Designing Interactive Systems I

Course Introduction

Prof. Dr. Jan Borchers Media Computing Group RWTH Aachen University

Winter term 2019/20



Prof. Dr. Jan Borchers



- Studied CS at Karlsruhe (& Imperial)
 - Human-Computer Interaction
- PhD CS, TU Darmstadt (& Linz, Ulm)
 - Interaction with multimedia
 - HCI design patterns
- Assistant professor at Stanford & ETH Zurich
 - Interactive rooms
 - UbiComp user interfaces
- Full professor at RWTH since Oct. 2003
 - Interaction with audio & video
 - Wearable & Tangible Uls, Personal Fabrication, IDEs,...



Our Team



Krishna Subramanian, M. Sc. krishna@cs.rwth-aachen.de



Oliver Nowak, M. Sc. nowak@cs.rwth-aachen.de

They answer all your questions!

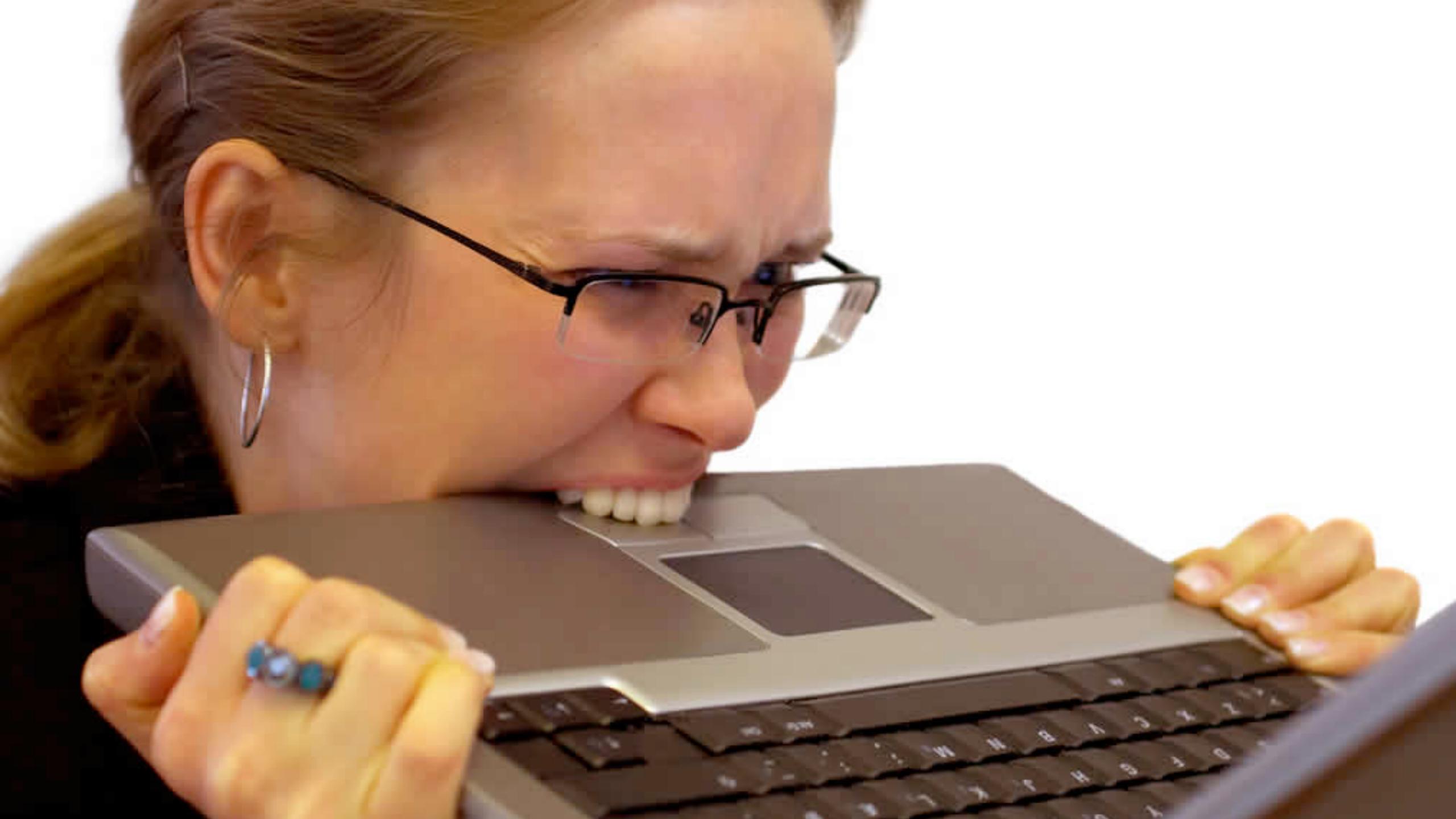
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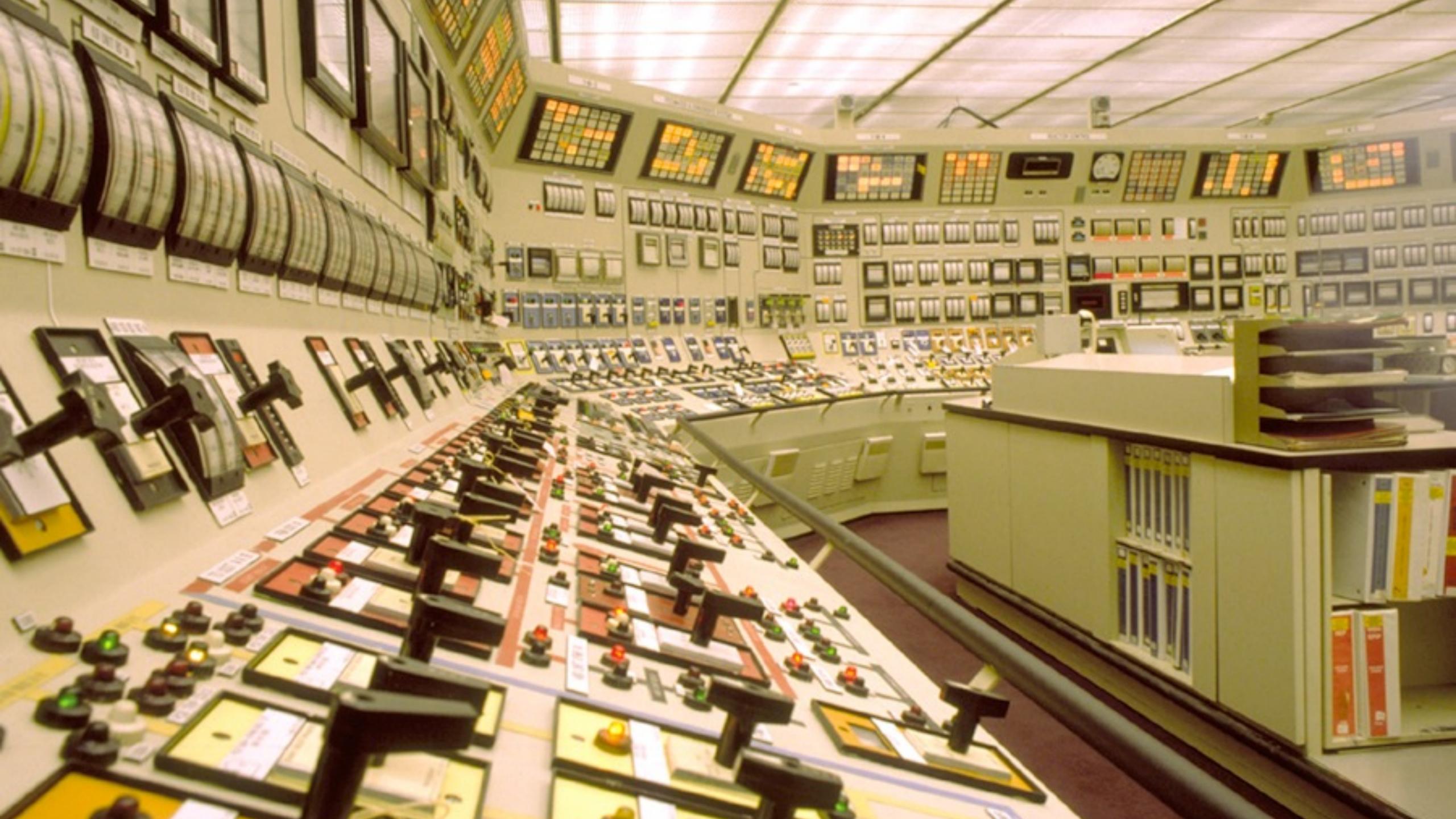


