

Consider the Interaction Principles of ISO Standard 9241-110 when Designing User Interfaces

Form a team of four to six people and develop ideas on how the interaction principles can be considered and implemented when designing the web presence.

Divide the work among the team.

Afterward, discuss your ideas with the class.

Notes:

- Alternatively, the task can also be applied to other user interfaces that need to be developed.
- Smaller teams can also be formed. The team focuses on a few key interaction principles that are important to them, justifies the selection, and develops ideas only for these principles.

Interaction Principles	Implementation Ideas
Suitability for the task	
Identifiability of tasks	
Optimization of effort for task completion	
Standard selection options (default)	
Self-descriptiveness	
Presence and clarity of information	
Clear display and system status	
Controllability	
Interruptibility	
Flexibility	
Customizability	
Conformity with user expectations	
System behavior/reactions as expected	
Consistency (internal and external)	
Changes in the usage context are recognized	
Robustness against user errors	
Prevention of user errors	
Tolerance for user errors	
Error management	

Interaction Principles	Implementation Ideas
User commitment	
Motivation and trustworthiness	
User integration	
Learnability	
Support in discovering functions	
Support in experimenting with functions	
Support in remembering and recognizing functions	

Let me know if you need further changes or if you'd like this in another format!