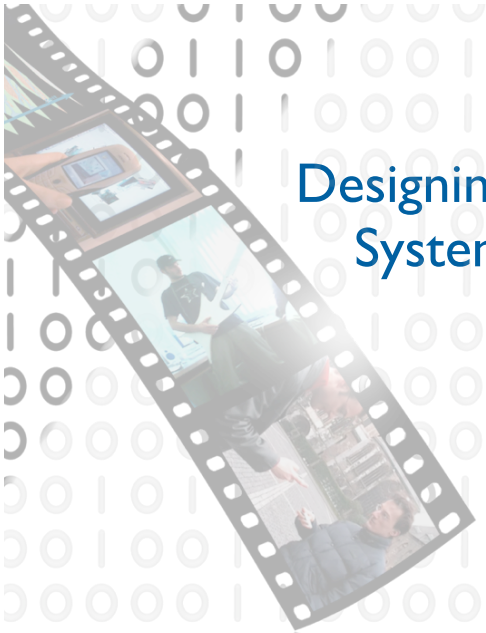


Designing Interactive Systems I: Lab 3

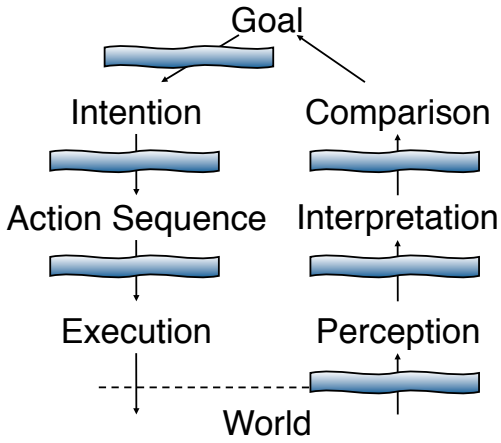
Prof. Dr. Jan Borchers
Chat Wacharamanotham
Simon Völker

Media Computing Group
RWTH Aachen University

Winter term 2011/2012

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

The Seven Stages of Action & Gulfs



Comparing Knowledge in the Head and in the Wo

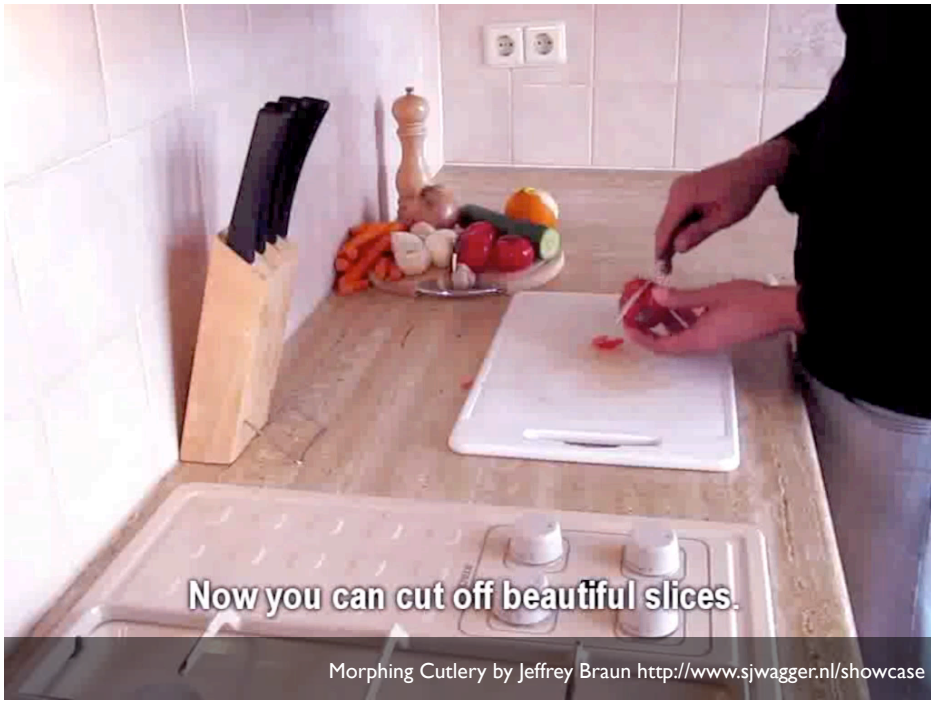
- In the world:
  - Available as soon as visible
  - No learning needed
  - Low efficiency (interpreting needed)
  - High initial usability
  - Aesthetics difficult with much to display
- In t
  - Le
  - Le
  - Ha
  - Bu
  - Invisible (less labels)
- Remember: Natural mappings can save both learning and labeling

- Review: Differences between the knowledge in the world and in the head
- Example of knowledge in the world/head: from your mobile phone

Discussion:
- What are factors that are influencing where to place knowledge:
  - User expertise
  - Frequency of use

