



Designing Interactive Systems I: Lab I

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*Media Computing Group
RWTH Aachen University*

Winter term 2011/2012

<http://hci.rwth-aachen.de/dis>



Lab Overview

- Expand concepts from the lecture
- Assignment discussion
- Project presentation and feedback
- Preparation for the next assignment
- Administrivia

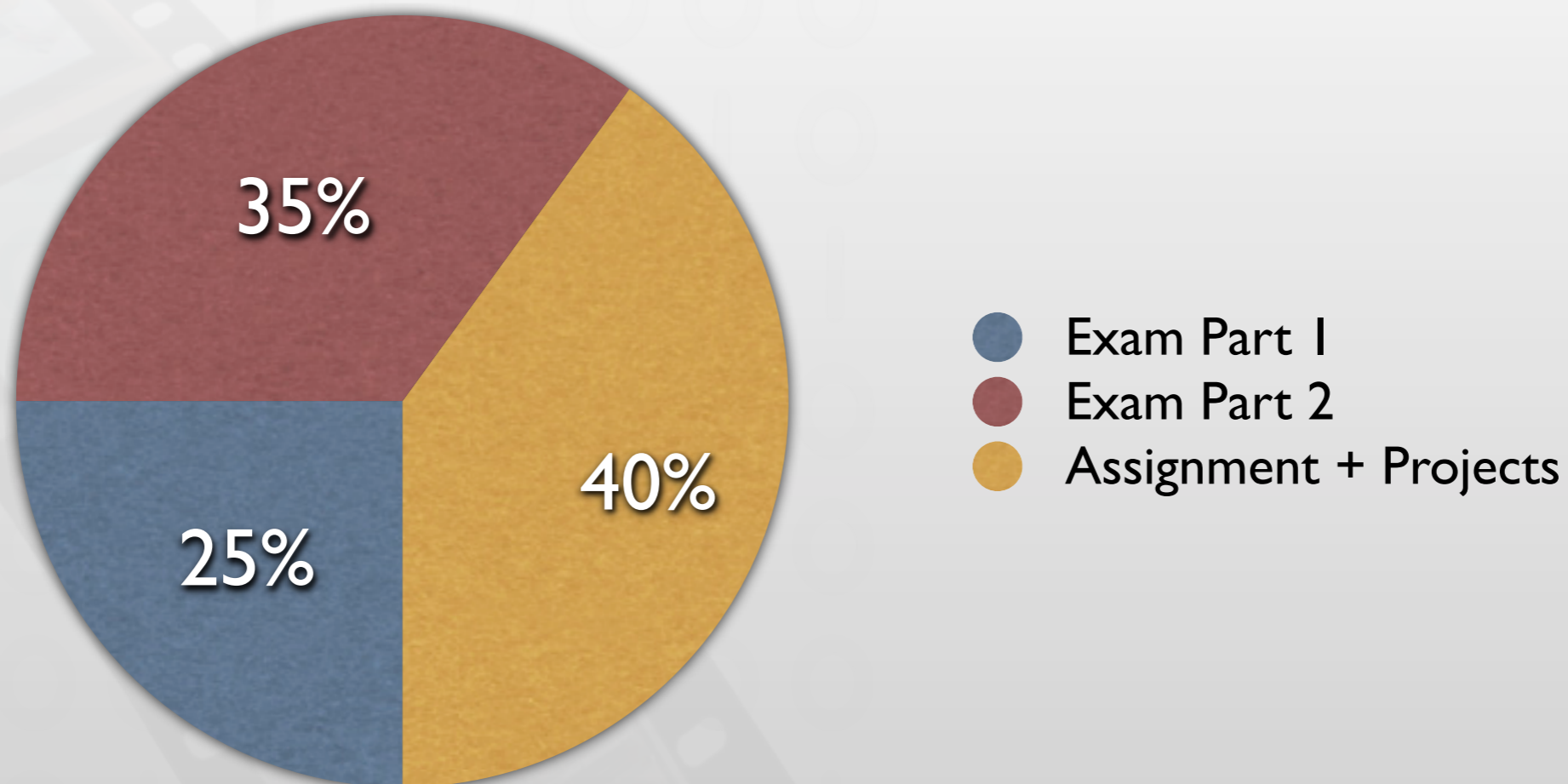


Registration

- Step-by-step guide: <http://hci.rwth-aachen.de/dis>
 - BSc taking for MSc: email to chat@cs.rwth-aachen.de
- Deadline: **today 18:00**
- Check your ID in the registration list
 - 94 students registered via ZPA
 - 11 students registered via email (BSc or etc.)
- If you have not registered, talk with us at the end of the lab



