Designing Interactive Systems I: Lab 1

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

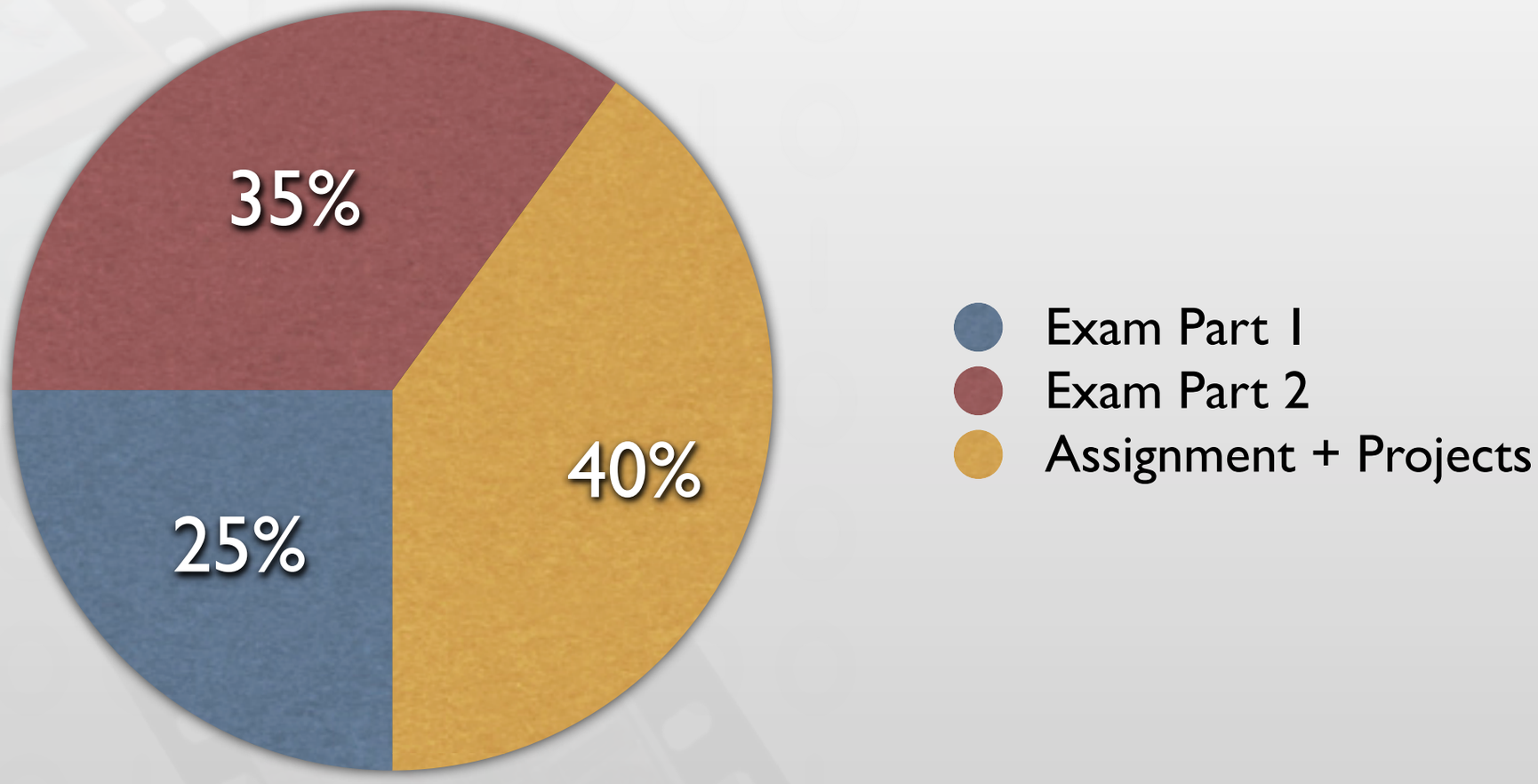
Lab Overview

- 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

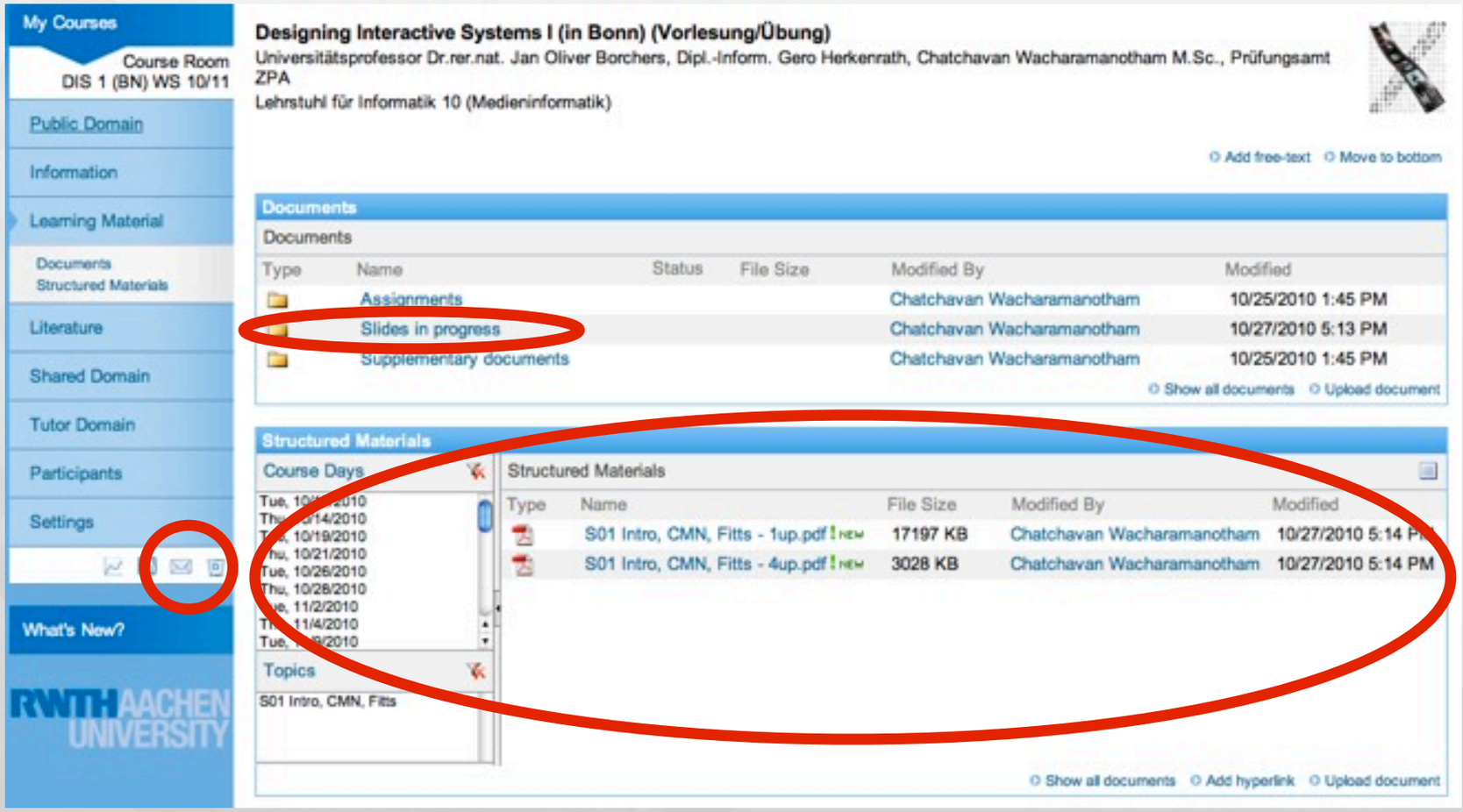
Exams

- 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



- Subscribe to email alert
- Slides

Email

- If your issue will benefit others, use discussion board instead
- Always include:
  - Subject: include “DIS1”
  - Body

    Student ID

    Name

    Degree major

- Use RWTH Email Address

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GRADING RUBRIC

PROBLEM 1 (TOTAL POINTS: 10)

