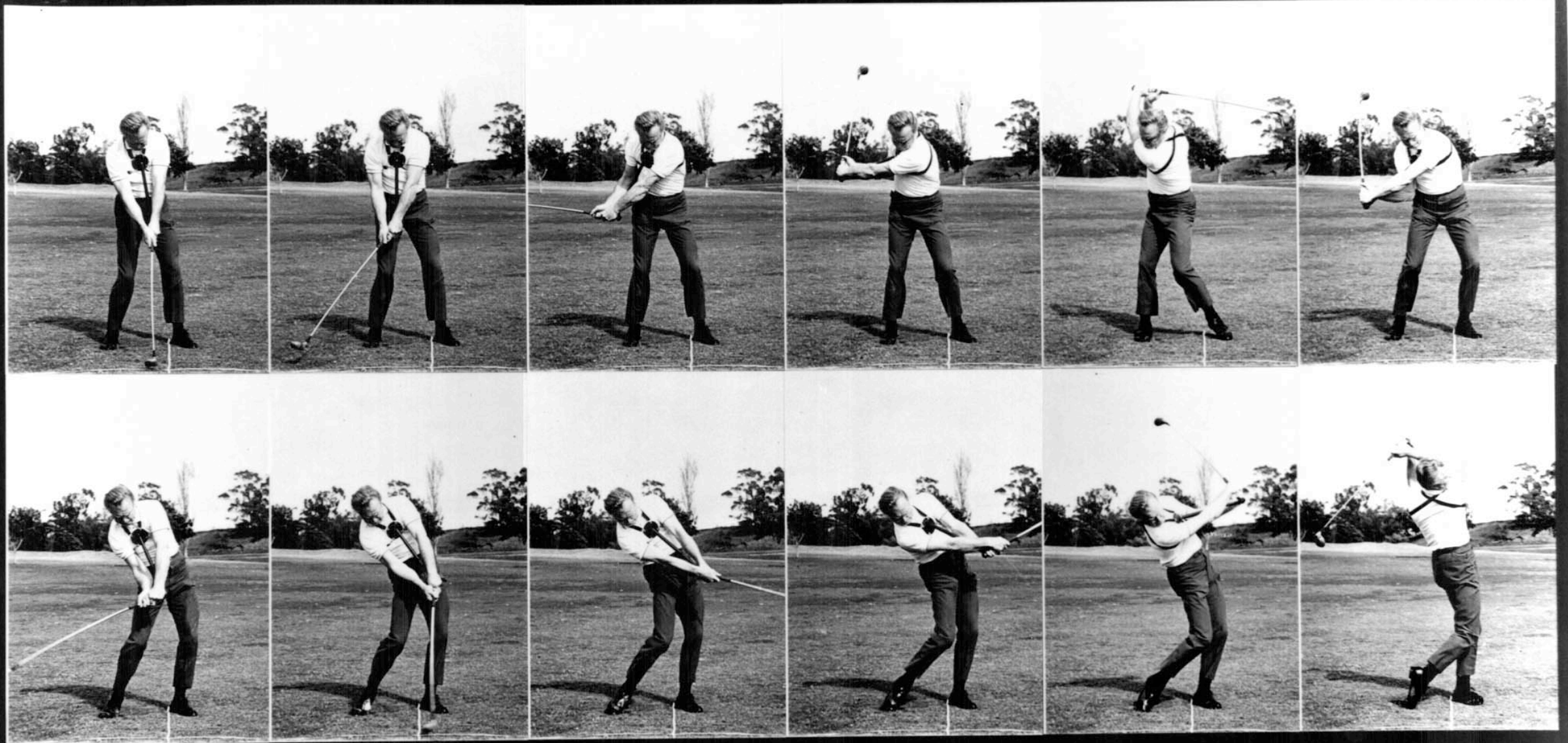
CONCEPTUAL DESIGN

METAPHOR

INTERFACE STYLE

INTERACTION STYLE

SUPPORTED ACTIVITIES

EXAMPLE

WORK

- Write Requirement

- Design Persona

- Design Essential Use Case

- Design HTA

TOUCHÉ

Enhancing Touch Interaction on Humans, Screens, Liquids, and Everyday Objects

MANY THANKS