Passing Criteria



- To pass the course, you must:
 - earn more than 50% of the Exam Part 2, and
 - earn more than 50% of the overall points



Exams

- Exam part 1: TBD, c.a. last week of November
 - Either Tuesday (14:00 – 16:30) or Wednesday (9:30 – 12:00)
- Exam part 2: Tuesday 7 February 2012 14:00 – 16:30



Assignments Lifecycle

- Briefing: Monday, in the lab
- Handout: Thursday 18:00
- Deadline: next Thursday 18:00
- Discussion: Monday after submission, in the lab
- Grading: around two weeks after the submission



L²P

My Courses
Course Room
DIS 1 (BN) WS 10/11

Designing Interactive Systems I (in Bonn) (Vorlesung/Übung)
Universitätsprofessor Dr.rer.nat. Jan Oliver Borchers, Dipl.-Inform. Gero Herkenrath, Chatchavan Wacharamanotham M.Sc., Prüfungsamt ZPA
Lehrstuhl für Informatik 10 (Medieninformatik)

Public Domain
Information
Learning Material
Documents
Structured Materials
Literature
Shared Domain
Tutor Domain
Participants
Settings
What's New?

Documents

Type	Name	Status	File Size	Modified By	Modified
Folder	Assignments			Chatchavan Wacharamanotham	10/25/2010 1:45 PM
Folder	Slides in progress			Chatchavan Wacharamanotham	10/27/2010 5:13 PM
Folder	Supplementary documents			Chatchavan Wacharamanotham	10/25/2010 1:45 PM

Structured Materials

Course Days	Type	Name	File Size	Modified By	Modified
Tue, 10/19/2010	PDF	S01 Intro, CMN, Fitts - 1up.pdf NEW	17197 KB	Chatchavan Wacharamanotham	10/27/2010 5:14 PM
Thu, 10/21/2010	PDF	S01 Intro, CMN, Fitts - 4up.pdf NEW	3028 KB	Chatchavan Wacharamanotham	10/27/2010 5:14 PM

- Subscribe to email alert
- Slides



Email

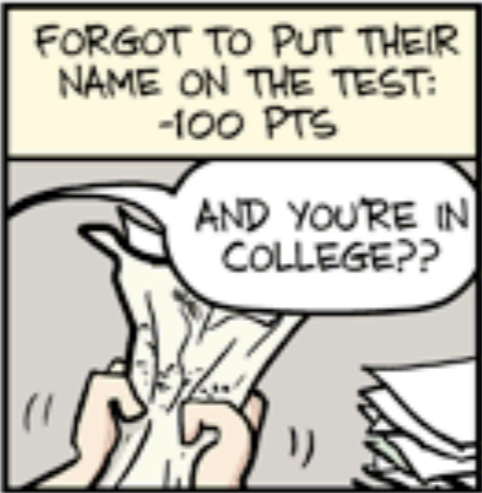
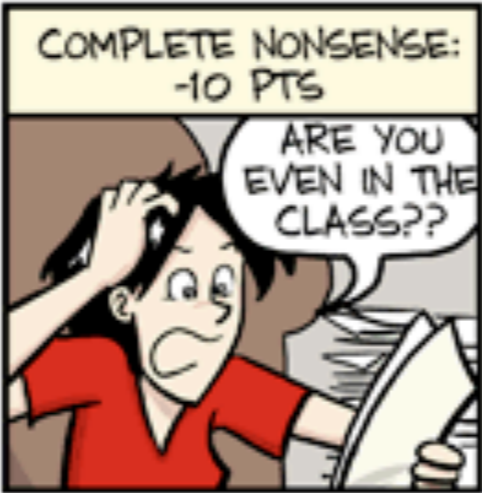
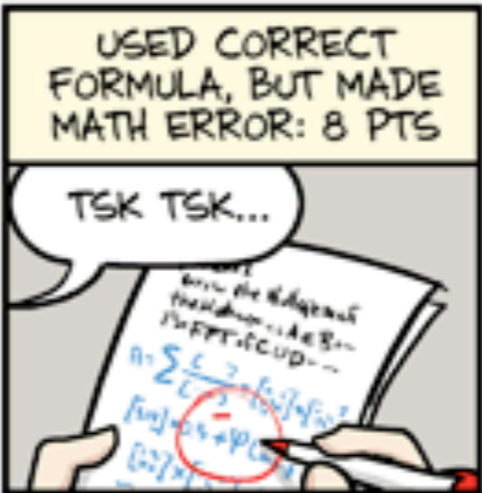
- If your issue will benefit others, use discussion board instead
- Always include:
 - Subject: include “DISI”
 - Body
 - Student ID
 - Name
 - Degree major
- Use RWTH Email Address



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GRADING RUBRIC

PROBLEM 1 (TOTAL POINTS: 10)



JORGE CHAM © 2010

Affordances

- “...the term **affordance** refers to the **perceived and** actual **properties** of the thing, primarily those fundamental properties that determine just **how** the thing could possibly be used...”



