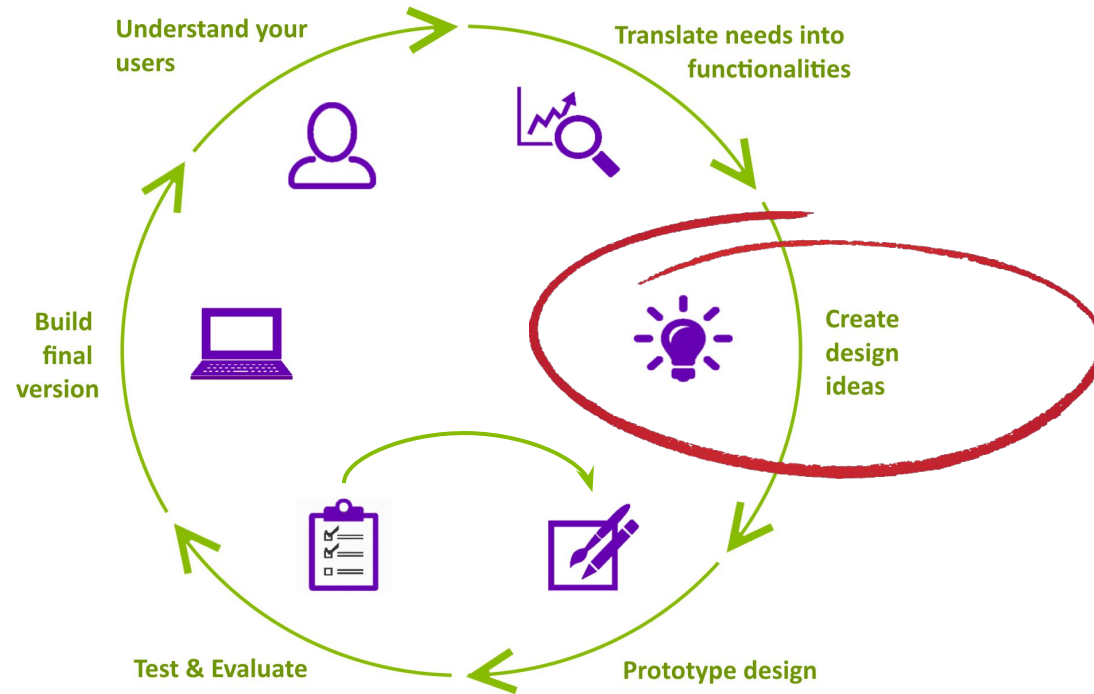


CS449/649: Human-Computer Interaction

Spring 2017

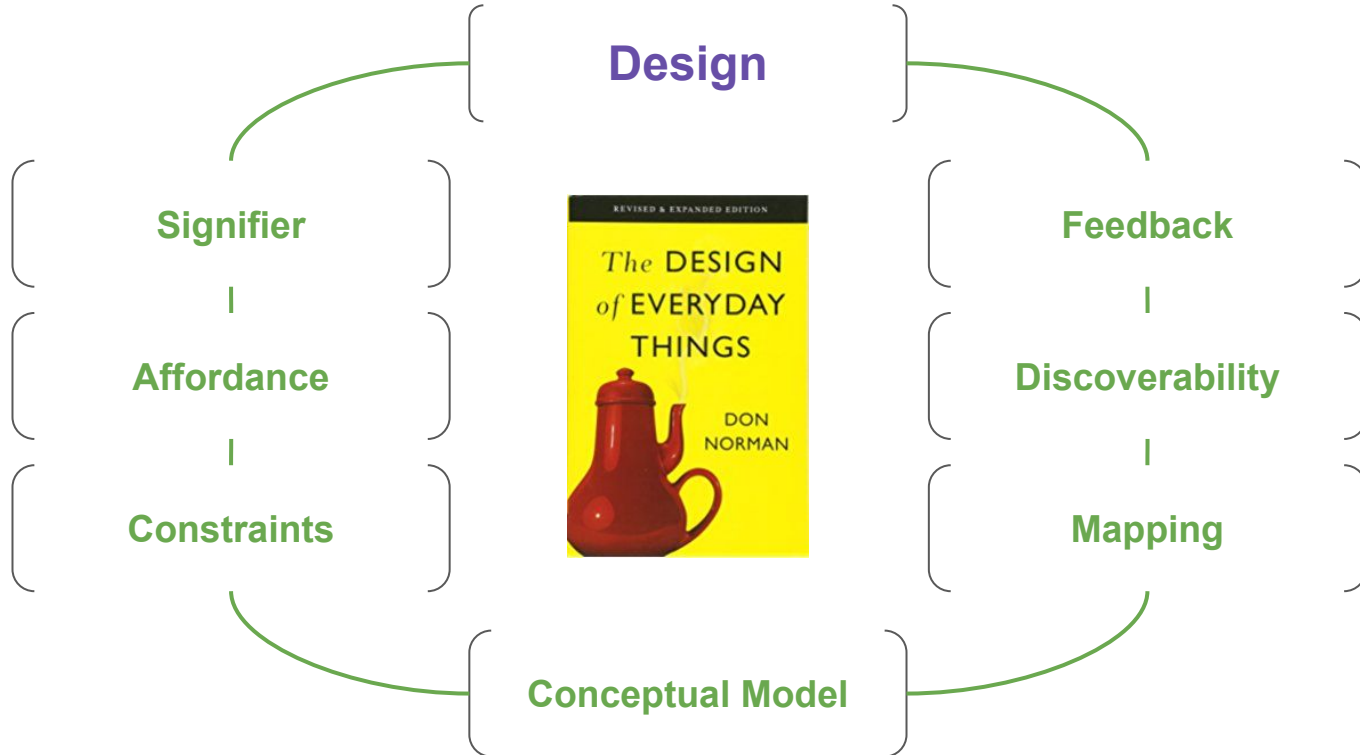
Lecture VIII

Anastasia Kuzminykh





Create Design Ideas





Create Design Ideas

Feedback - conveys effects of user's actions

Location:
