

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

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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)

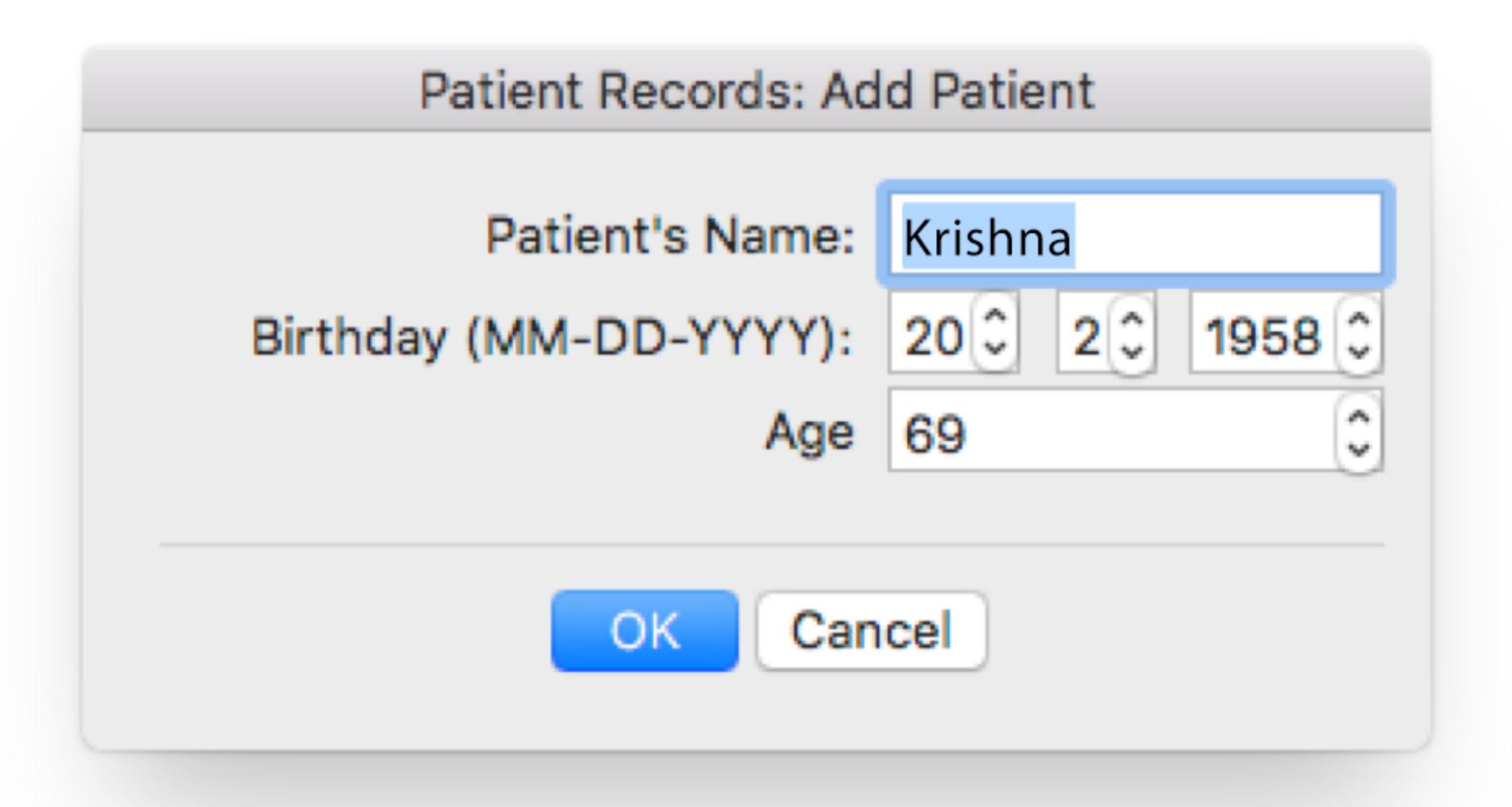




CMN Model 2.0?

- 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?

