

HCI: METHODOLOGIES

HCI COMP341
Managing Design Process

REVIEW

- High Level theories (GOMS, Stage of actions etc.)
- Object Action Interface Model
- Principles

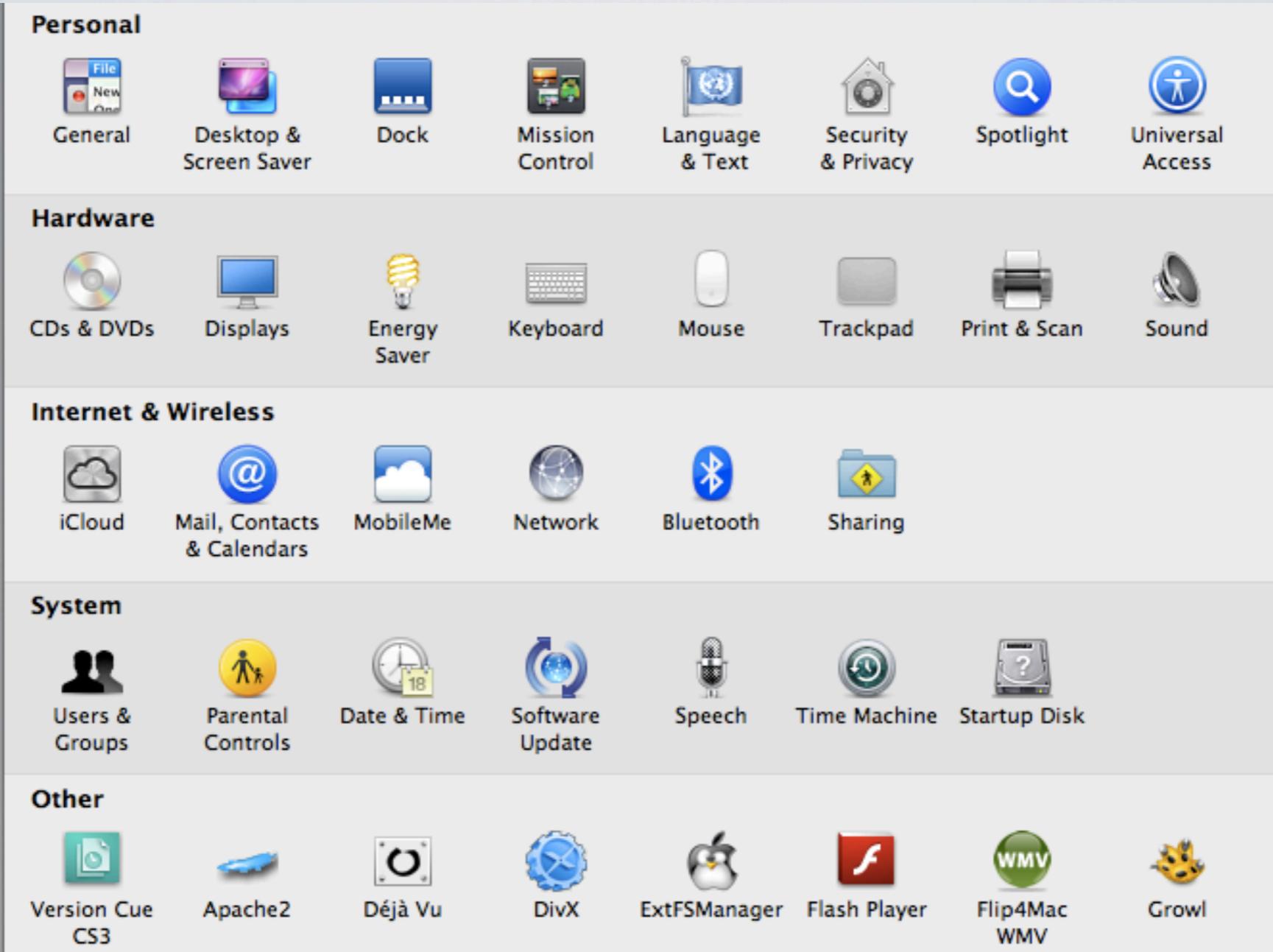
OVERVIEW

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



HAPPINESS

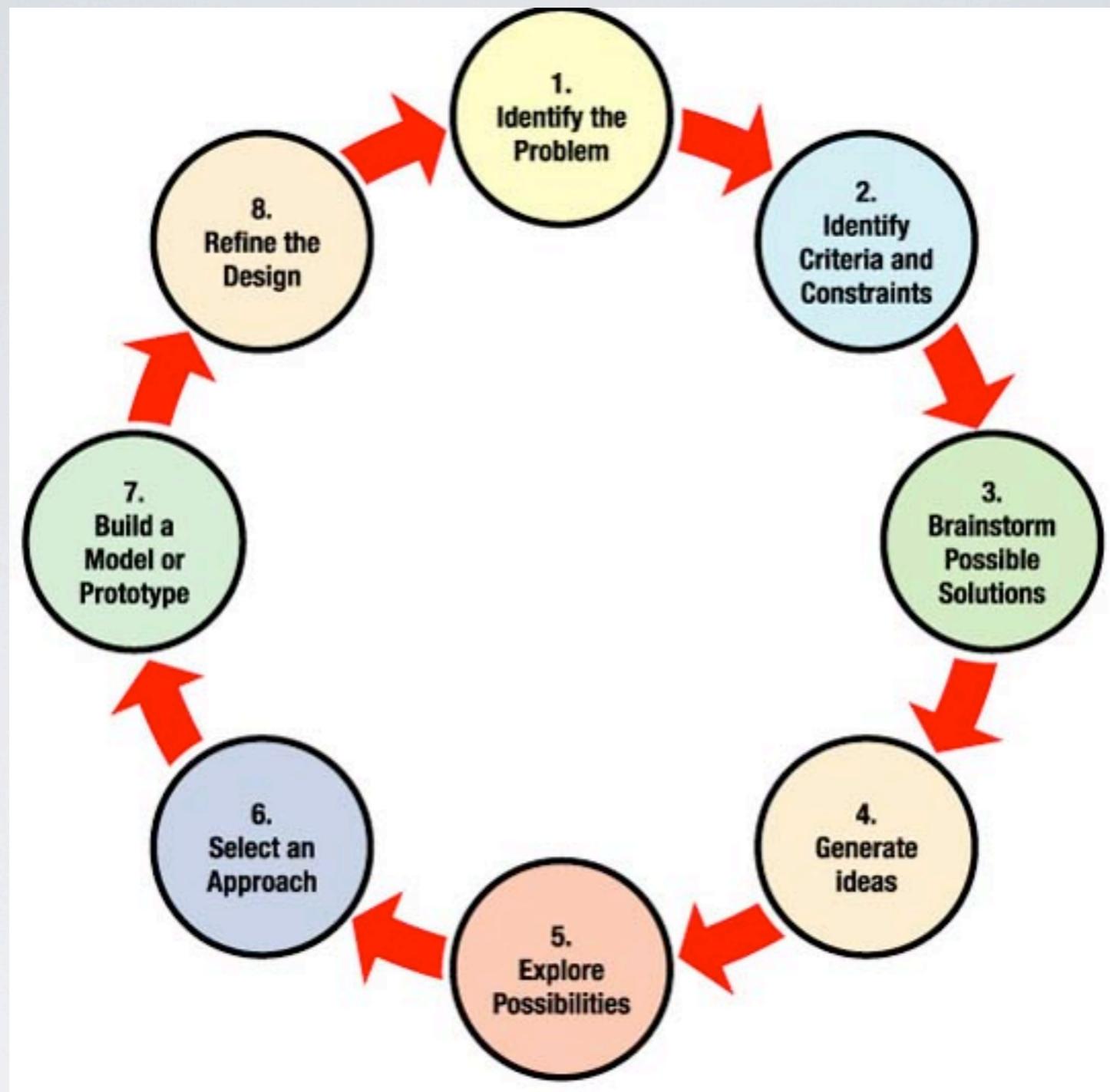
Can Good design make you happy? how?