where am I?

Current status:
what's happening?

Future status:
what's next?

Outcomes:
what just happened?

By David M. Hogue

Time: How long is
going to take?

Reasons: why you
do what you do?

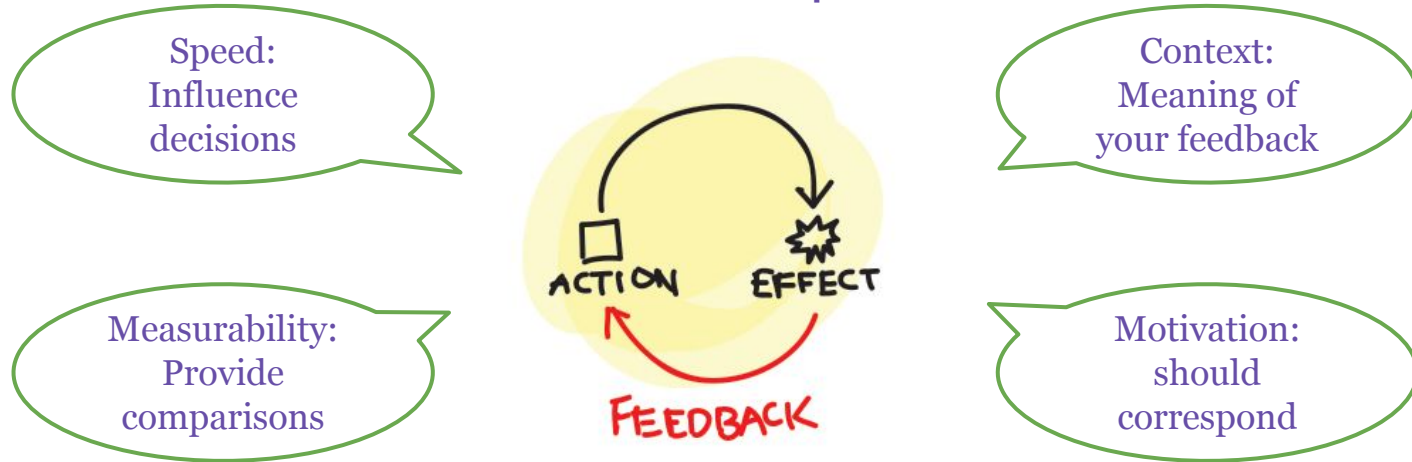
Presence: Are you
even there?



