

# Designing Interactive Systems I: Lab 4

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# Pitfalls in A01

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



# Pitfalls in A01

- Bad design ≠ limited functionality



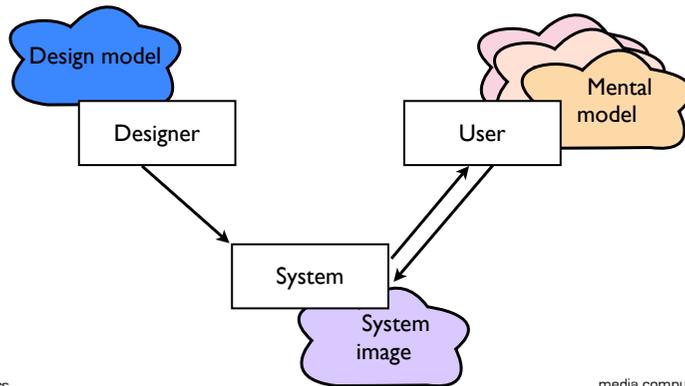
# Pitfalls in A01

- Comparing two irrelevant designs



# Pitfalls in A0I

- 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”



# Pitfalls in A0I

- 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

- 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**



# Video Prototyping Examples

- **Starfire**: <http://www.youtube.com/watch?v=jheIDFY-SsQ>
  - Script, feature videos, paper:  
<http://www.asktog.com/starfire/>
- **Knowledge Navigator**:  
[http://www.youtube.com/watch?v=QRH8eimU\\_20](http://www.youtube.com/watch?v=QRH8eimU_20)



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# 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?