BALANCED AUTOMATION

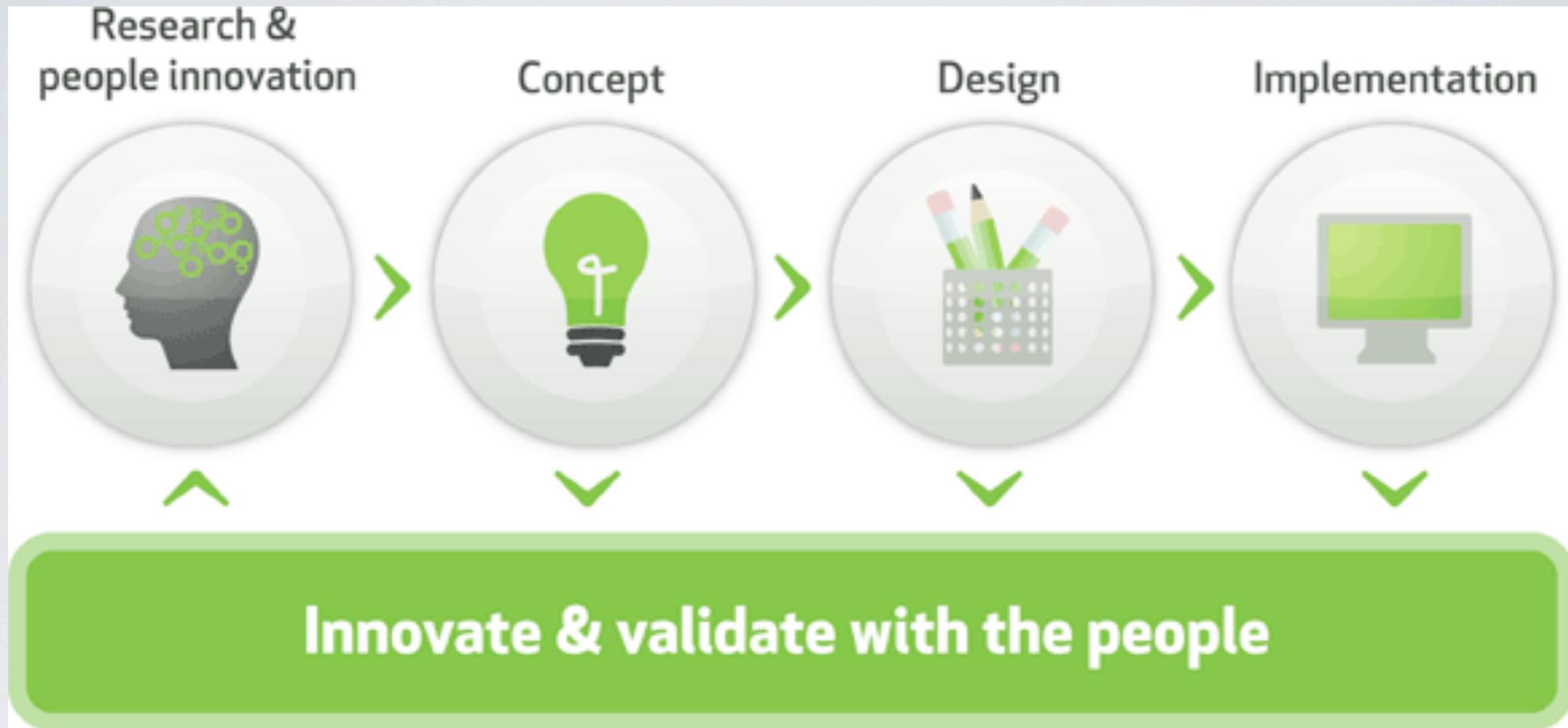
Think of Car and Control Panel

DESIGN INTRO



PROCESS

Not a final product, but how it is made



NONHIERARCHICAL

neither top down nor bottom up



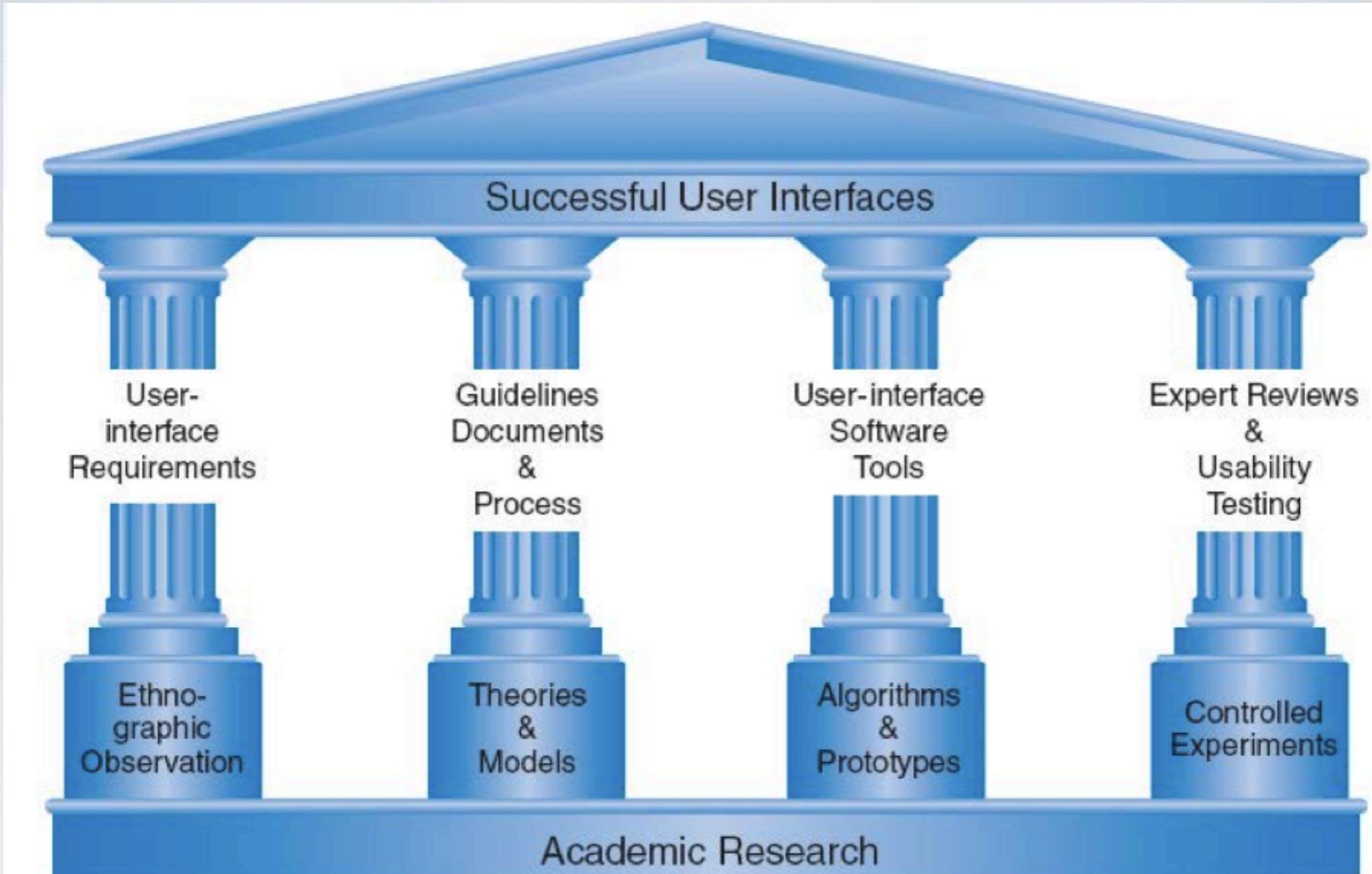
TRANSFORMATIONAL

prototype that never see the light of the day



NEW GOALS

goals are, set, changed and discovered during design



THE FOUR PILLARS

Success of UI is constrained science, too!

DEVELOPMENT STAGES



DEVELOP CONCEPT

objective, user and resources

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ओमआस्था राई, काठमाडौं, चैत १०- भदौ तेस्रो
 साता बानेश्वर चोकमा दुई सिसिटीभी क्यामेरा
 जडान गरिए। ती क्यामेरा दुर्घटना कसको गल्तीले
 भयो भन्ने खुट्याउन थिएनन्। न छेवैको
 संविधासभा भवनबरपर हुने शंकास्पद गतिविधि
 नियालै थिए। र्याकै एक सातापछि बानेश्वर
 चोकबाट ती क्यामेरा झिकिए। सात दिनसम्म
 क्यामेरामा कैद भएका दृश्य दोहोन्याई-तेहेन्याई
 हेरिए। दृश्यमा देखिएका साइकल, मोटरसाइकल,
 कार, माइक्रोबस, टूला बस र पैदलयात्री सबै
 नबिराई गनिए। 'सोइल टेस्ट' र 'अभियान' दुई
 कन्सल्ट्यान्सीको संयुक्त टोलीले गरेको यो
 झन्झटिलो अध्ययनले निकै रोचक तथ्य बाहिर ल्यायो।