Create Design Ideas

Feedback - conveys effects of user's actions

Feedback loop





Create Design Ideas

Design

Signifier - indicators of any type that communicate the action needed so the affordance can take place

Affordance - the possible use for an object when interacting with it

Constraints - restrictions that limit the possible actions available with an object

Feedback - conveys effects of user's actions



Create Design Ideas

Discoverability - whether it's possible to figure out how to use an object by interacting with it

Findability - whether it's easy to find content

Learnability - whether it's easy to learn how to use functionality



Create Design Ideas

Discoverability - whether it's possible to figure out how to use an object by interacting with it

Findability - whether it's easy to find content

Learnability - whether it's easy to learn how to use functionality



www.useit.com

F-Shaped Pattern For Reading Web Content

Make use of existing practices and familiar interactions

Build around existing cognitive models

Make use of signifiers and affordances



Create Design Ideas

Design

Signifier - indicators of any type that communicate the action needed so the affordance can take place

Affordance - the possible use for an object when interacting with it

Constraints - restrictions that limit the possible actions available with an object

Feedback - conveys effects of user's actions

Discoverability - whether it's possible to figure out how to use an object by interacting with it



Create Design Ideas

Mapping - indication of the relationship between objects (often controls)



Elevator buttons, Shane Adams via Flickr Creative Commons



- Make use of spatial gestalt principles
- In some cases culture-specific
- Build around existing cognitive models

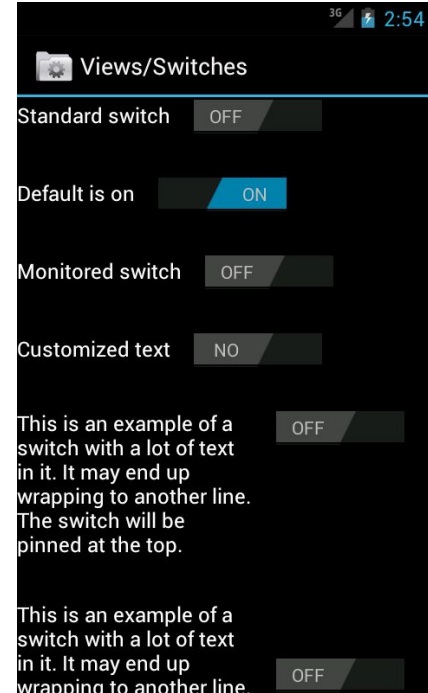


Image:
<https://stackoverflow.com/questions/9752760/slide-toggle-for-android>



Create Design Ideas

Design

Signifier - indicators of any type that communicate the action needed so the affordance can take place

Affordance - the possible use for an object when interacting with it

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Create Design Ideas

Design

Signifier - indicators of any type that communicate the action needed so the affordance can take place

Affordance - the possible use for an object when interacting with it

Constraints - restrictions that limit the possible actions available with an object

Feedback - conveys effects of user's actions

Discoverability - whether it's possible to figure out how to use an object by interacting with it

