

Usability

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Impulsvortrag für Entwickler • Teil I • 23.09.2020

RWTHAACHEN
UNIVERSITY

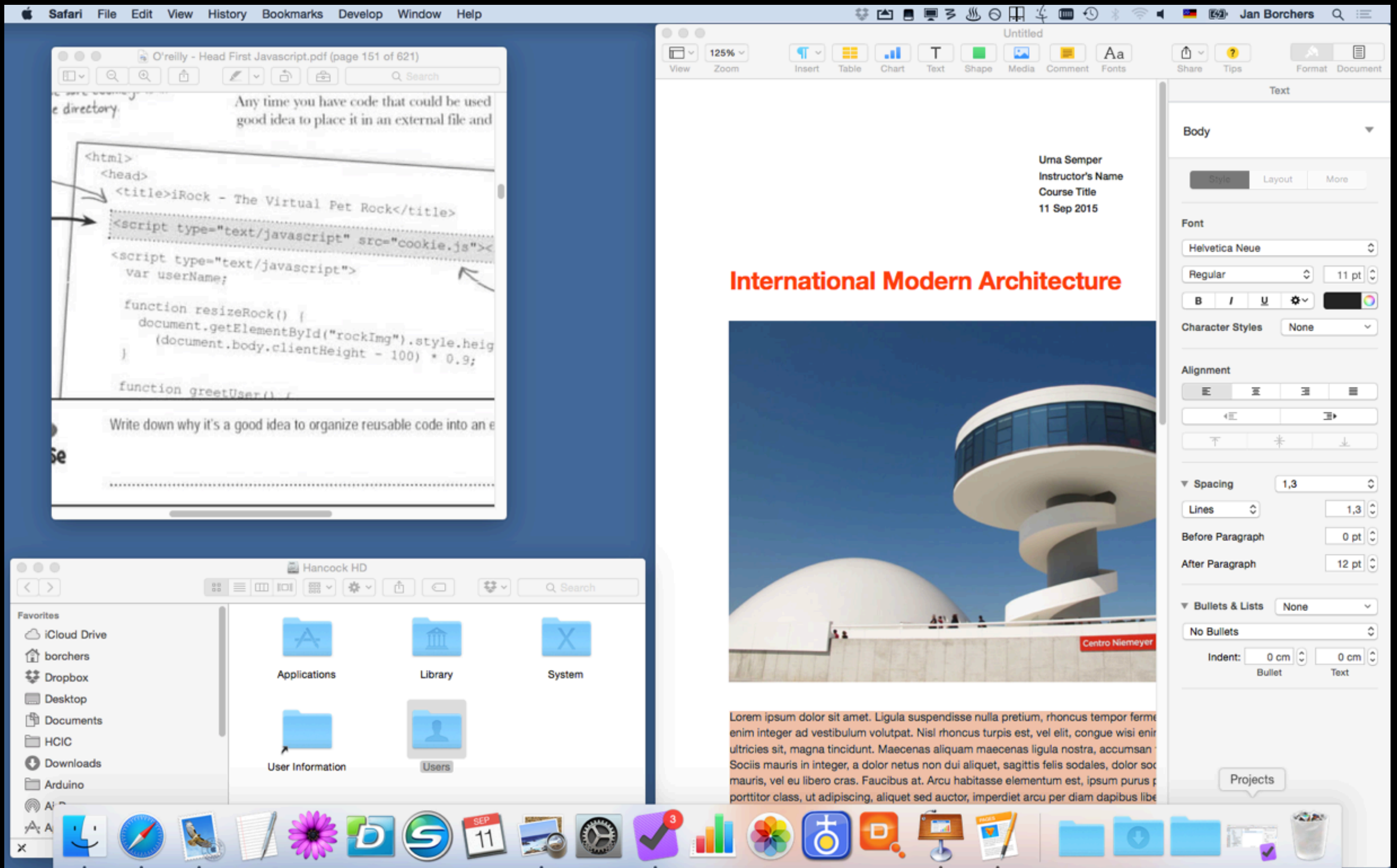
The background of the slide is a photograph of the RWTH Aachen University main building, a large, multi-story stone structure with many arched windows. In the foreground, there are silhouettes of people walking and a large tree on the right side. The sky is clear and blue.