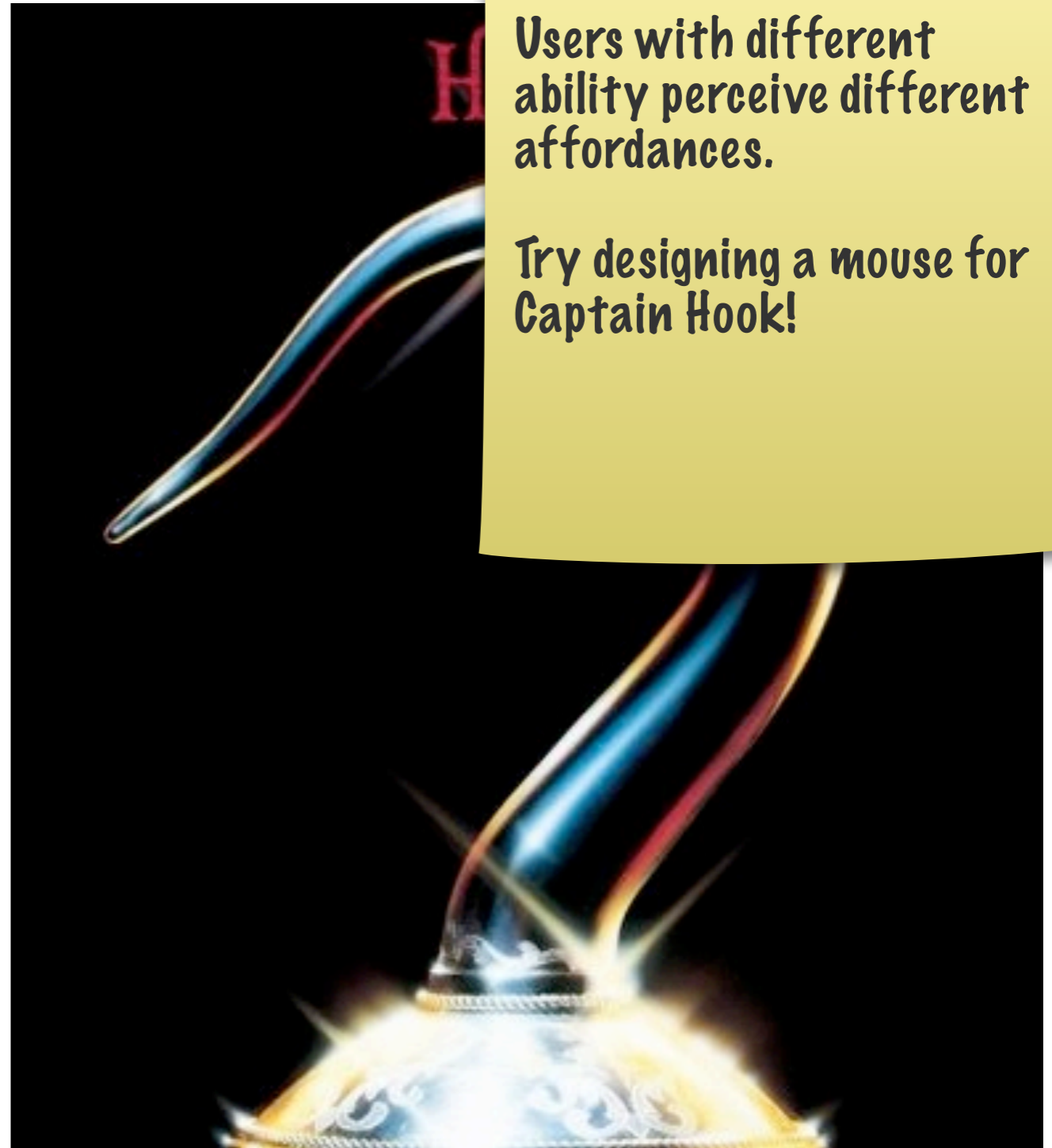


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Affordance is bound to both device and the user.