Mapping - indication of the relationship between objects

Conceptual Model - user's understanding of how the system works



Create Design Ideas

Create Ideas

1. Preparation

4. Eureka moment

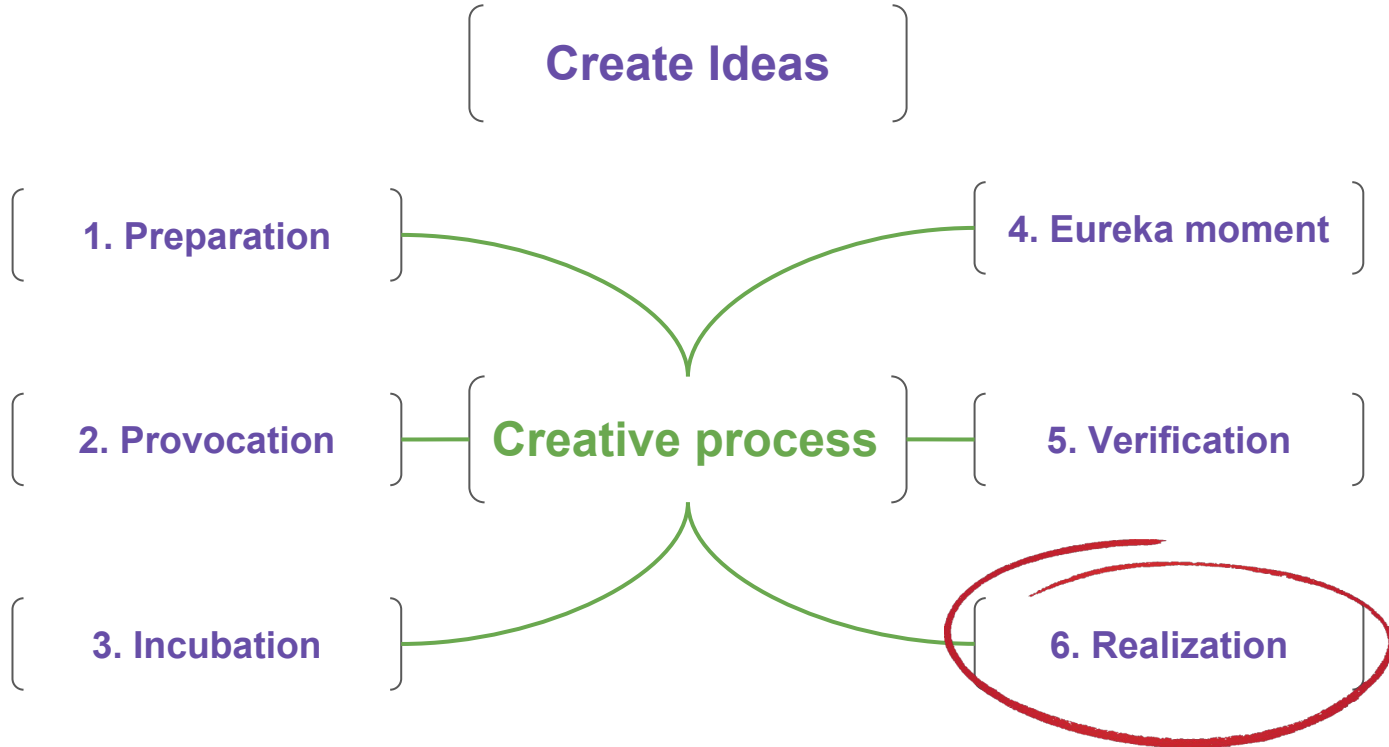
2. Provocation

Creative process

5. Verification

3. Incubation

6. Realization





Create Design Ideas

Sketches

User stories

Wireframes



Create Design Ideas

Supports
brainstorming

Fast and
simple

Speeds up your
work

Sketches

- illustration of how the basic
concept works

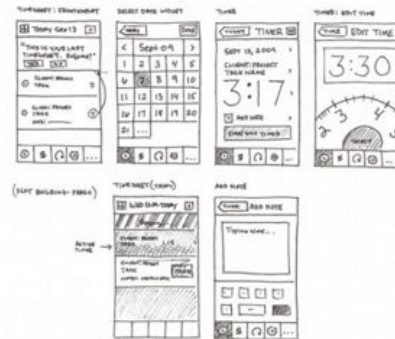
Doesn't have to
look good

Supports
communication

Tells a story



Idea: An app
that makes time
tracking easy.



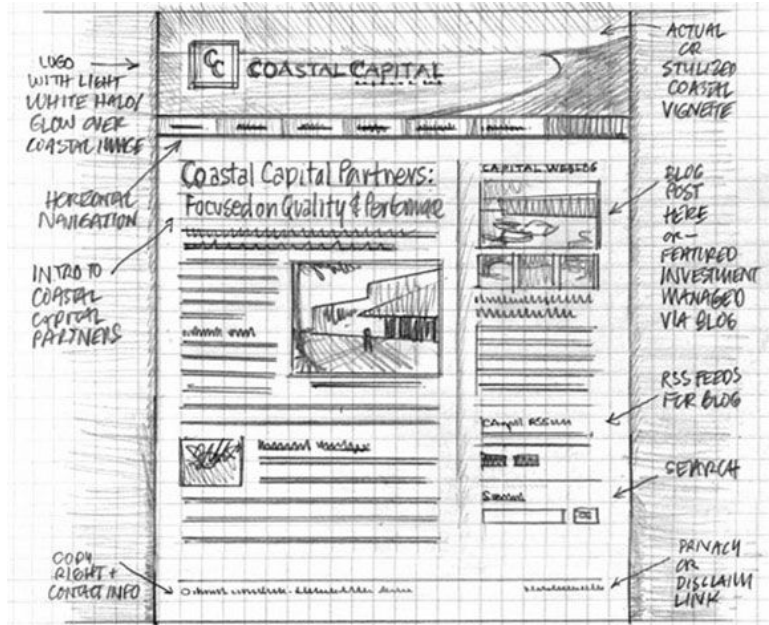
The idea translated into user interface form.