Human-Computer Interaction?



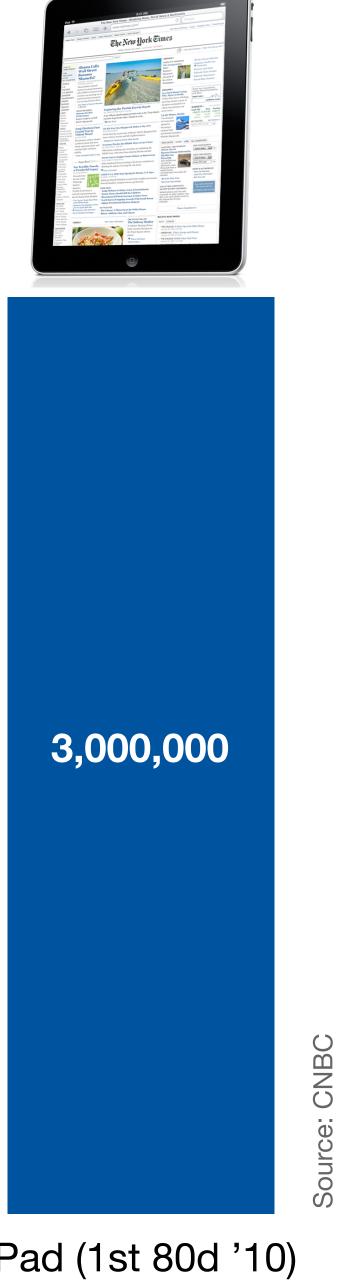






Usability Sells!





