- 1. Introduction to IxD
- 2. Conceptualizing Design
- 3. Persuasion, Emotion & Trust
- 4. GUI's and NUI's



# Conceptualizing Design

Understanding the **underlying** problem space
Don't make assumptions and claims
Usability and user experience goals are key
3D TV example

Wearing glasses, is the user experience enhanced?





# 3D TV is officially dead: Sony and LG to drop support for 3D movies and TV shows this year

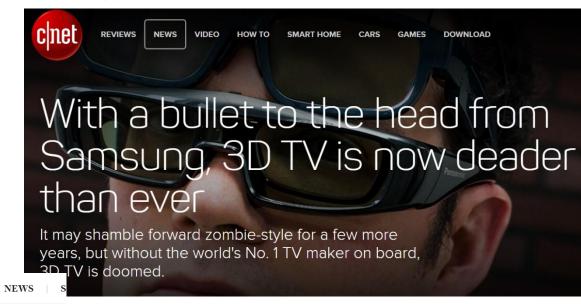
The only two major TV makers still making 3D TVs will drop support in 2017

HOME

3D TV support being pulled globally in favour of 4K/Smart TV's

What does this say about the Underlying problem space?

The Telegraph



#### News

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3D tech, but zero interest: TV manufacturers stop making set once hailed as future



## Conceptual models

Understanding the problem space then allows designers to come up with a concept of the design space.

Conceptual models are a way of going further in depth to conceptualize your design.

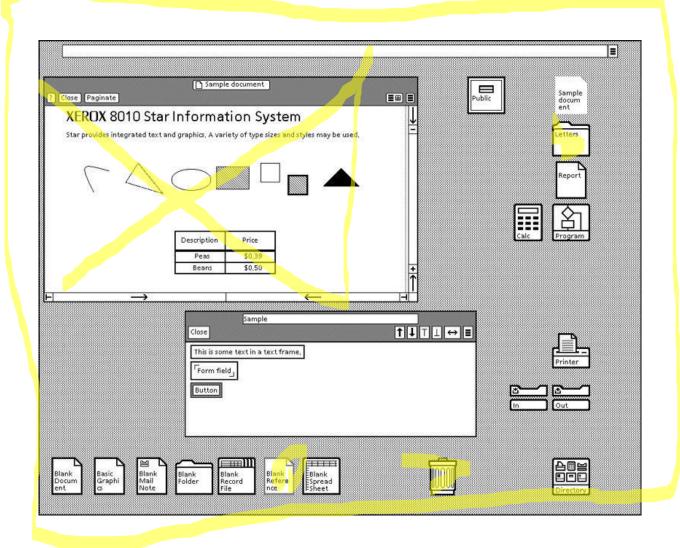
### What is it exactly?

"A high level description of how a system is organized or operates" (Johnson & Henderson, 2002 p28)

These help by working off existing relationships between user and product.



# Conceptual model Star Interface: Xerox 1981





# Conceptual model Kindle





## Interface Metaphors

Familiar interface items in a conceptual model to aid user interpretation and understanding.

"Compass"

"Taskbar tray"

"Bin icon"

"Add to cart"











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### Persuasion, Emotion & Trust (PET Theory)

How does a service, product or installation make you feel? How can we continue to elicit positive responses from technologies we interact with?

Why is this important? It's a core part of the user experience. How you feel towards something will dictate your overall experience using said product or service.



#### Persuasion

Principles encouraging or discouraging users behaviours.

#### Emotion

 Principles that encourage or discourage an emotional response during a process.

#### Trust

• Principles that are used to create confidence in a user during a process or action.