Image:

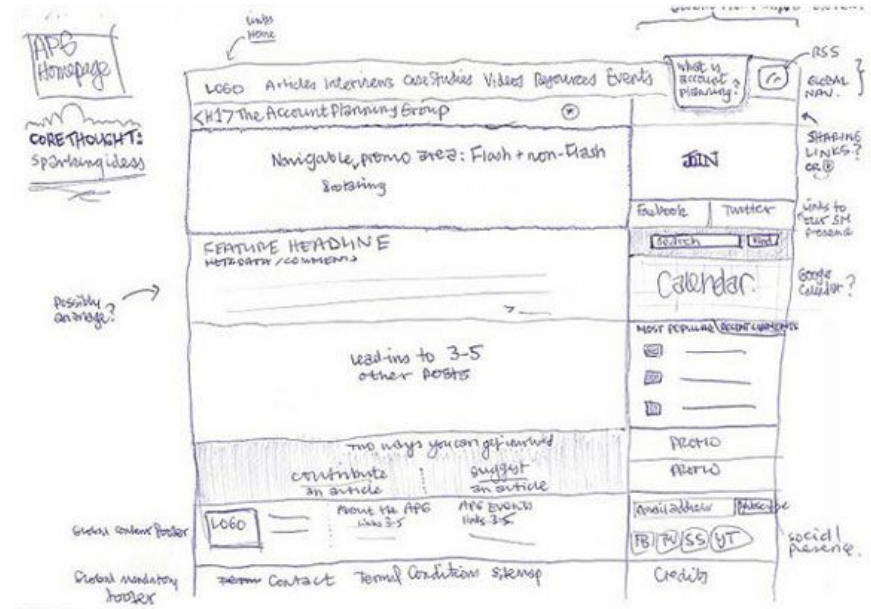
<http://uxmovement.com/wireframes/why-its-important-to-sketch-before-you-wireframe/>