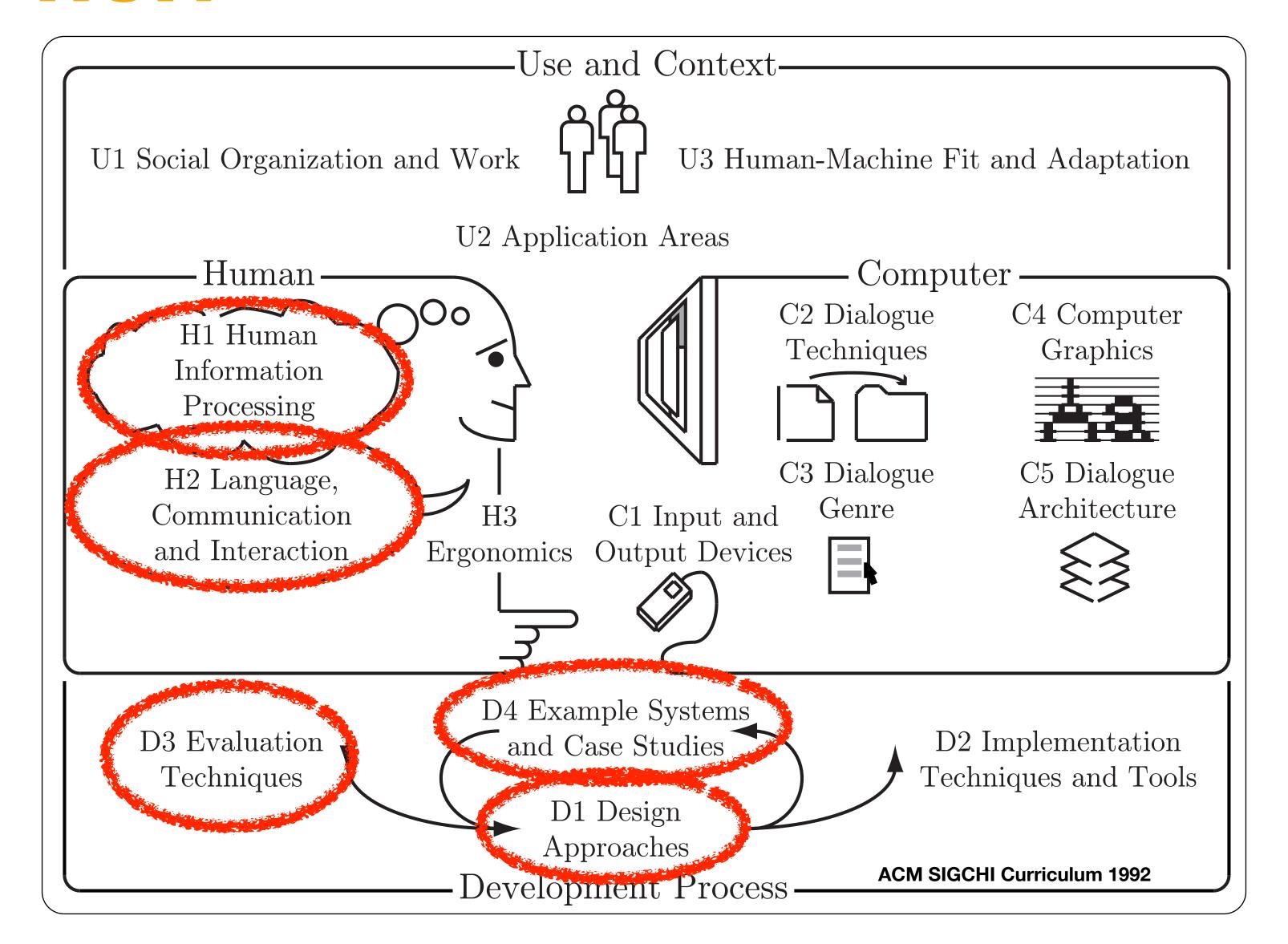




DVD Player (1996)

350,000

What is HCI?





Class Topics

Human

- Performance
- Models of interaction
 - Affordances
 - Mappings
 - Constraints
 - Types of knowledge
 - Errors
- Design principles

Case Studies

- History of HCI
- Visions
- Phases of Technology

Development Process

- Iterative design
- User observation
- Ideation
- Prototyping
- User studies and evaluation
- Interaction design notation



Schedule

Course Introduction, Introduction to Fitts' Law, The CMN Model, Gestalt Laws, Information Content, Visibility, Affordances