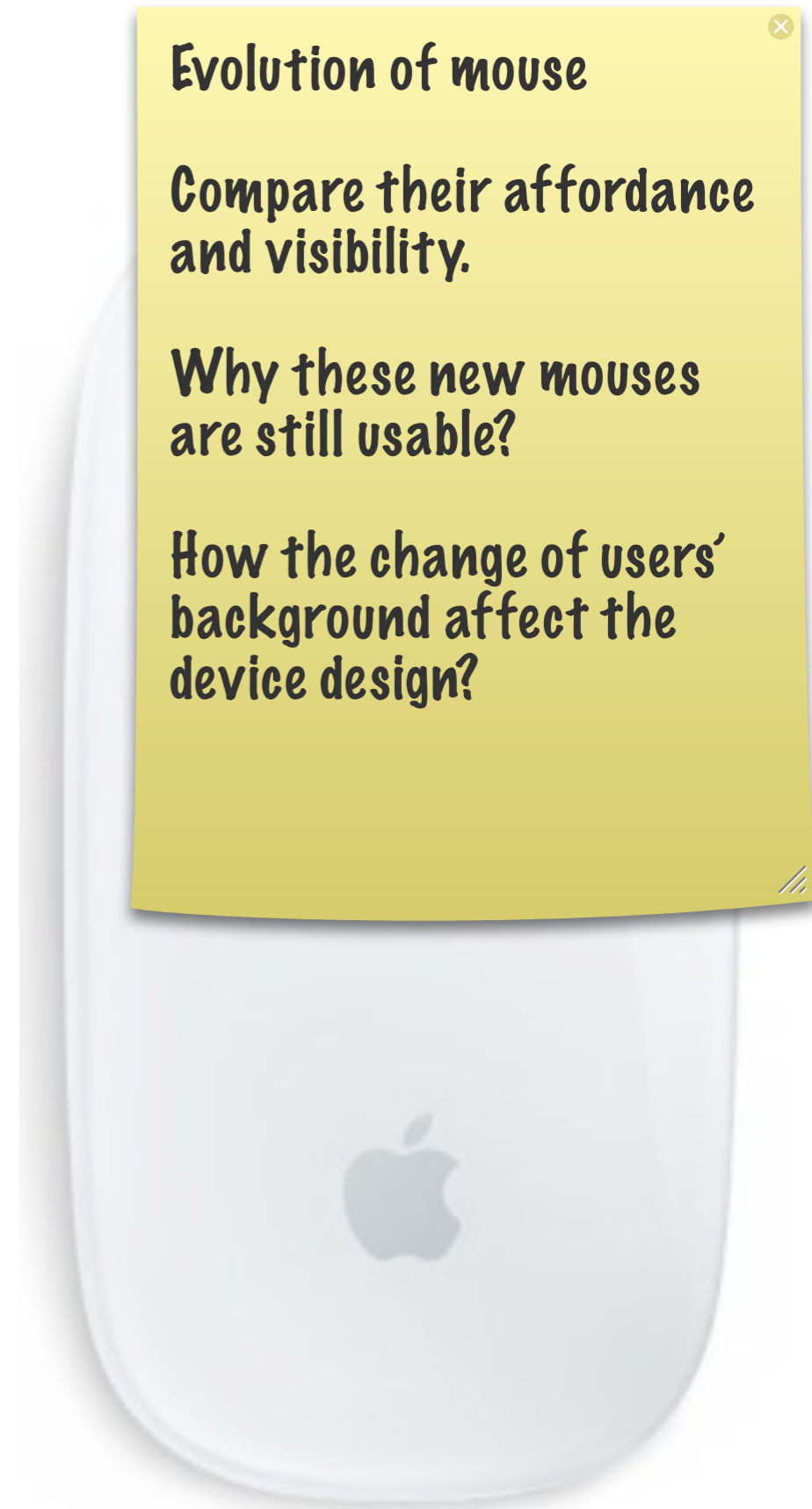
Users with different ability perceive different affordances.

Try designing a mouse for Captain Hook!



A user with spinal cord injury using trackball

Wobbrock & Gajos, 2008



Evolution of mouse

Compare their affordance and visibility.

Why these new mice are still usable?

How the change of users' background affect the device design?

How can a gestural user interface exhibit affordance and visibility?



KINECT™
for  XBOX 360.

Assignment I: Design Critique

- Pairs of objects, same function
 - Two pairs in physical world
 - Two pairs in virtual world
- One is well designed, another is a bad design
- Point out how it is good, and how it is bad
 - Use the principles learned from the class
- Group of three

