Designing Interactive Systems I
Course Introduction

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Media Computing Group
RWTH Aachen University

WS 2016/17
http://hci.rwth-aachen.de/dis
Course Format

• Prof. Borchers is away from RWTH and is not available for teaching

• But...you can still take the course!

• How?
  • Take a look at video recordings of lectures from the previous year via iTunes U
  • Attend labs (every Monday, 12:15–14:45h at AH IV)
  • Do assignments and project
<table>
<thead>
<tr>
<th>Date</th>
<th>Lab Topic</th>
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</thead>
<tbody>
<tr>
<td>17.10.2016</td>
<td>Introduction to the Course</td>
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<tr>
<td>24.10.2016</td>
<td>L01: Fitts' Law + CMN Model</td>
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<td></td>
<td>A01: Fitts' Law</td>
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<td>31.10.2016</td>
<td>L02: A01 Review</td>
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<td>A02: Gestalt Laws</td>
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<td>07.11.2016</td>
<td>L03: A02 Review</td>
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<td>A03: Seven Stages of Action</td>
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<td>14.11.2016</td>
<td>L04: A03 Review</td>
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<tr>
<td>21.11.2016</td>
<td>Midterm Preparation</td>
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<tr>
<td>28.11.2016</td>
<td>No Lab!</td>
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<tr>
<td>29.11.2016</td>
<td>Midterm Exam</td>
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<tr>
<td>05.12.2016</td>
<td>Midterm Review</td>
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<tr>
<td>09.01.2017</td>
<td>P03: Project Review (M2: User observation, interviews + Low-fidelity Prototype)</td>
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<td>23.01.2017</td>
<td>P05: Project Review (M4: Medium-fidelity Prototype)</td>
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<td>30.01.2017</td>
<td>P06: Project Review (M5: Evaluation of Medium-fidelity Prototype)</td>
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<td>06.02.2017</td>
<td>Final Exam Preparation</td>
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<tr>
<td>14.02.2017</td>
<td>Final Exam</td>
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</table>
• Write an email to **Krishna** ([krishna@cs.rwth-aachen.de](mailto:krishna@cs.rwth-aachen.de)) if you have any questions

• Please prefix "[DISI]" to the subject line of your email :)
Tabletop Tower Defense:
http://hci.rwth-aachen.de/moellers
• People doing strange things with electricity in Aachen

• Monthly — next meeting: **Wednesday, Oct. 19, 18:30 (Room 2222)**

• [http://www.dorkbot.de](http://www.dorkbot.de)
• CocoaHeads: International meet-ups about Apple's Cocoa Framework for macOS and iOS

• Monthly — next meeting: Thursday, Oct. 27, 2016, 19:00 (Room 2222)

• Topic: "Tangibles on Capacitive Touchscreens"

• http://www.cocoaheads.de
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Usability Sells

- DVD Player (1996): 350,000
- iPhone (1st Q'07): 1,000,000
- iPad (1st 80d '10): 3,000,000

Source: CNBC
Format

• Hands-on; you need to be able to work in groups!

• Credits (6 ECTS)
  • 40% assignments and project
  • 25% midterm exam: **Tuesday, Nov. 29, 2016, 14:00–16:00h**
  • 35% final exam: **Tuesday, Feb. 14, 2017, 14:00–16:30h**

• 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
Details

• Work time @uni vs. @home is roughly 1:2!

• Limited to 60 seats (already: 100 registrations)
  • Register via Campus Office **as soon as possible!**

• Registration result: next Monday

• We give priority to those who need DIS 1 as compulsory course

• Erasmus student? Send **Krishna** (krishna@cs.rwth-aachen.de) an email with your TIM name, first name, last name, matriculation number, and RWTH-email address
Details

- New exam registration regulations
- Possibility to register for the second chance exam directly
- Deadline: **Nov. 18, 2016, 23:59** (for both)
  - If you fail the first exam, there will be a short period to register for the second chance
  - Important for B.Sc.: no automatic registration for the second exam
### Media Computing and HCI

<table>
<thead>
<tr>
<th>SS, WS</th>
<th>Schedule</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>SS</td>
<td>S</td>
<td>Post-Desktop User Interfaces</td>
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<tr>
<td>SS</td>
<td>V3Ü2</td>
<td>Current Topics in HCI</td>
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<tr>
<td>WS</td>
<td>V3(Ü2)</td>
<td>iPhone Application Programming</td>
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<tr>
<td>SS</td>
<td>V3Ü2</td>
<td>Designing Interactive Systems II</td>
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<tr>
<td>WS</td>
<td>V3Ü2</td>
<td>Designing Interactive Systems I</td>
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<tr>
<td>WS</td>
<td>PS</td>
<td>Human-Computer Interaction</td>
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<tr>
<td>SS</td>
<td>SW-Pr</td>
<td>M3: Multimodal Media Madness</td>
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Class Topics

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

History
- History of HCI
- Visions
- Phases of Technology

Design Process
- Iterative design
- User observation
- Ideation
- Prototyping
- User studies and evaluation
- Interaction design notation
Groups for Assignments

- Form groups of 3 (!) people
- Grab a sheet
- Write down the name, matriculation number, and e-mail address (@rwth-aachen.de) of each group member
- Return the sheet to Krishna by the end of the lab!
Next Week

• Have a look at other lectures this week and decide whether you want to take DIS 1 or not.

• If not, please deregister as you will otherwise block other students’ seats.

• Registration results: **24th October, 2016** (next Monday)

• **Watch the first lecture on iTunes U**

• **Do not forget to register for the exam!**

• Next lab: **Monday, Oct. 24, 12:15–14:45h at AH IV**