

# Interaction Design Principles

## Values

- **Ethical:** not cause harm while pursuing the goal(s)
- **Purposeful:** be focused on goal(s)
- **Practical:** actually be able to accomplish the goal(s); related to "quality"
- **Elegant:** able to accomplish the goal(s) efficiently/nicely; related to "expectations"

## Minimizes Work

- **Cognitive** perspective - helping users not have to figure things out
- **Visual** perspective - making it easy for users to make choices
- **Memory** perspective - helping users remember or find things
- **Physical** perspective - helping users accomplish things in the real world

# Frameworks

*What type(s) of interaction pattern(s) are you considering?*

- command line
- organizer/workspace
- hub-and-spoke or hierarchical
- parallel
- multiple document interface
- first-person environment
- third-person environment
- other?

# Design Language

- **Experience attributes** to be incorporated
- **Contexts** from context scenarios
- **Constraints** (from contexts):
  - color; size; shape
  - line weight and style
  - type; texture
  - images; materials
  - power
- **Inspiration** from existing products