Mappings, Constraints, Seven Stages of Actions

Knowledge in the World and Head, Mistakes, Slips

History of HCl 1: From Abacus to Macintosh

History of HCI 2, Midterm Exam Preparation

Visual Design

Midterm Exam

Nov 27th

DIA Cycle, Observing Users, Brainstorming, and Storyboards

Prototyping

Evaluating With and Without Users

Responsiveness, GOMS Model, Interface Efficiency, Golden Rules of Design

Notations I: Grammars, STNs

Notations II: Petri Nets, State Charts, Design in Business

Exam Preparation

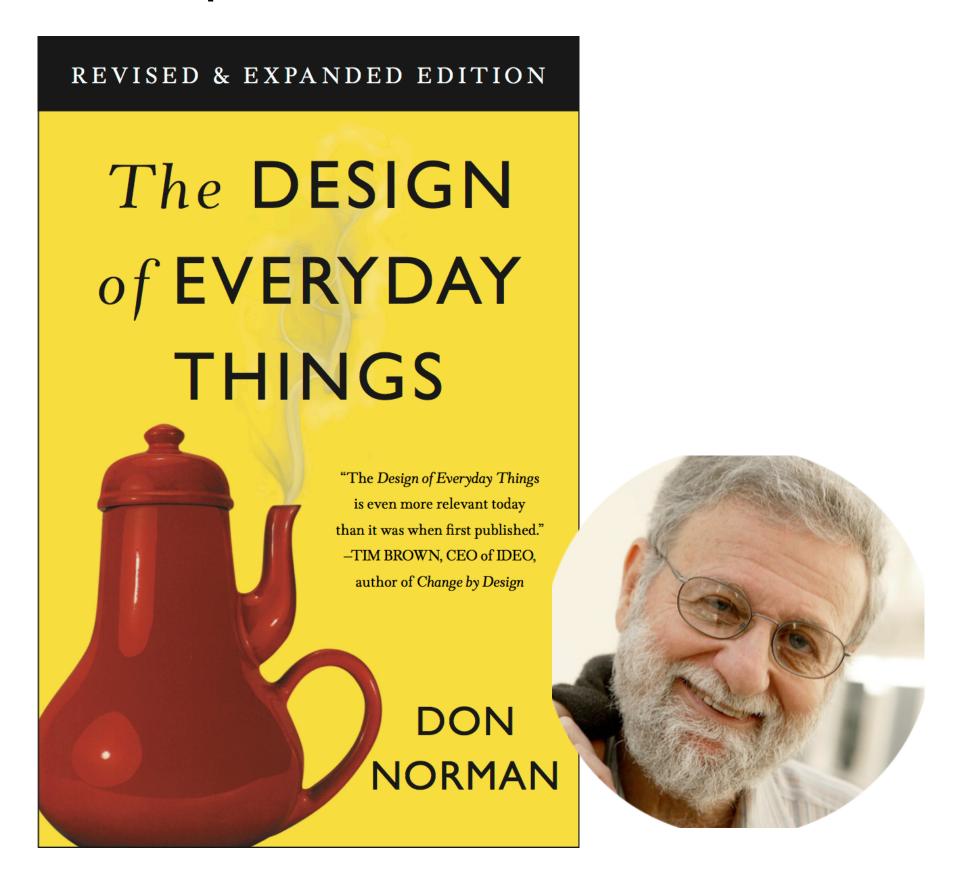
Project Presentations

Jan 29th

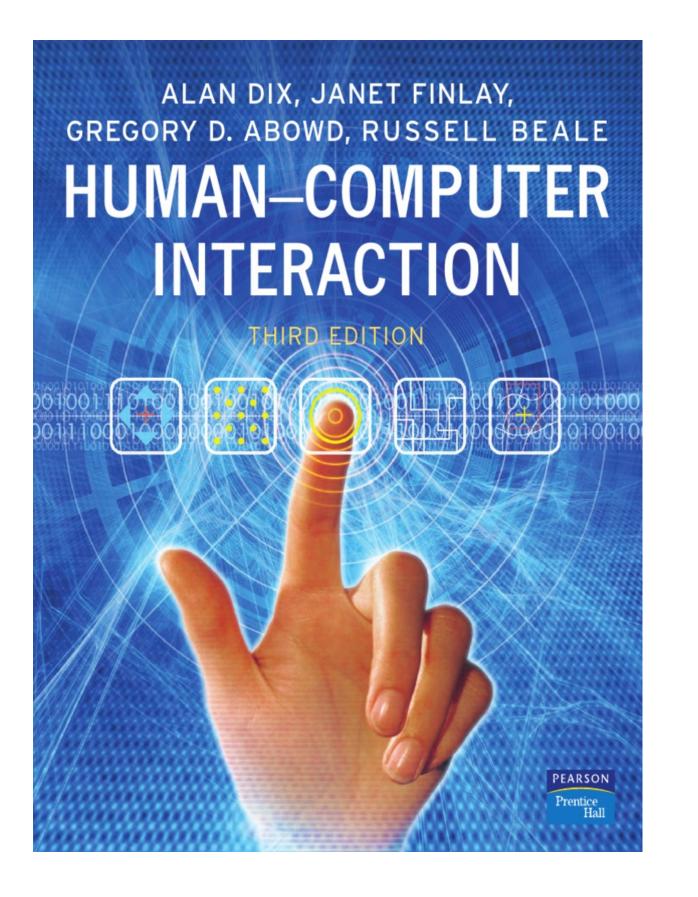
Final Exam 1st Chance

Textbooks

Required Read



Recommended Read





Media Computing Group

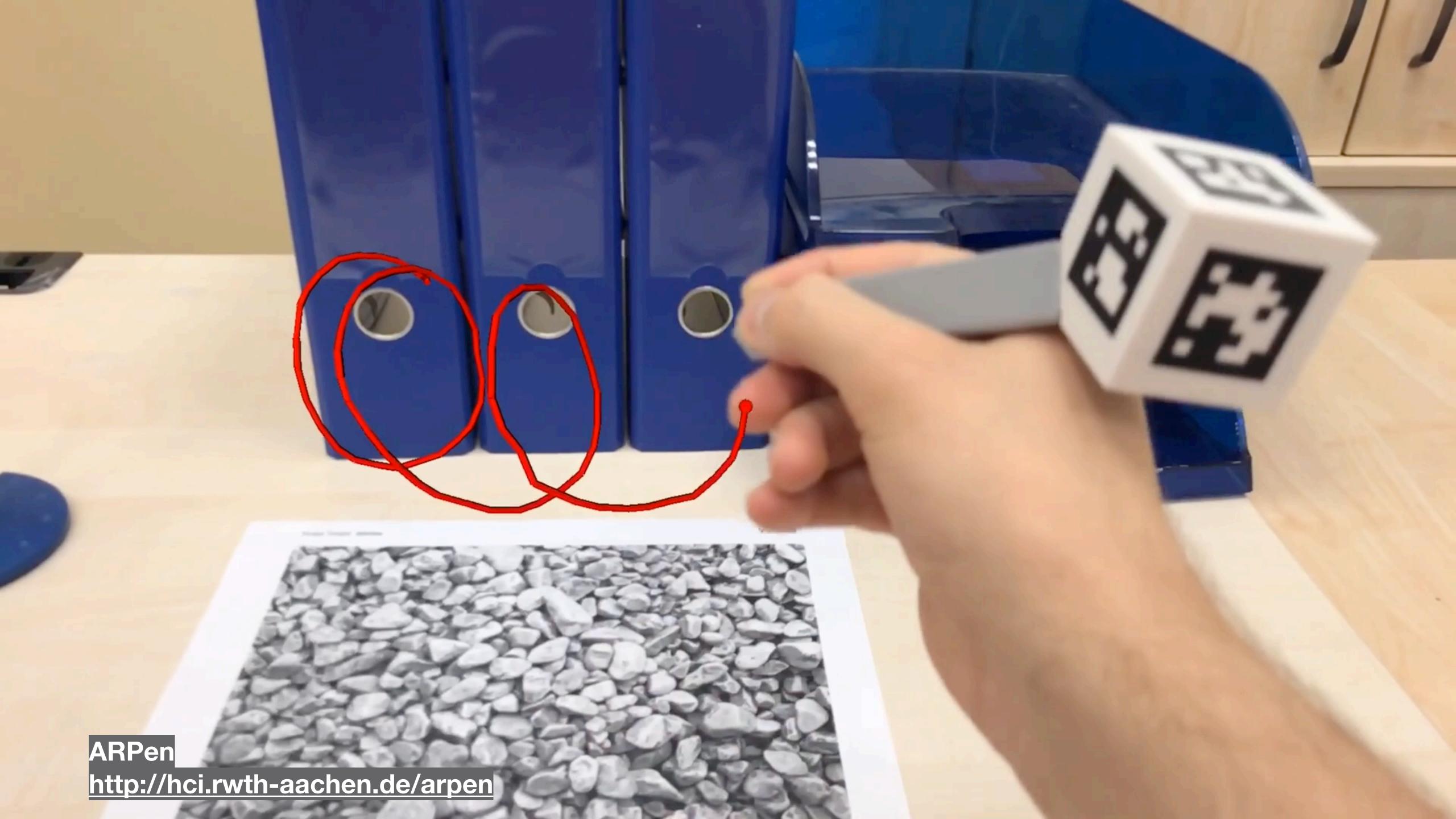


Our Classes



When?	Type	Credits (ECTS)	Name
SS, WS	P	7	The Media Computing Project
WS, SS	S	4	Post-Desktop User Interfaces
SS	V/Ü	6	Current Topics in HCI
WS	V/Ü	6	iOS Application Development
SS	V/Ü	6	Designing Interactive Systems II
WS	V/Ü	6	Designing Interactive Systems I
Only for B.Sc. students			
SS	PS	4	Human-Computer Interaction
SS	SW-Pr	7	M3: Multimodal Media Madness







