



Designing Interactive Systems I

L10: Week 10 Discussion, Introduction to Week 11, and Low-Fidelity Prototypes (Milestone

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Week 10 Evaluation

In-Class Exercise: Evaluation

- Think about how you would evaluate a website that sells cat food
 - Your users are not available yet, but the deadline is approaching.
 - Which technique do you choose and why?



In-Class Exercise: Evaluation

- Think about how you would evaluate a website that sells cat food
 - The website owner wants you to now evaluate with users.
 - Which technique of **qualitative evaluation** would you choose and why?
 - Plan the whole setup of your evaluation, regarding the following questions:
 - Where? (Lab, In the field)
 - Who are the participants?
 - How do you deal with the participants? (Before, During, After)

Week 11

GOMS

Golden Rules

CMN Model 2.0?

- In the CMN model, predicted times are very rough because it is a very abstract model.
 - Does not distinguish between basic operations such as click, double-click, and drag.
 - Does not distinguish easier operations vs. more difficult ones e.g., typing “*usability*” will take lesser time than typing “*uxbntlzcu*”, even though they require same number of keystrokes.
- Solution? **KLM-GOMS**
 - To estimate execution and learning times even before a system is built!

Is this
interface
efficient?

Patient Records: Add Patient

Patient's Name:

Birthday (MM-DD-YYYY):

