

# Designing Interactive Systems I: Lab I

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Media Computing Group  
RWTH Aachen University  
Winter term 2011/2012  
<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

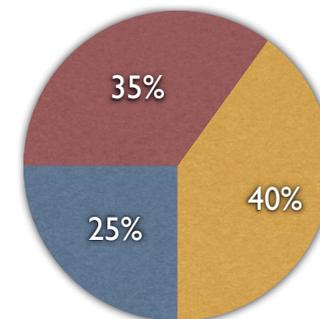


## Registration

- Step-by-step guide: <http://hci.rwth-aachen.de/dis>
  - BSc taking for MSc: email to [chat@cs.rwth-aachen.de](mailto: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



## Passing Criteria



- Exam Part 1
- Exam Part 2
- Assignment + Projects

- 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



# L2P

Type	Name	Status	File Size	Modified By	Modified
Assignments	Assignments			Chalchavan Wacharamanotham	10/25/2010 1:45 PM
Slides in progress	Slides in progress			Chalchavan Wacharamanotham	10/27/2010 5:13 PM
Supplementary documents	Supplementary documents			Chalchavan Wacharamanotham	10/25/2010 1:45 PM

- 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



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# GRADING RUBRIC

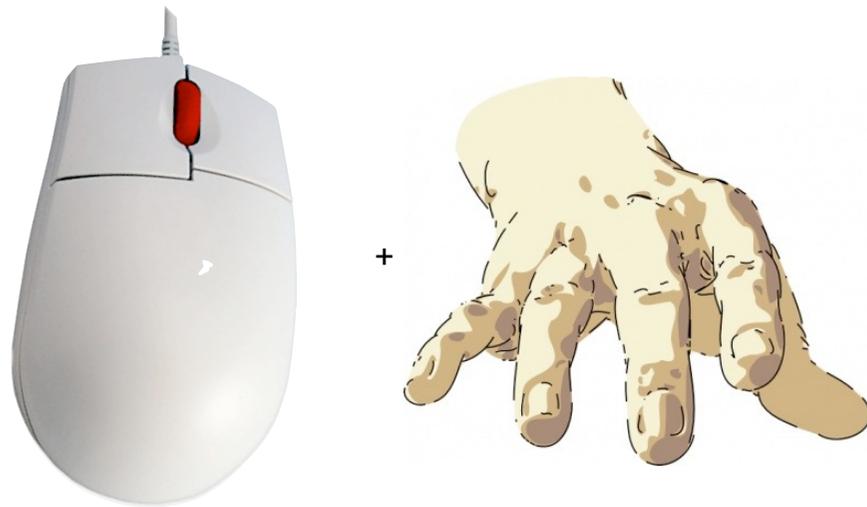
PROBLEM 1 (TOTAL POINTS: 10)



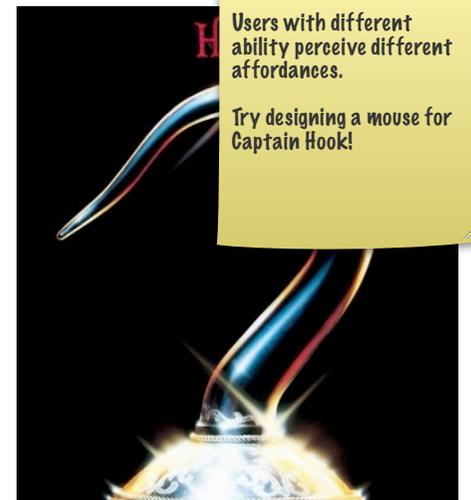
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# Affordances

- “...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!



## Assignment I: 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



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