Create Design Ideas



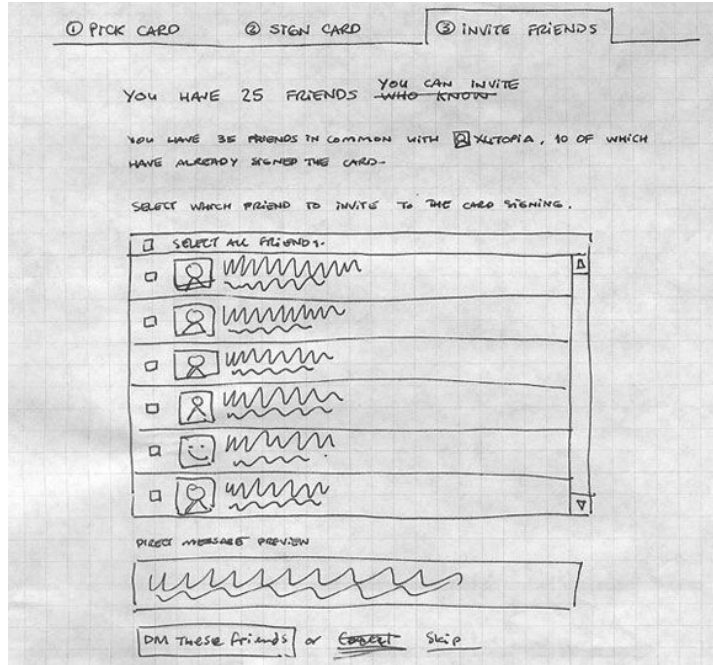
Sketched Wireframes 5



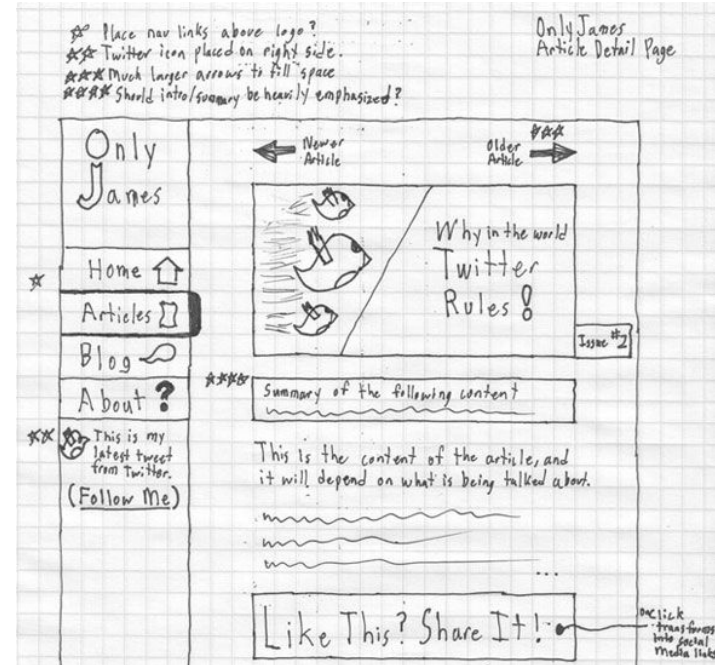
APG Website



Create Design Ideas



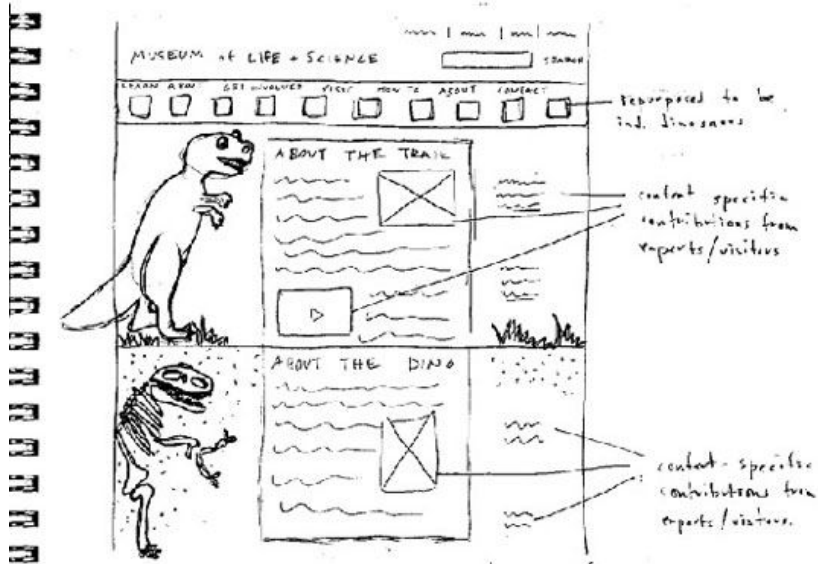
Hashlove Friends Invite



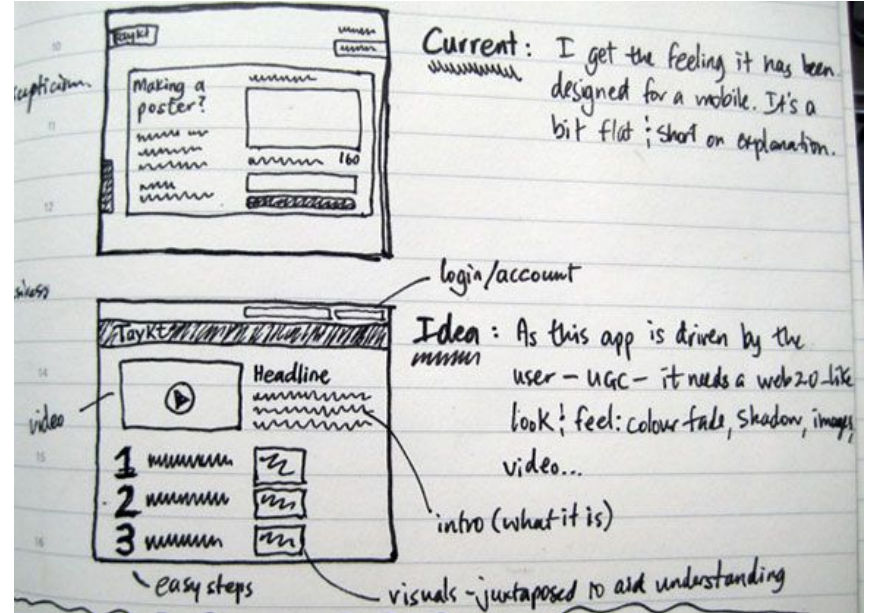
OnlyJames Wireframe Sketch



Create Design Ideas



Dinosaurs



Taykt Wireframe



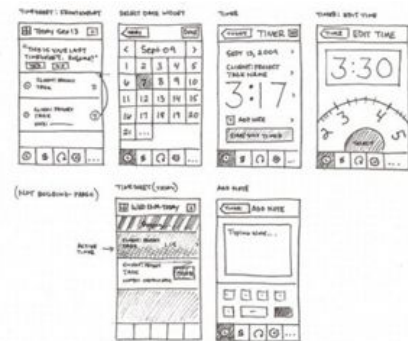
Create Design Ideas

Sketches

- illustration of how the basic concept works

User stories

Wireframes



The idea translated into user interface form.



Create Design Ideas

User stories

- description of a feature from
an end-user perspective

**As a user / <persona> ,
I want / need <action>
so that I can <user goal>.**

Keep it simple

Keep breaking
them down

Have
acceptance
criteria

A
communication
tool

Keep them
visible

Prevent
