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
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
• 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
GRADING RUBRIC

PROBLEM 1 (TOTAL POINTS: 10)

1. **GOT CORRECT ANSWER: 10 PTS**
   - *YAY!!*
2. **USED CORRECT FORMULA, BUT MADE MATH ERROR: 8 PTS**
   - *TSK TSK...*
3. **SORT OF KNEW WHAT TO DO, BUT USING WRONG FORMULA: 6 PTS.**
   - *SO CLOSE!*
4. **OBVIOUSLY HAD NO CLUE BUT GAVE IT THE OLD COLLEGE TRY: 2 PTS**
   - *NICE TRY.*
5. **LEFT IT BLANK: 0 PTS**
   - *DO YOU EVEN CARE!?*
6. **COMPLETE NONSENSE: -10 PTS**
   - *ARE YOU EVEN IN THE CLASS??*
7. **FORGOT TO PUT THEIR NAME ON THE TEST: -100 PTS**
   - *AND YOU'RE IN COLLEGE??*
8. **SPELLING/GRAMMAR ERROR: NOT ON MY WATCH.**

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...”
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?
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