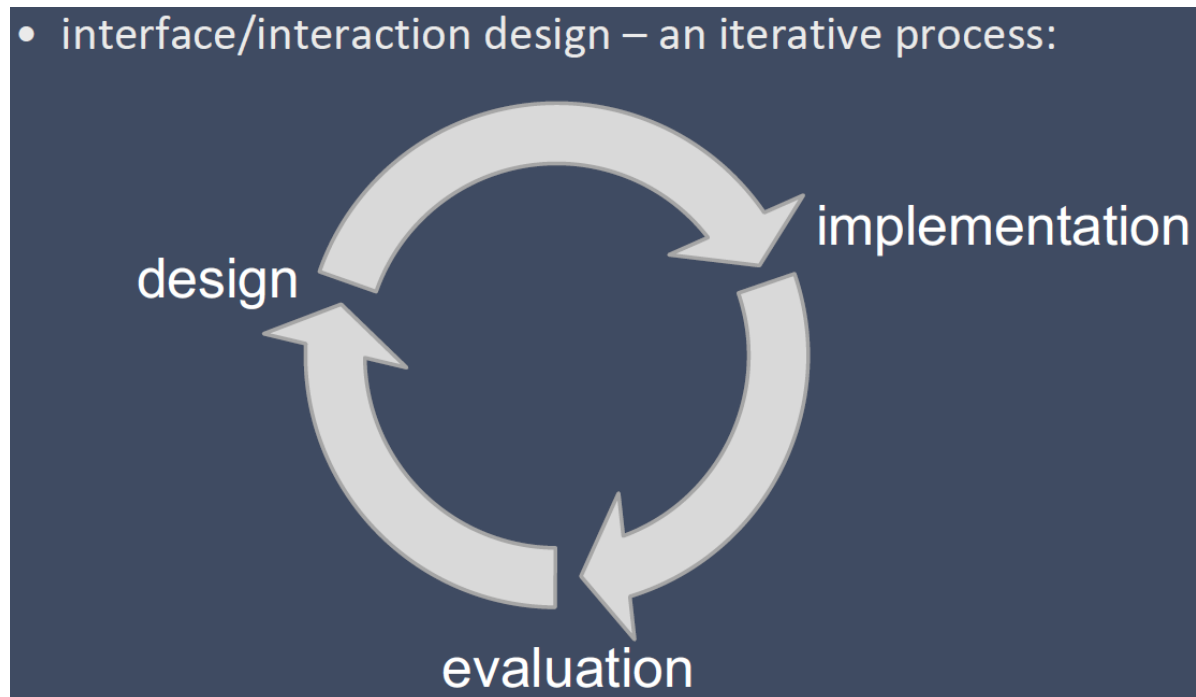


Design Life Cycle

Design Life Cycle

- interface/interaction design – an iterative process:



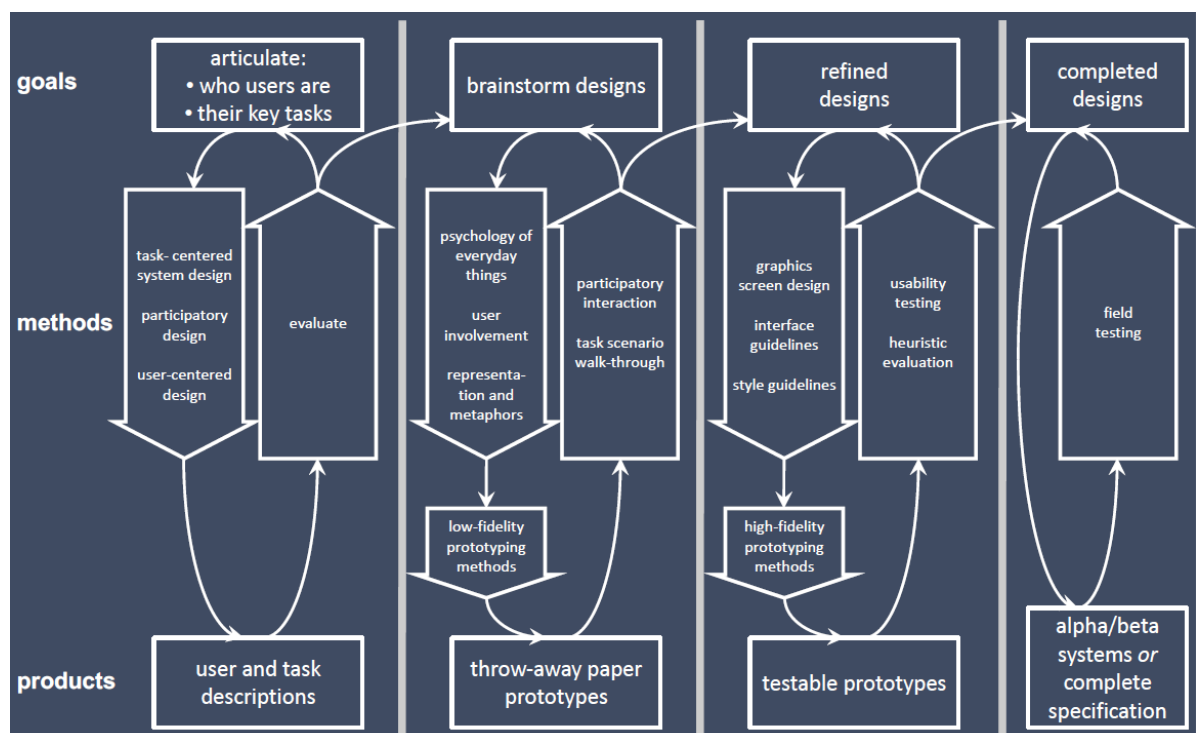
Q: Which are the three stages of the "Design Life Cycle," in what order are they typically performed?

A: Design -> Implementation -> Evaluation.

Q: At which of these stages does one start?

A: It not always start with design, may start with implementation or evaluation.

Interface Design Process



Q: Why an Interface Design Process?

A:

- to avoid user frustration with the finished product
- to avoid unnecessary costs during product development
- to avoid additional costs after product development

Q: What are the reasons for going over budget?

A:

- user-requested changes
- overlooked tasks
- users did not understand their own requirements
- insufficient user-developer communication and understanding

Foundations for designing interfaces

- Task-centered system design
Understanding users and their tasks.
 - how to develop task examples
 - how to evaluate designs through a task-centered walk-through
- User-centered design and prototyping
Designing with the user.
 - methods for designing with the user
 - low and medium fidelity prototyping
- Evaluation
Evaluating interfaces with users
 - the role of evaluation in interface design
 - how to observe people using systems to detect interface problems