झन्डै १ लाख १५ हजार सवारी साधन दिनहु" बानेश्वर चोक हु"दै गुड्दा रहेछन्। औसत ५० हजार पैदलयात्रीले दिनहु" यो चोक पार गर्दा रहेछन्। कार्यालय खुल्ने र बन्द हुने बेलातिर एक घन्टामै ६ हजारभन्दा बढी पैदलयात्रीले बानेश्वर चोक पार गर्दा रहेछन्। पैदलयात्री होस् वा सवारी साधन, कसैले लाममा नफसी बानेश्वर चोक तरेको दृश्य दुर्लभ थियो।

RESEARCH

do need analysis, business research and constrains



PROTOTYPE

you never know until you do it



REFINEMENT

iterate, review, tests and prototype again



IMPLEMENT

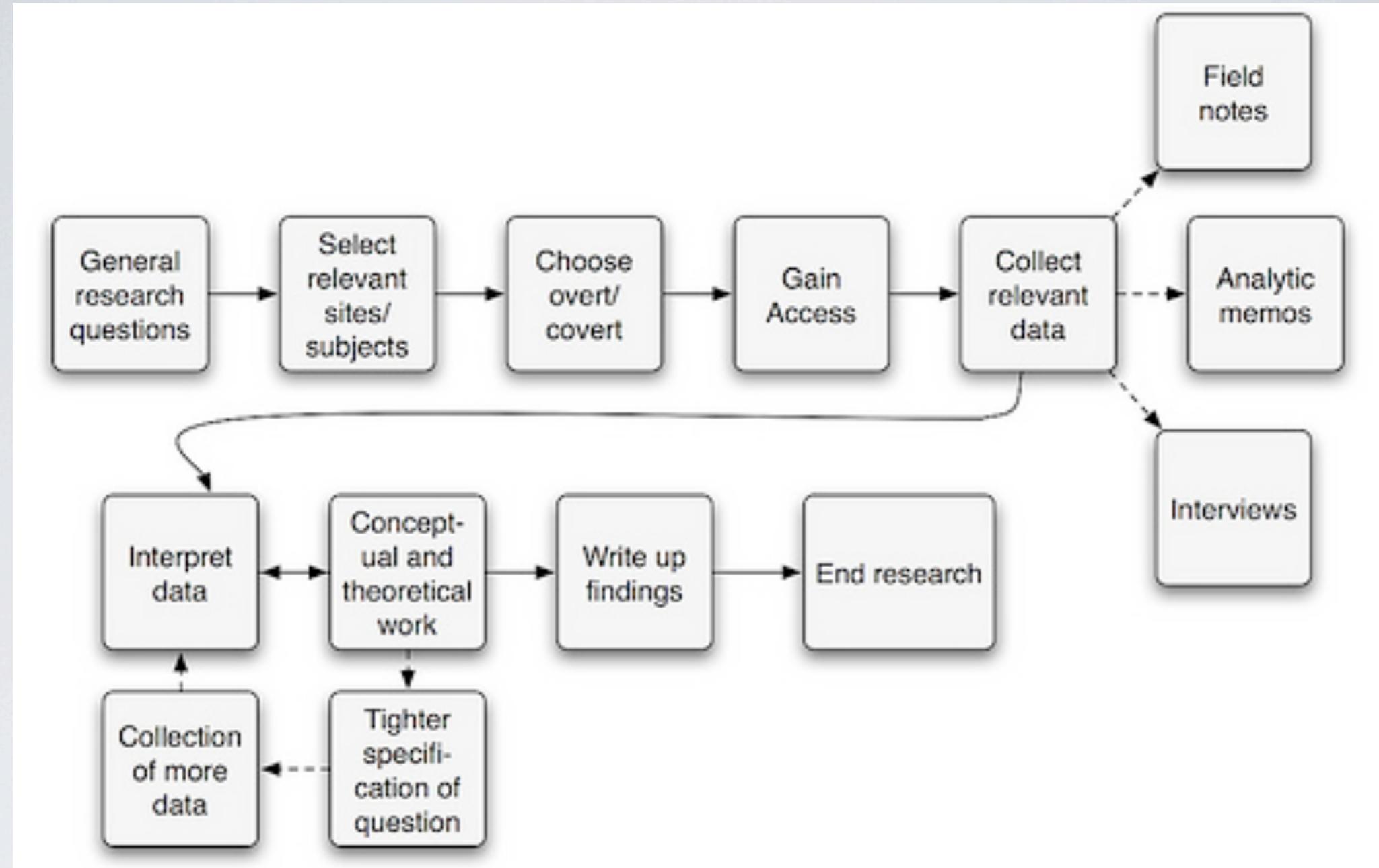
practices, documentation and polishing



SUPPORT

evaluation, maintenance and training

ETHNOGRAPHY



PROCESS

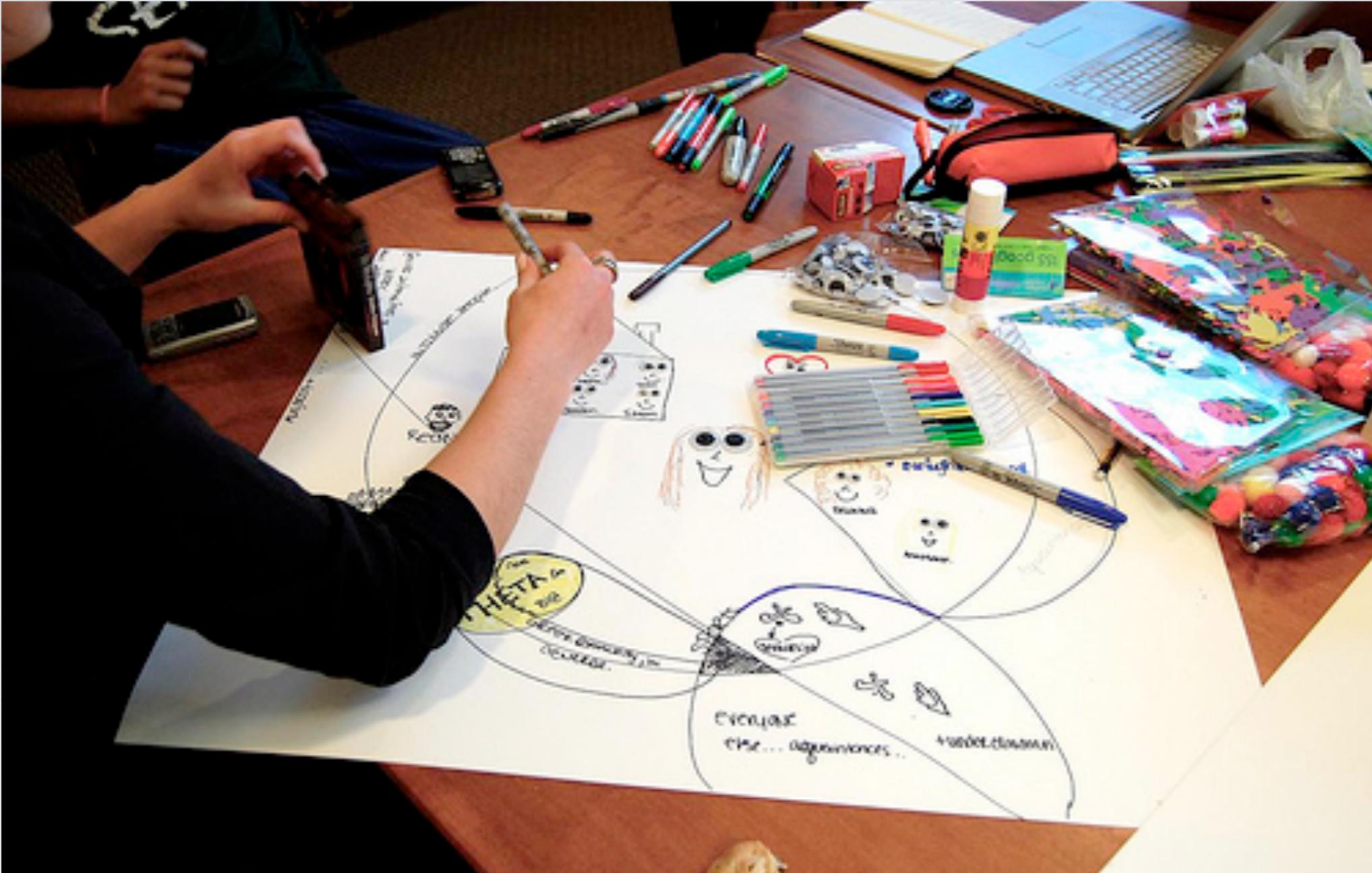
Preparation, Field study, Analysis and report

