Designing Interactive Systems I: Lab 4

Prof. Dr. Jan Borchers
Chat Wacharamanatham
Simon Völker

Media Computing Group
RWTH Aachen University
Winter term 2011/2012
http://hci.rwth-aachen.de/dis

Pitfalls in A01

• You have to understand the purpose of the design before critique it.

Pitfalls in A01

• Bad design ≠ limited functionality

Pitfalls in A01

• Comparing two irrelevant designs
Pitfalls in A01

- Conceptual model is not how a designer create the mental model
  - It is how the user creates the mental model
  - You can not do “conceptual modeling”

Video Prototyping

- Visualize the behavior of a system
- Videotaping brief instances in the user of the system
- Cut together to tell a scenario
- Great for envisioning futuristic system
- Example: Sun’s Starfire, Apple’s Knowledge Navigator

Pitfalls in A01

- Terminologies
  - Object usually have multiple affordances
  - Natural mapping or mapping naturally
- Process
  - Division of labor is good, but please read and discuss each other’s work

Video Prototyping Examples

- Starfire: [http://www.youtube.com/watch?v=jhe1DFY-SsQ](http://www.youtube.com/watch?v=jhe1DFY-SsQ)
- Knowledge Navigator: [http://www.youtube.com/watch?v=QRH8eimU_20](http://www.youtube.com/watch?v=QRH8eimU_20)
Discussion

• Why video prototyping was chosen for Starfire and Knowledge Navigator?

• What were techniques that are used to simulate the system?

• If you will create prototypes to illustrate the same points in the present time, what allows you to do differently?