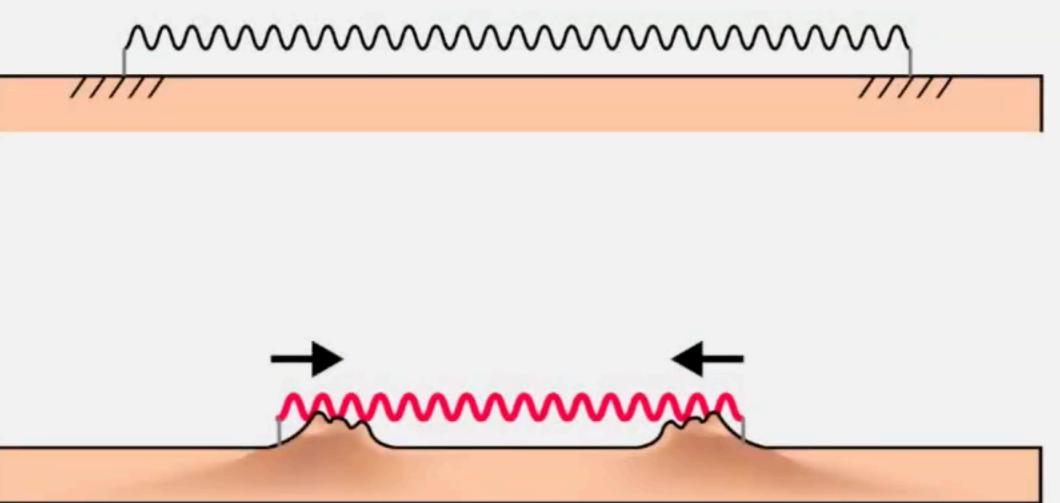


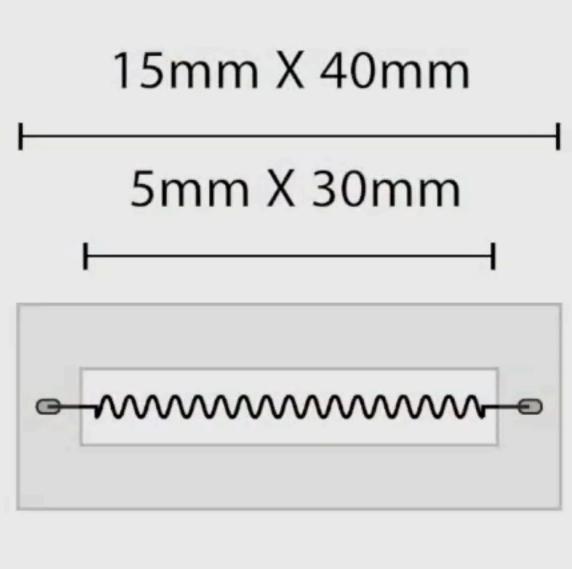
But modern multitouch tables are so big that people can start working on them in separate workspaces.