dead-ends

“As a user I want to send an email.”

“As a user I need to type in an email address”

“As a user I want to type in an email subject”

“As a user I want to type in an email text”



Create Design Ideas

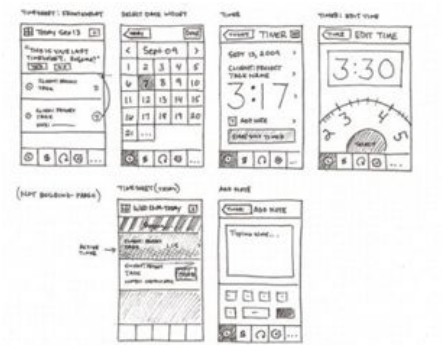
Sketches

- illustration of how the basic concept works

User stories

- description of a feature from an end-user perspective

Wireframes



The idea translated into user interface form.

As a user / <persona> ,
I want / need <action>
so that I can <user goal>.



Create Design Ideas

Wireframes

- static representation of the UI layout and user flow

Quick, cheap and easy

Used as the documentation

Using pixelated widgets

Main groups of content

Structure of content

Only basic visualization

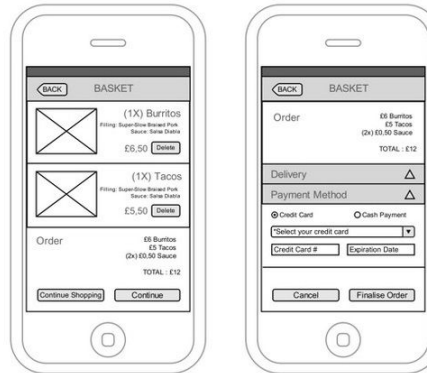
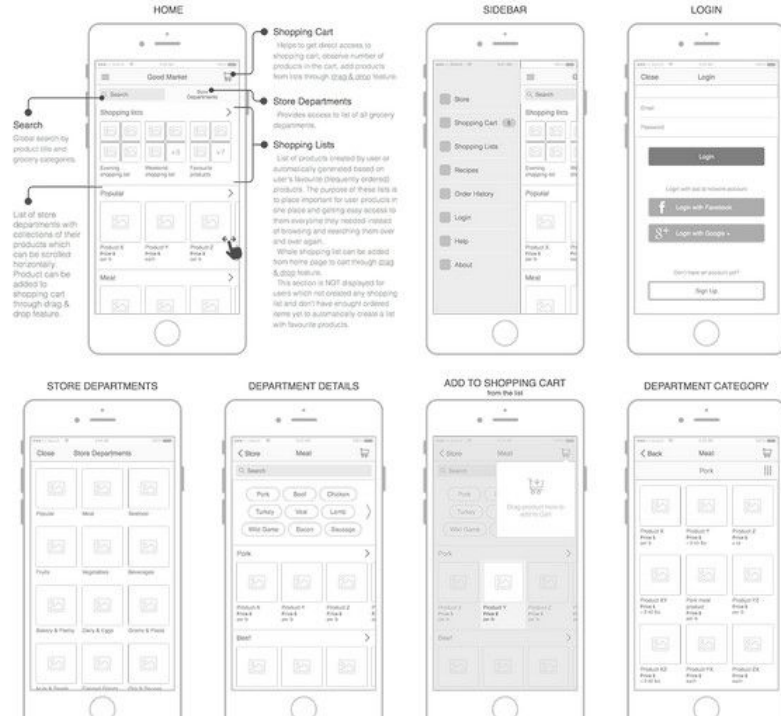