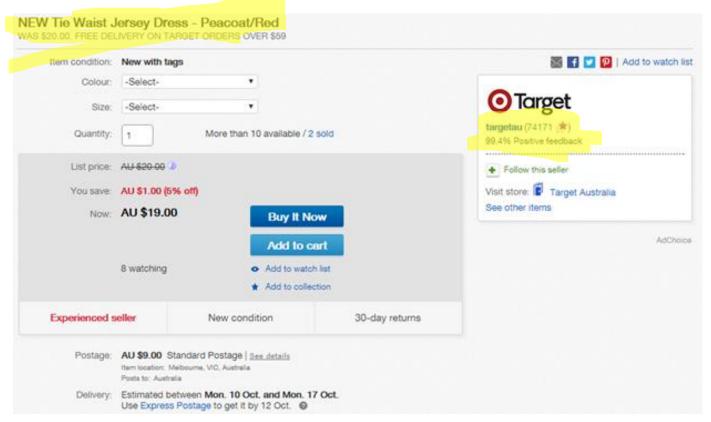


PET is often accomplished through:

- Social Proof
- Scarcity
- Setting Goals
- Credentials/Certification
- Delighters

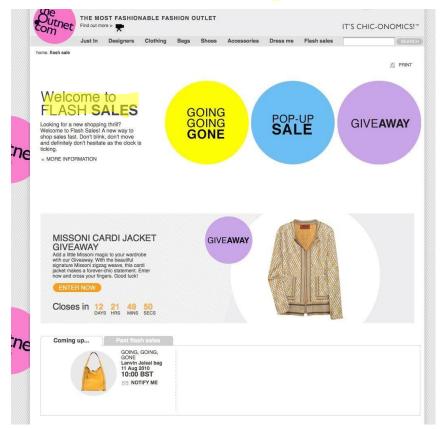


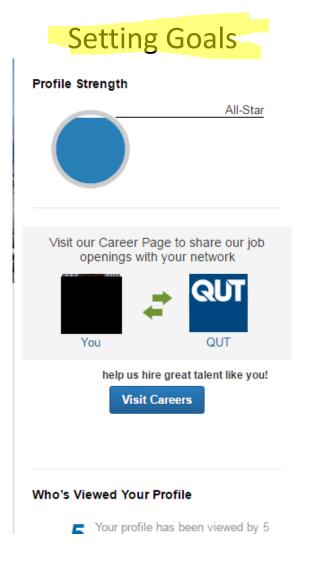
#### **Social Proof**





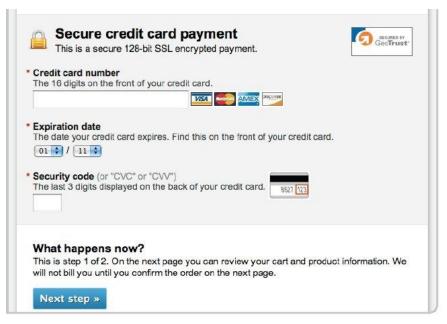




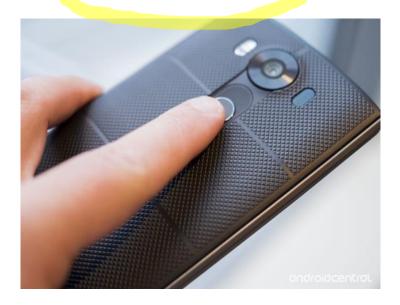




#### Credentials/Certifications



#### Delighters



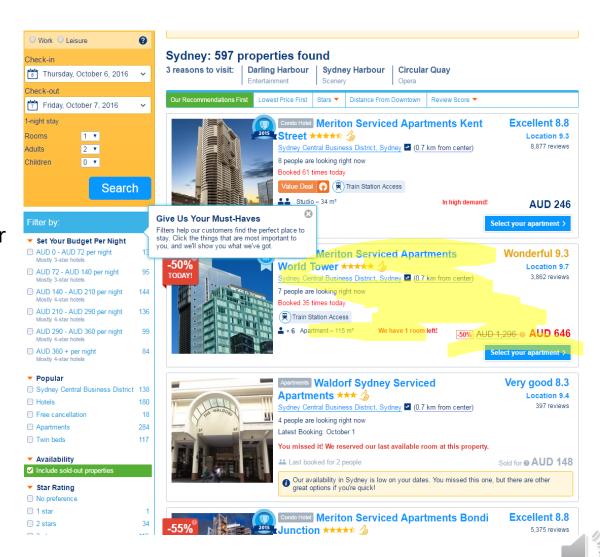


### Information Overload

Careful not to overload Your users!

Transparency is also key for success in this field.

Don't try and deceive your users.



### Expression, Anthropomorphism/Zoomorphism

How do these make you feel? What is the context of each one? How have they been designed?







### **Expression and Anthropomorphism**