Tangible Awareness

https://hci.rwth-aachen.de/tangibleawareness

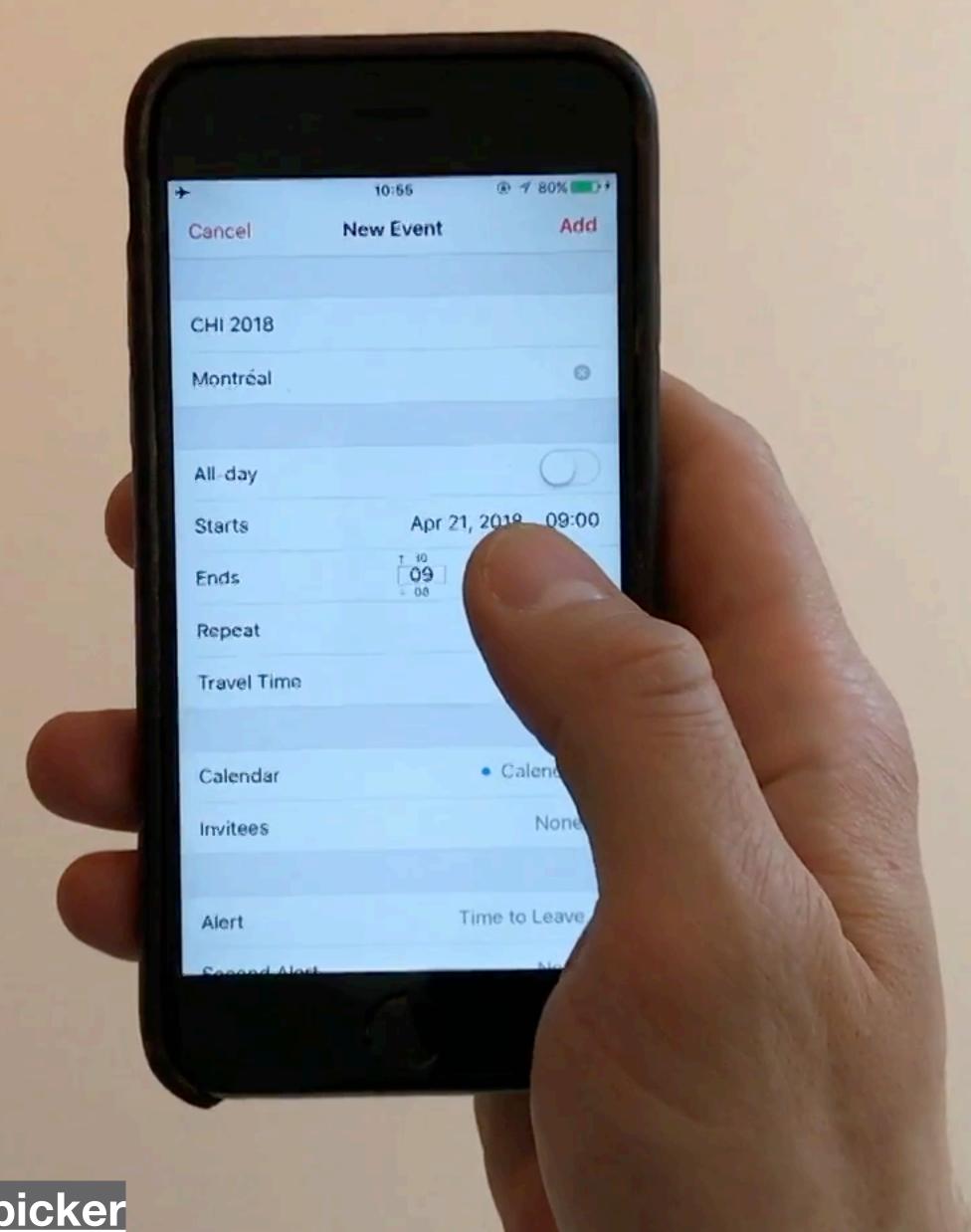










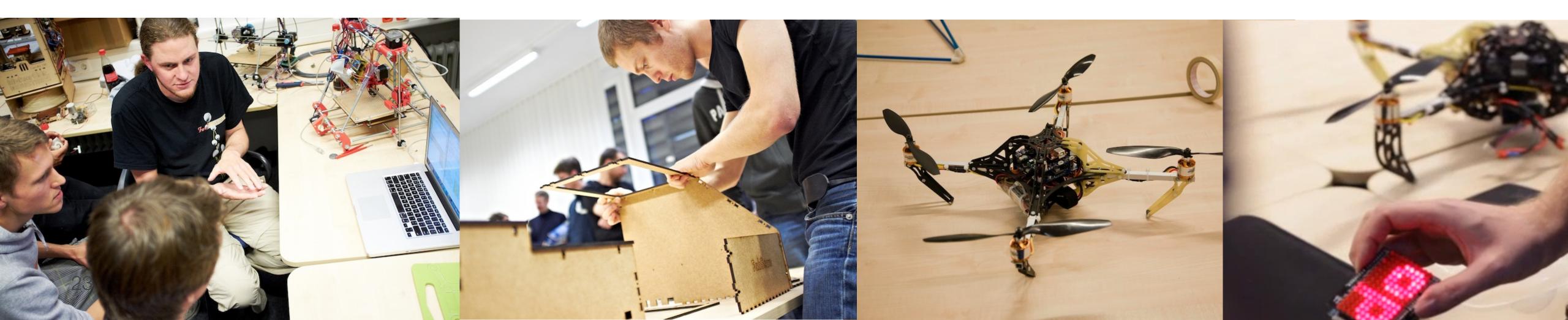


ForcePicker
https://hci.rwth-aachen.de/forcepicker



Aachen Maker Meetup

- People doing strange things with electricity in Aachen
- 3rd Wednesday every month
- Sign up here: https://www.meetup.com/Aachen-Maker-Meetup/



Cocoa Heads Aachen

- CocoaHeads: International meet-ups about Apple's Cocoa Framework for macOS and iOS

- Last Thursday every month
 Next event: Oct. 25, 19:00, Room 2222
- Sign up here: https://www.meetup.com/cocoaheads_ac/



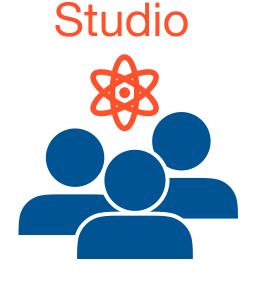
Class Structure



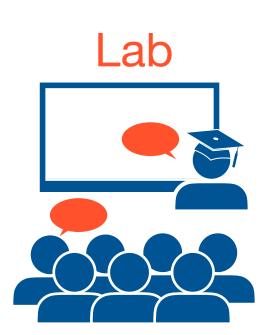
Flipped Classroom



- At Home: Learn from videos with slides at your own pace (2.5 hrs/week), work on group assignments and project (6 hrs/week)
- In Studio: Work on group assignments and final project with one-on-one feedback (1–2 hrs/week)
 - Attendance in studios is required—please make sure you do not take any other classes during this time (Wed. 10–12h)



In Lab: Discuss solutions and new assignments, in-class exercises
 (1.5 hrs/week)



Credits and Grading

- Group-oriented, project-centered
- 6 ECTS Credits
 - 20% assignments, 20% project
 - 25% midterm (60 min): Nov. 27
 (We will announce the time and exam hall shortly.)
 - 35% final exam (60 min): Feb. 4, 14:30–16:00 (We will announce the exam hall a week or two before the exam.)
- To pass the course,
 - You need to pass the final exam (at least 4.0), and
 - Overall, you need an average grade of at least 4.0



Exam Registration

- No need to register for the midterm exam
- No second chance midterm exam unless you have a valid reason (requires a medical certificate)
- Deadline to register: Wednesday, Jan. 15, 23:59 (for both final exams)
 - If you fail the first final exam, there will be a short period to register for the second chance
 - Do not register just for the second chance final directly (possible, but not recommended)



In-Class Experiment 1: Eye Movement

- Work in pairs of 2
 - Read the paragraph handed out
 - Have your friend observe your eye movements while you're reading



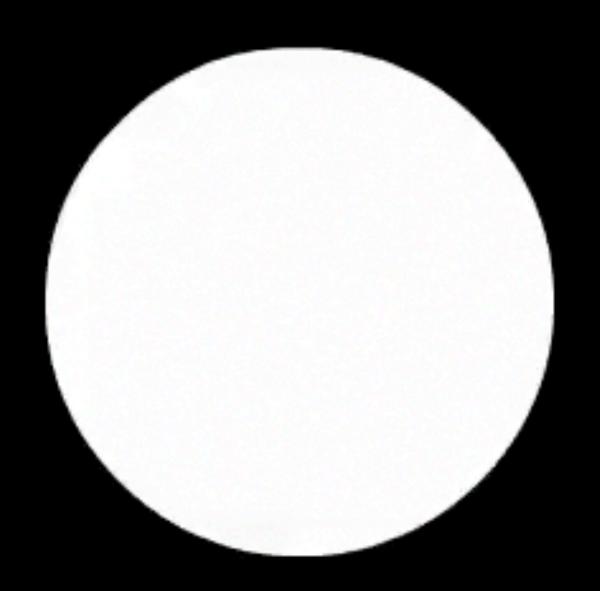


Read the text on the net slide.