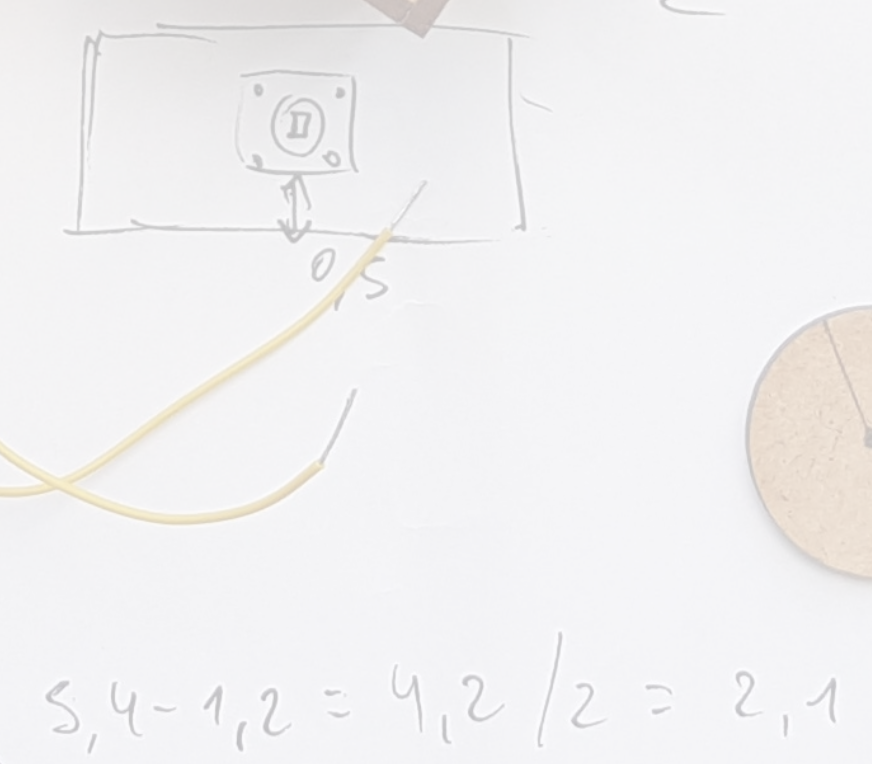
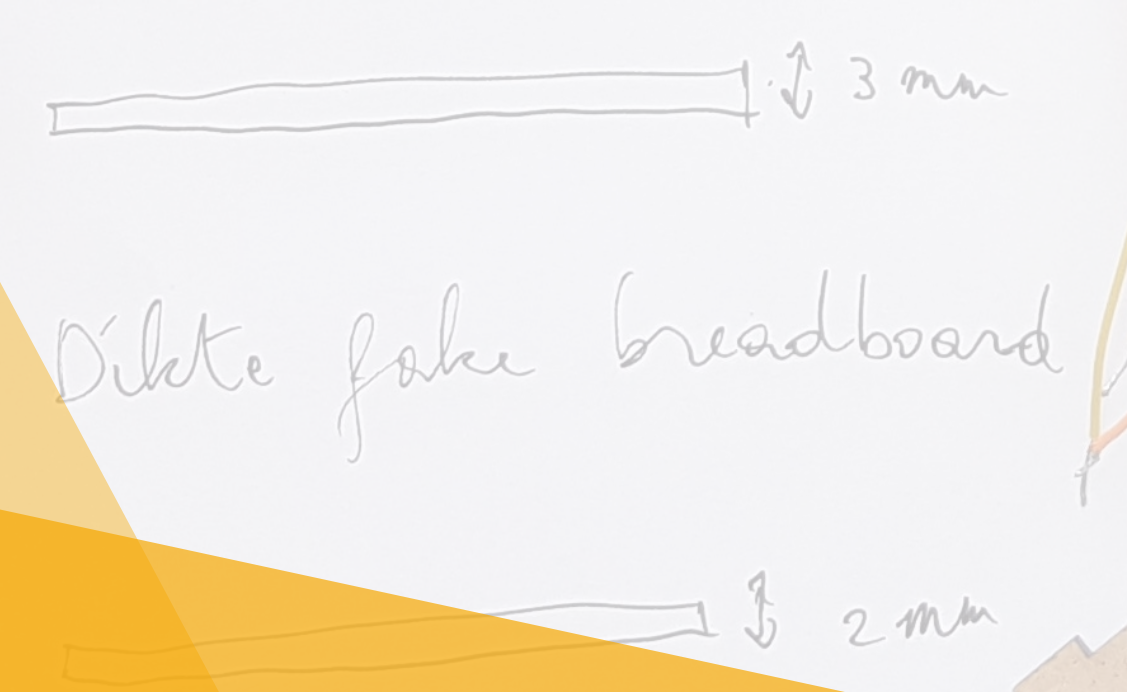
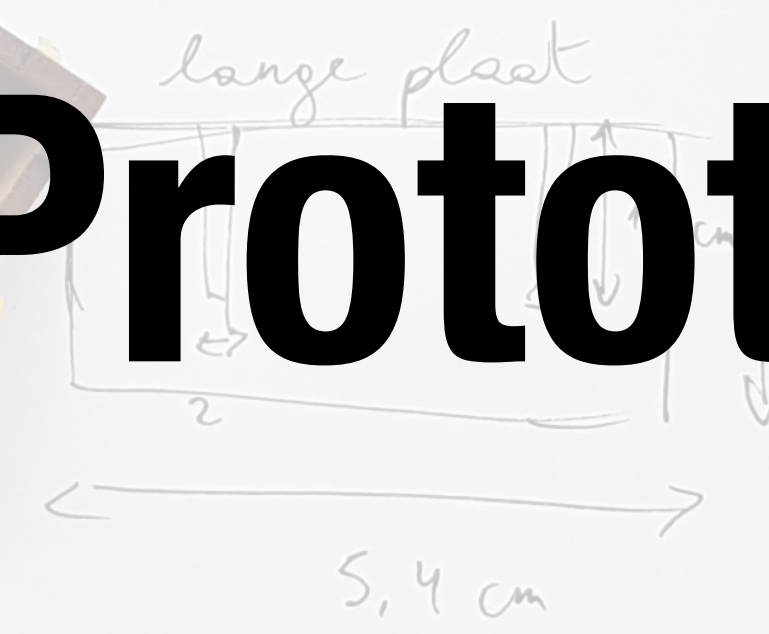
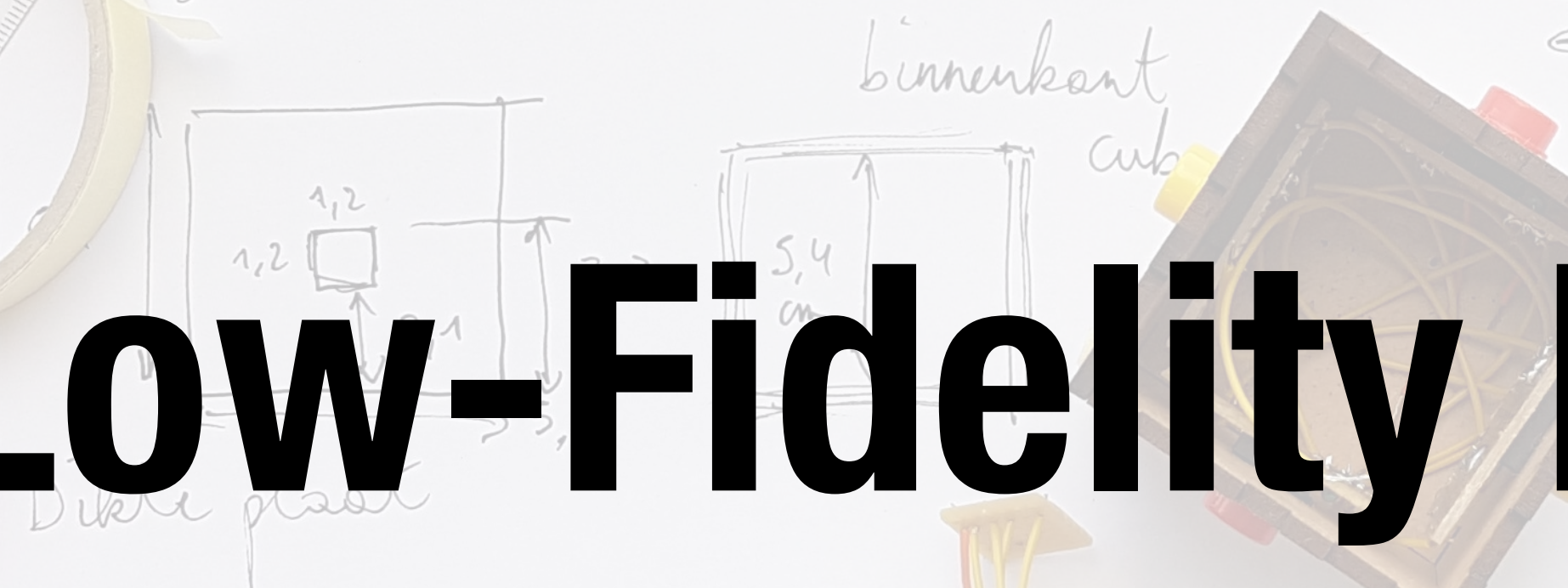
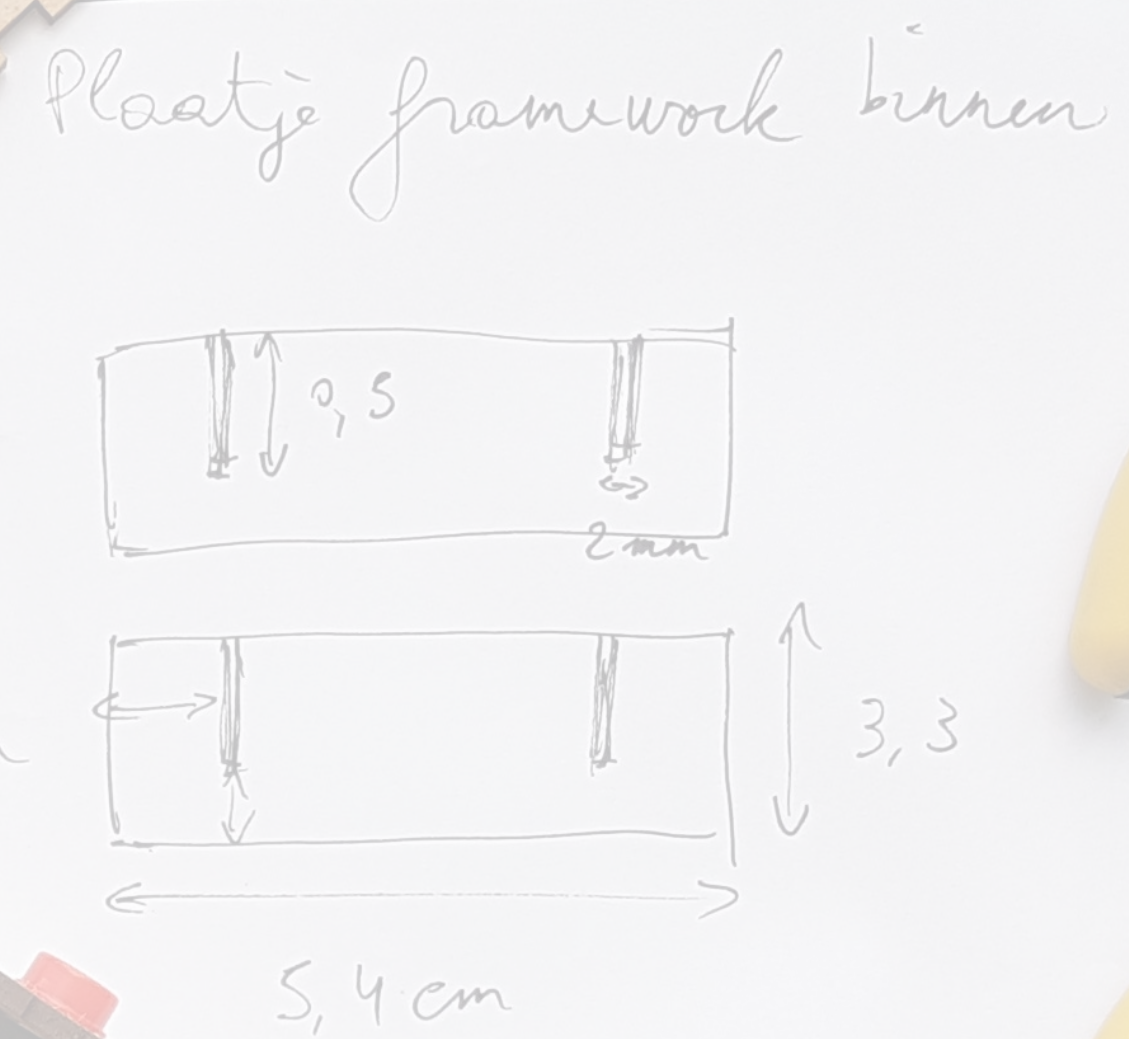
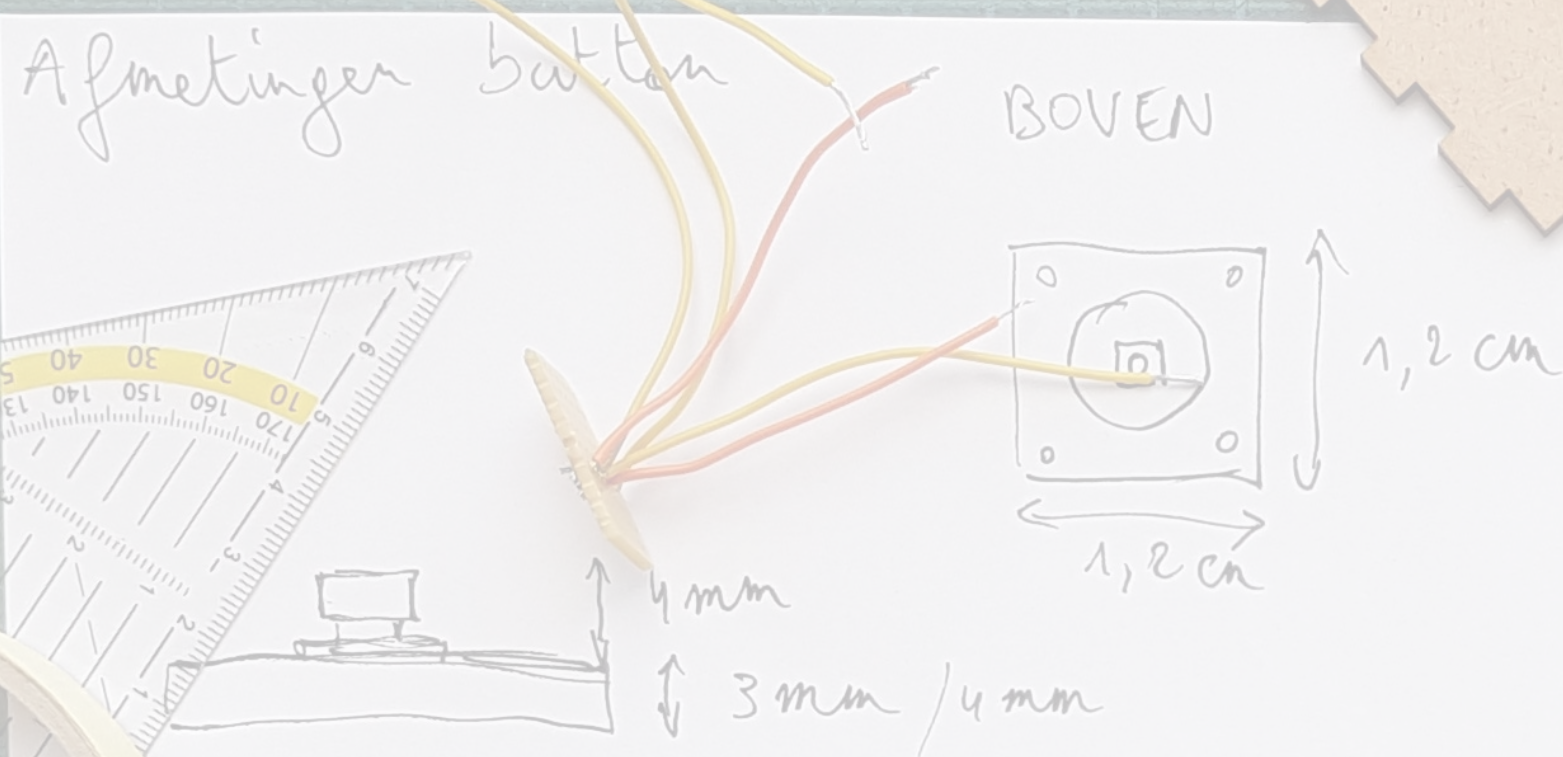
Age

The Ten Golden Rules of Interface Design

1. Keep the interface simple!
2. Speak the user's language!
3. Be consistent and predictable!
4. Provide feedback & be responsive!
5. Minimize memory load!
6. Avoid errors, help to recover, offer undo!
7. Design clear exits and closed dialogs!
8. Include help and documentation!
9. Address diverse user needs!
10. Hire a graphic designer!



Low-Fidelity Prototypes



In-Class Exercise: Prototyping

- Now sketch the different states (screens) of your prototype
- Show the sketches to members of at least 3 other groups to see if they understand the interaction



What Next?

- Before **Friday, Jan. 10th**
 - Submit your solution for milestone 4 via RWTHmoodle.
- Before **Tuesday, Jan 14th**
 - Watch Week 11 Content:
GOMS, Interface Efficiency, and the Ten Golden Rules of Interface Design
- Now: Course evaluation!