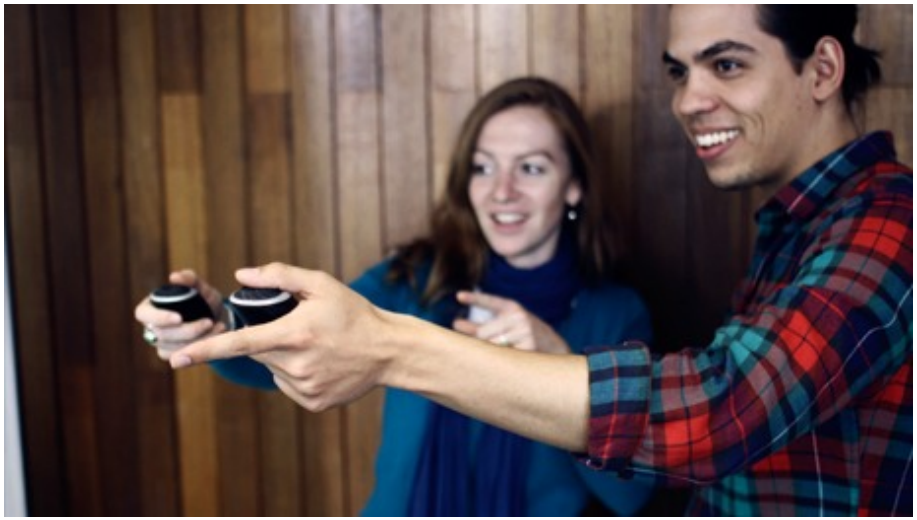
DUTCH DESIGN WEEK
EINDHOVEN
22-30 OCT 2011

Morphing Cutlery
by Jeffrey Braun
http://www.sjwagger.nl/showcase/index.php?/present/morphing-interaction/



Morphing Cutlery by Jeffrey Braun http://www.sjwagger.nl/showcase

Apollon
by Gordon Tienstra
http://www.gordontiemstra.nl/?page=work&work=apollon



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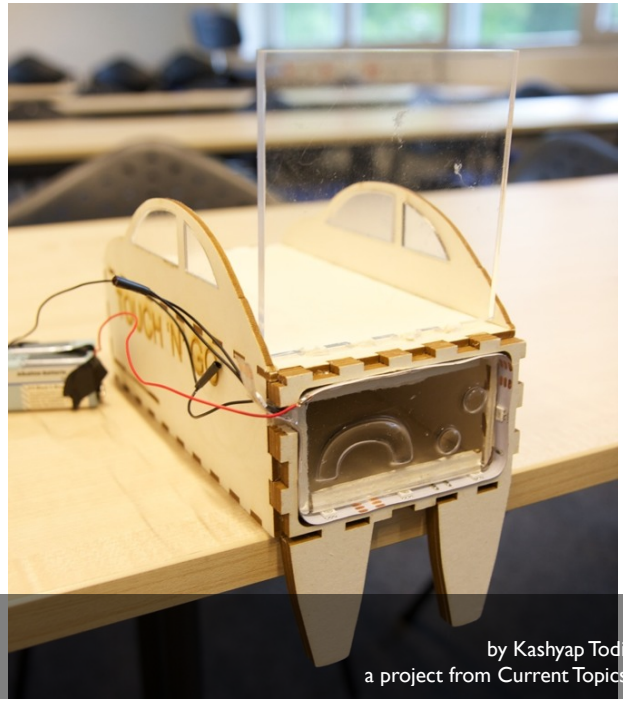

Touch 'n' Go
by Kashyap Todi, Ignacio Avellino
a project from Current Topics in HCI, SS 2011

Assignment 3: Prototyping the Remote Control

- Refine your remote control
- Create a paper prototype of your remote control
- Find a primary user and ask them to use your prototype in a fixed scenario
- Analyze the feedback and write down the positive and negative aspects of your design
- Same group as A02

How to Ask Questions

- Clear and simple, not too broad
  - "How do you like the UI?" is too general!
- Users don't always answer truthfully
  - Lack of knowledge, bad estimates, embarrassment
  - So formulate questions carefully, maybe indirectly
- No leading questions!
  - For initial input, do not focus on presenting your design ideas, but on learning about the task

Before the Interview

- Interview protocol
  - What will you ask?

    E.g., Is edible walkman a good idea?
  - How will you ask?

    E.g., "Don't you think it would be cool to have an edible walkman?" ←Bad question
- Pilot interview
  - Interview one student inside/outside your group
  - A separate observer to note the pitfalls

Interview Resources

- Good interview:
  http://video.google.com/videoplay?docid=-3014876514716824348
- Bad interview:
  http://video.google.com/videoplay?docid=-6510529985102675685
- Good user interview technique slides by Liz Danzico
  http://www.slideshare.net/edanzico/user-interview-techniques