Afterwards you will be asked a question about the information in the text.

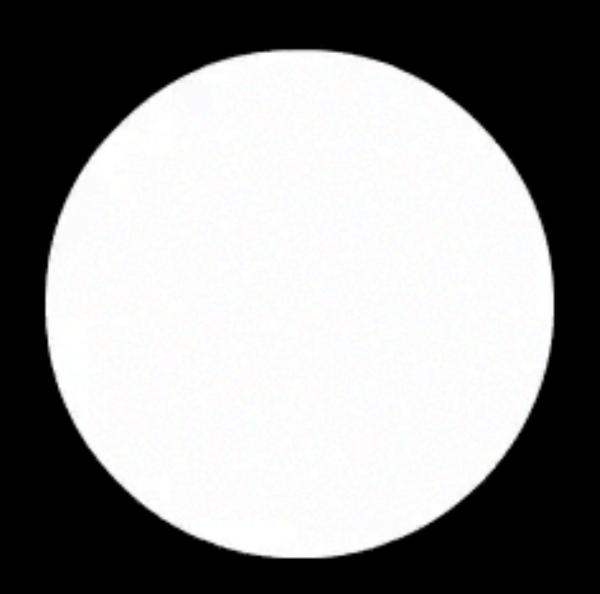
Press the SPACE bar once you have finished reading the text and are ready to answer the question.