Image:
<https://www.behance.net/gallery/13421913/Wireframes-Restaurant-App>

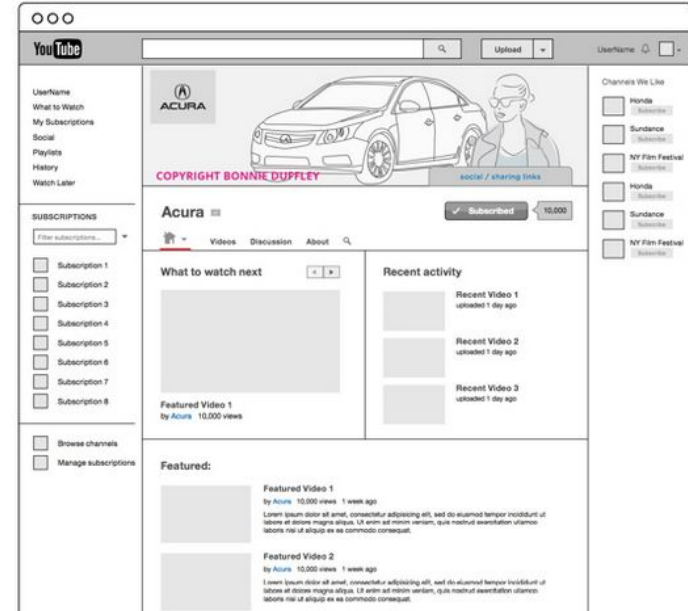


Create Design Ideas

Wireframes



ACURA - YOUTUBE SUBSCRIBER



UX Wireframes for Online Grocery Shopping Mobile App

Wireframe for Acura's Subscriber page on Youtube



Create Design Ideas

Sketches

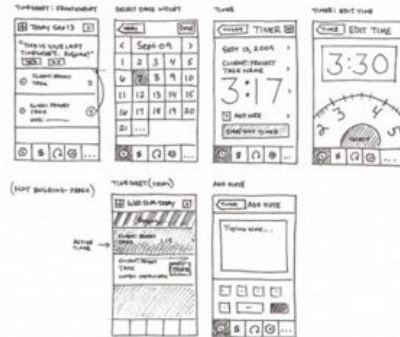
- illustration of how the basic concept works

User stories

- description of a feature from an end-user perspective

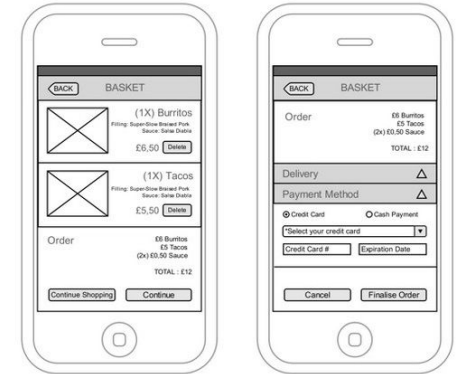
Wireframes

- static representation of the UI layout and user flow



The idea translated into user interface form.

As a user / <persona> ,
I want / need <action>
so that I can <user goal>.



Week 4 take-away

- Creativity:
 - What is it and how it works
 - 6 stages of creative process and relevant enhancing techniques
- Design theory:
 - Interface
 - Semiotics and the concept of sign
 - 7 fundamental concepts by Don Norman (signifiers, affordances, constraints, feedback, discoverability, mapping, conceptual model)
- Ideation and visualisation tools:
 - Sketches
 - User stories
 - Wireframes