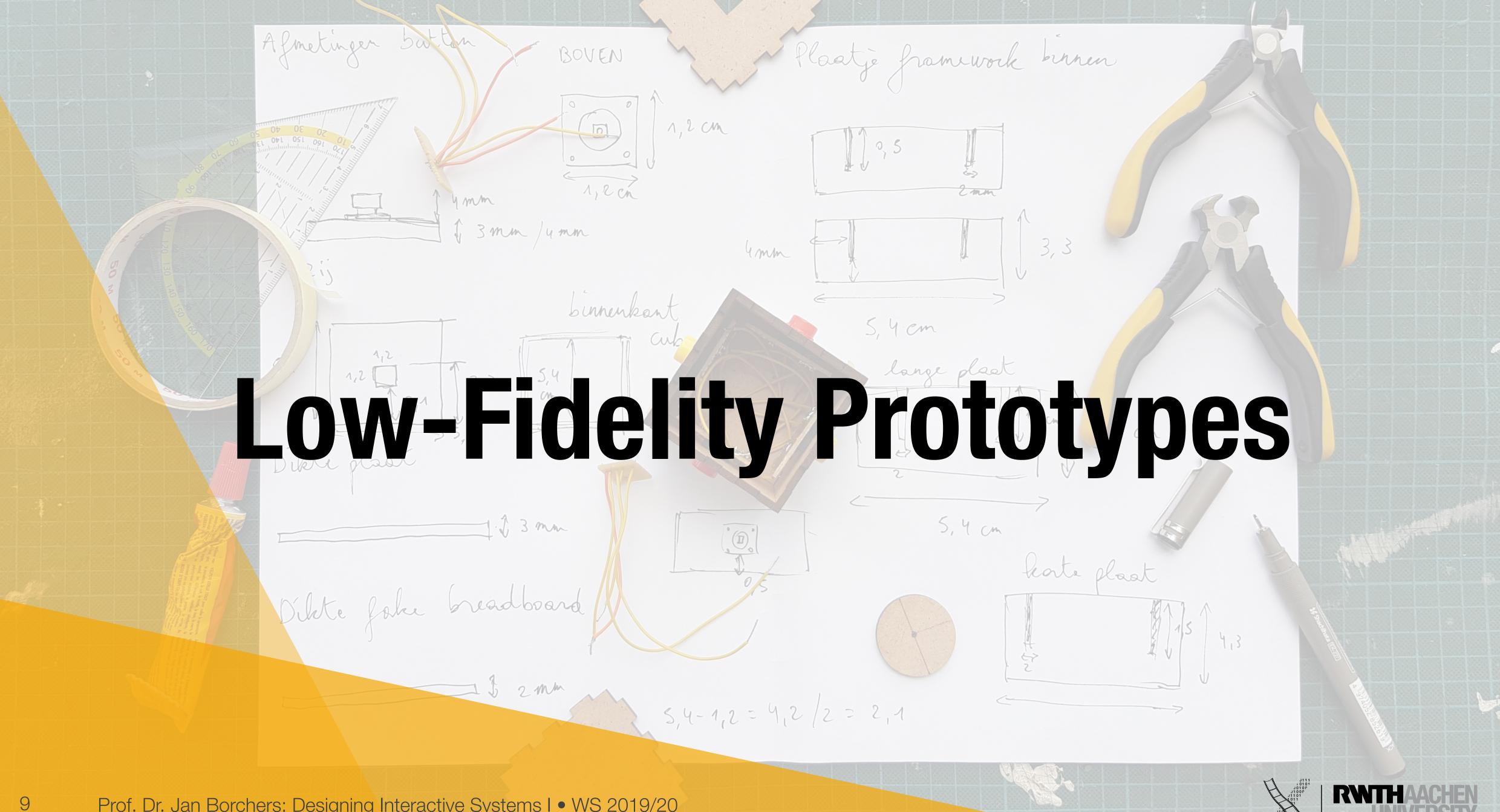


The Ten Golden Rules of Interface Design

- 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!





In-Class Exercise: Prototyping

- Pick a storyboard, and identify the core activities for the storyboard.
 - Identify two things that could go wrong when the user is performing the activity.
- Which prototype better supports these activities?
 - Paper: Storyboard-like, Flipbook, and Post-it prototypes
 - Hardware: What material will you be using?
- Discuss the rationale within your group.



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?

- By Wednesday, Jan. 8th
 - Identify core activities for all three solutions.
 - Prototype at least one solution.
- Before Monday, Jan. 13th
 - Watch Week 11 Content:
 GOMS, Interface Efficiency, and the Ten Golden Rules of Interface Design
 - Submit your solution for milestone #4 via RWTHmoodle.
- Now: Course evaluation!