In-Class Experiment 2: Bloch's Law



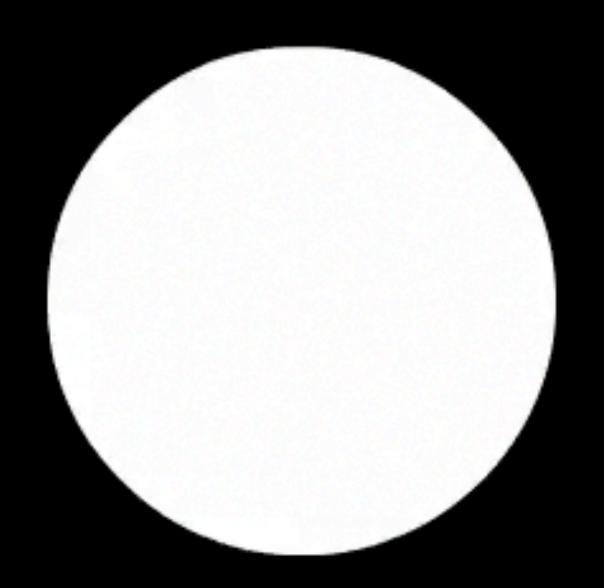
A

In-Class Experiment 2: Bloch's Law



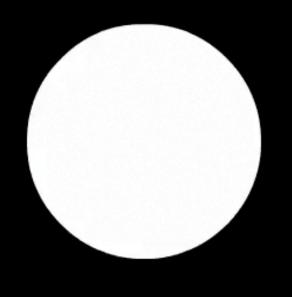
B

In-Class Experiment 2: Bloch's Law

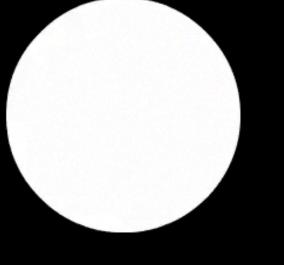


C

A: 0 ms delay



B: 50 ms delay



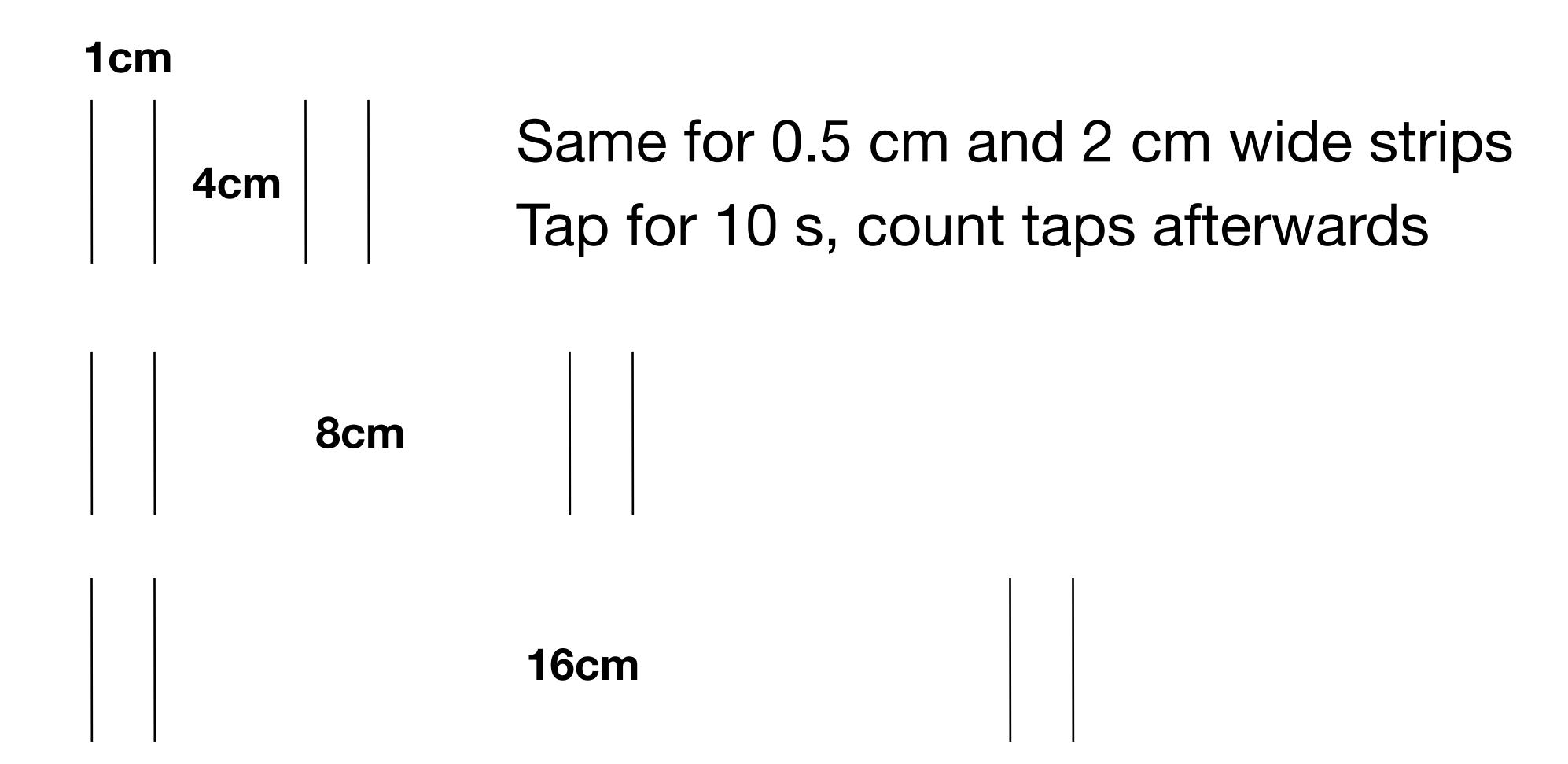
C: 100 ms delay

In-Class Experiment 3: Memory

- Digit experiment
 - Choose 5 digits secretly from your sheet, then read them to your neighbor
 - Have her count backwards aloud from 50
 - Have her answer some other question (like what she had for dinner 3 days ago)
 - Does she still remember the entire 5-digit sequence correctly?
- Switch roles, repeat with 9 digits
- Finally, switching roles again, read the long sequence of numbers to your neighbor, stopping somewhere suddenly
 - How many of the last numbers can she repeat (in order) immediately?



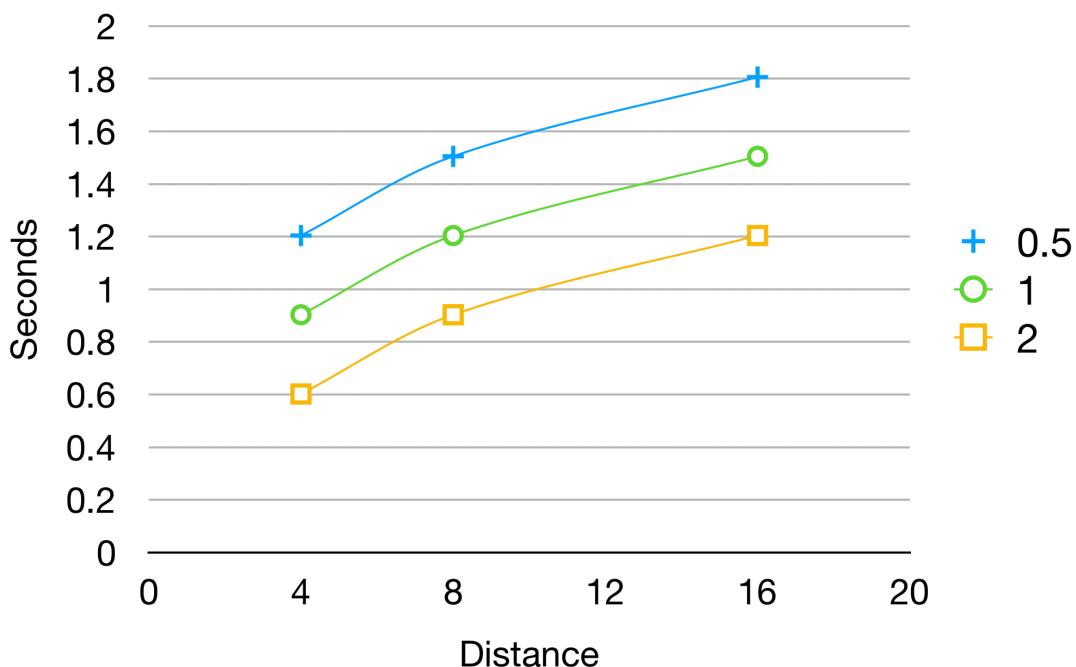
In-Class Experiment 4: Fitts' Law



Tapping Task Results

 Doubling the distance adds roughly a constant to execution time

- ⇒ indicates logarithmic nature
- Doubling the target width (W) gives about same results as halving the distance (D)
 - ⇒ indicates connection of D/W in formula





Summary

- HCI is about people, technology, and design
- This class is your ticket to our other classes, cool thesis projects, and HiWi jobs
- You've experienced that mathematical laws seem to govern your perception, memory, and movement—watch the videos for answers!

Link for videos are on the course landing page: http://hci.ac/dis



What to Do Now

- Watch videos 1.4., 1.4.1., and 1.4.2. on our YouTube channel, see http://hci.ac/dis
- Hand in your signed Declaration of Compliance form



What to Do Next

- Before next Tuesday, Oct. 29:
 - Finish watching videos for the first and second week on YouTube, see http://hci.ac/dis
 - Buy Don Norman's *The Design of Everyday Things* (2nd edition, 2013) (required read)
 - Read Dix' *Human-Computer Interaction*, chapter "The Human" (pp. 11–59) (PDF will be made available on Moodle)
 - Submit Assignment 1 via RWTHmoodle before 9 am