WWW.PHDCOMICS.COM

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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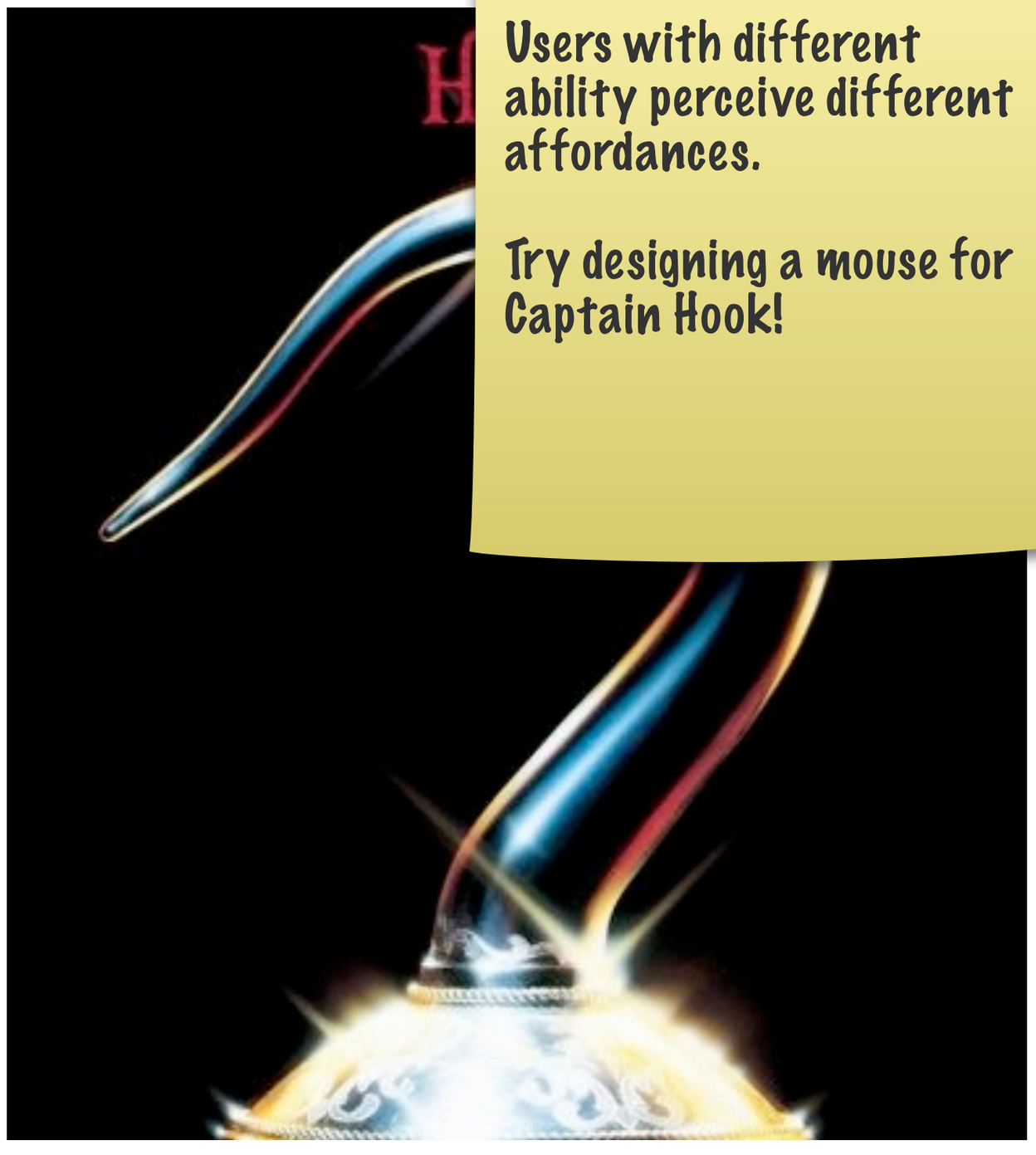

Affordance is bound to both device and the user.

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 mouses 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 1: 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