Fresh impressions on brandmarks

FROM MY 5-YEAR-OLD

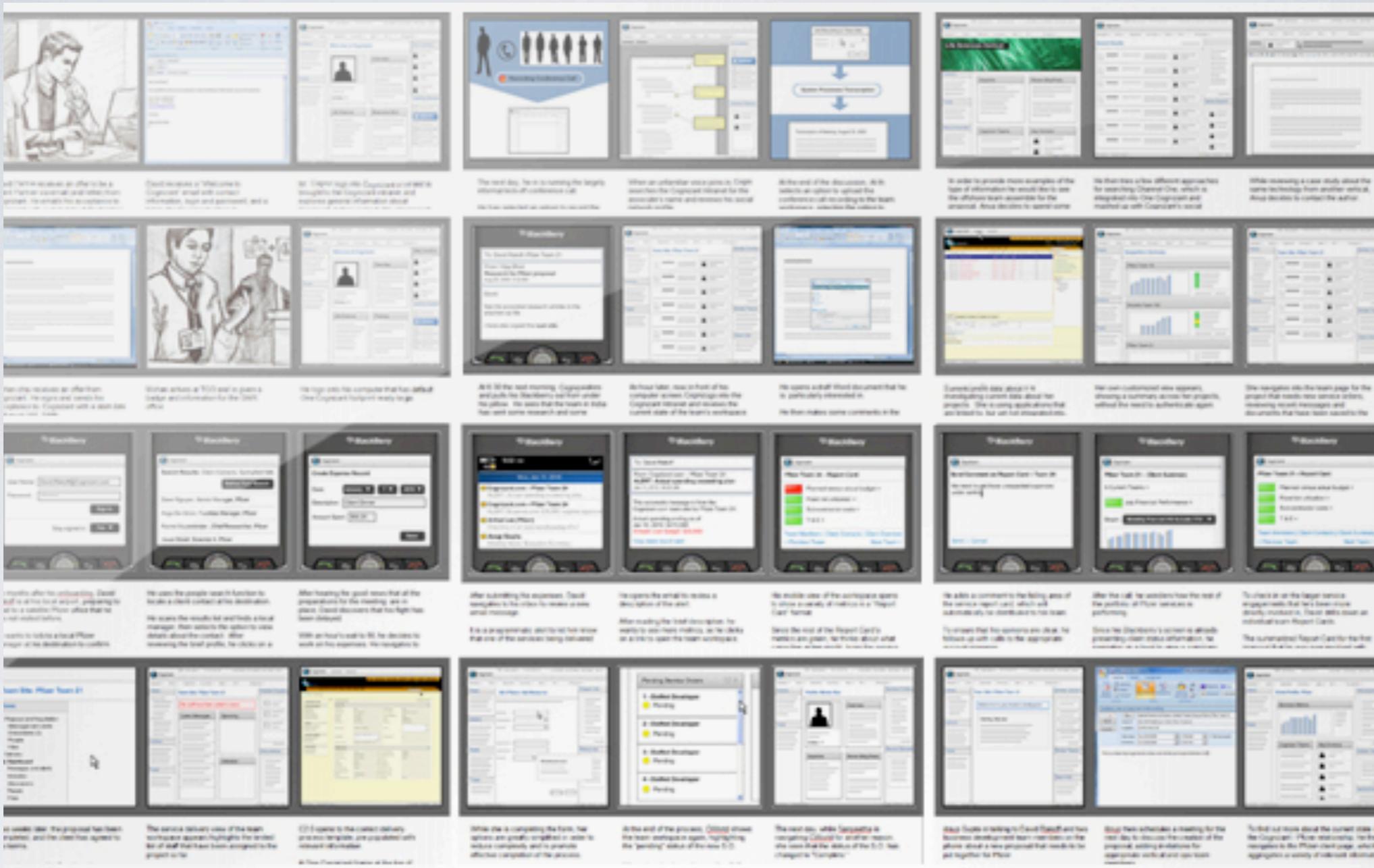
EXAMPLE

How the design is perceived by real world



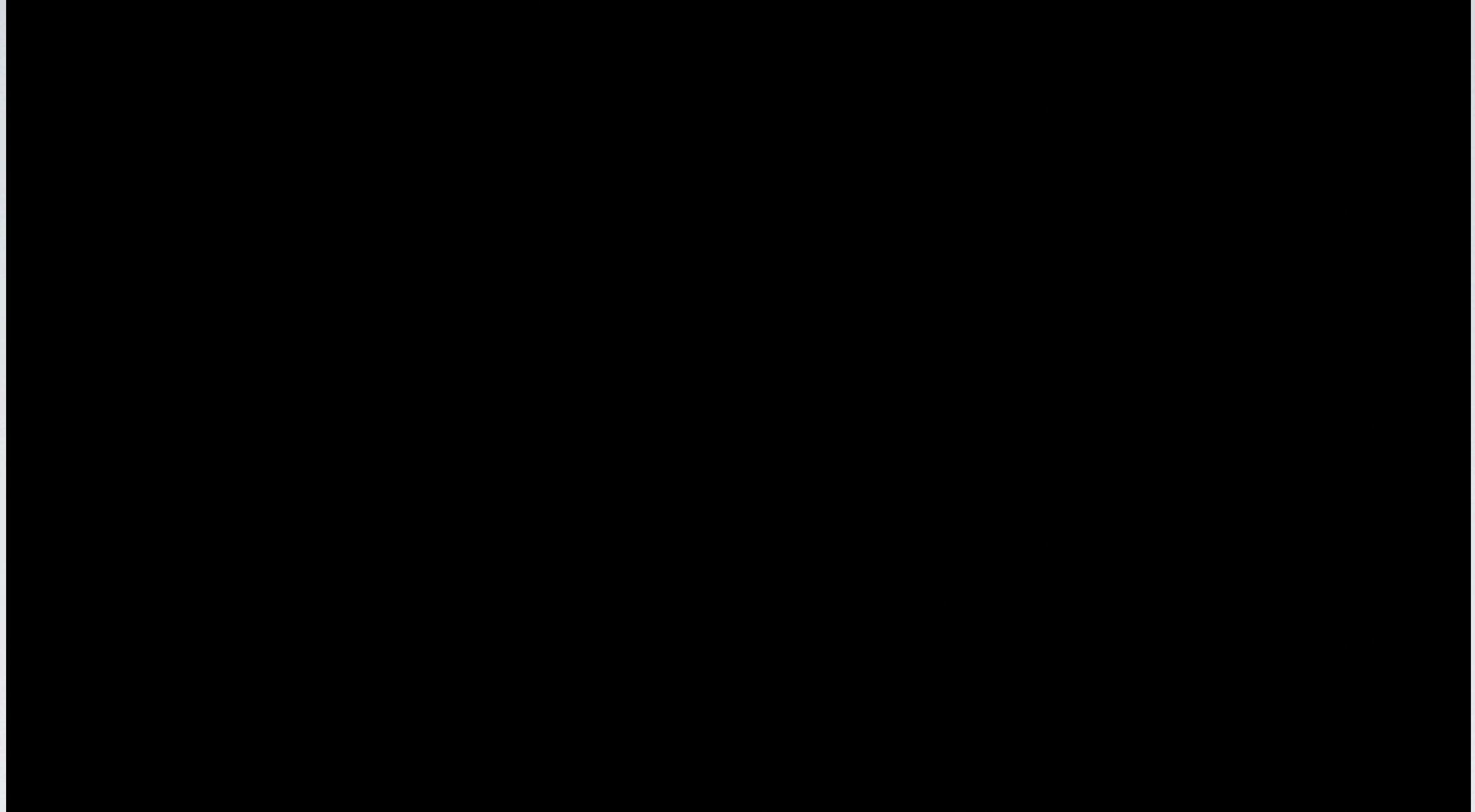
PARTICIPATORY DESIGN

User as key element of design expert group



SCENARIO DEVELOPMENT

use case, storyboarding and personification



DON NORMAN (2003)

The three ways that good design makes you happy

MANY THANKS