RWTH AACHEN UNIVERSITY

Lehrstuhl Medieninformatik und
Mensch-Computer-Interaktion

UX Design & Technologie

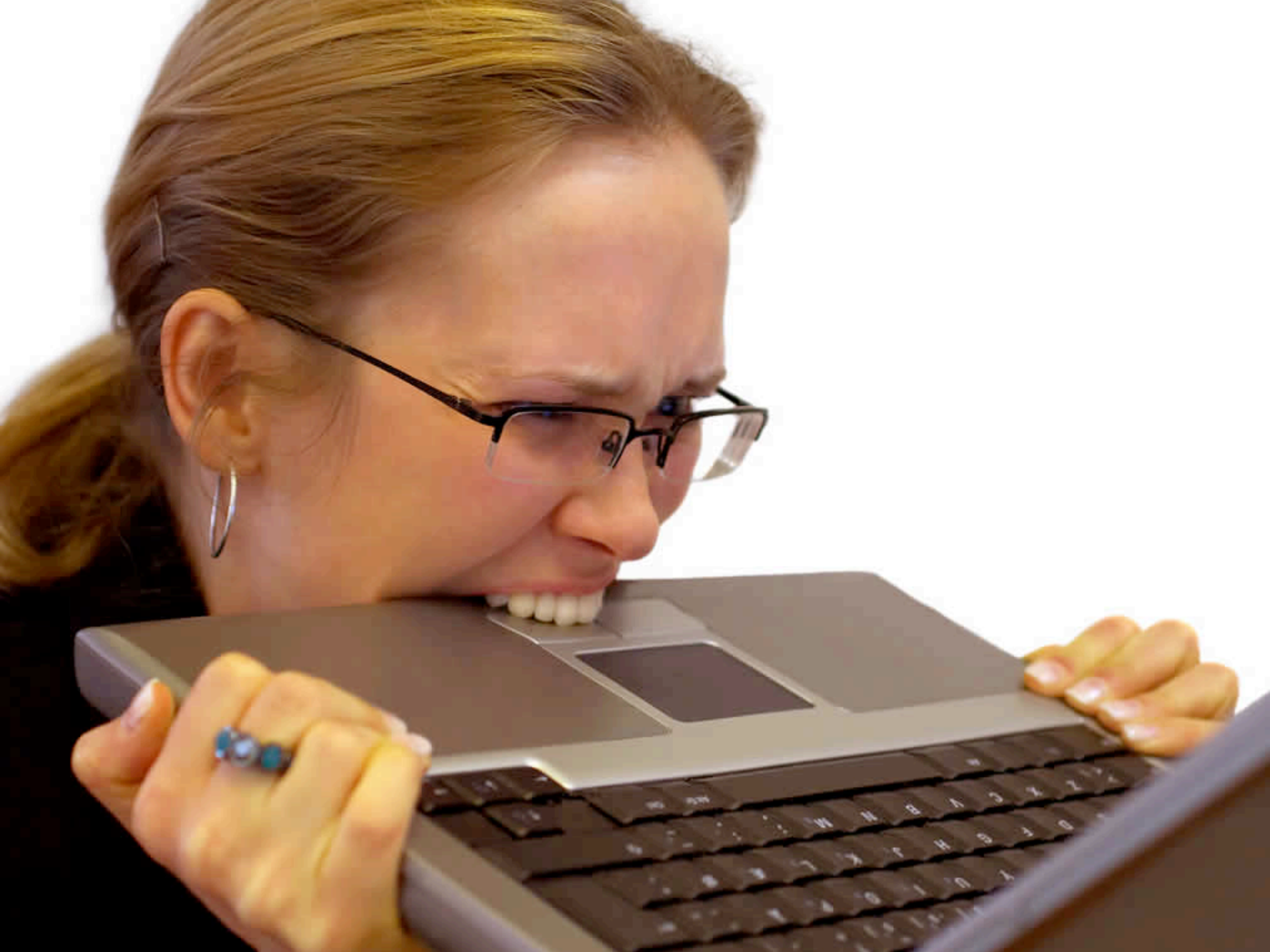
AirBus • Apple • ARD • Bayer • BMBF • Daimler •
Handelsblatt • OTIS • Scout24 • Telekom







	Units	Type	H Description	Status	Amt	Dimensions	Gf	COSTM	Rate	Charge	*
▶	1	CRATE *	CRATE *		91	94	97	25x25x30	97	50.00	40.50
	1	ZMAN *	2 MAN P&D *						40.00	40.00	
	2	CRATE *	CRATE *		500		1,426	50x48x48	1,426	50.00	713.00
*	@	* *	* *						0.00	0.00	



A. Produkt-Guidelines

B. Prozess-Guidelines

A. Die Goldenen Regeln für interaktive Produkte

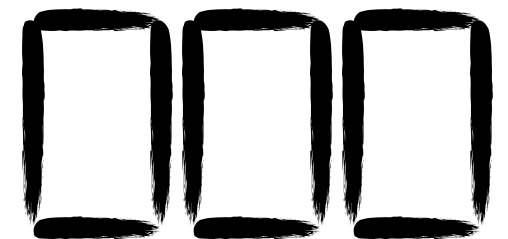
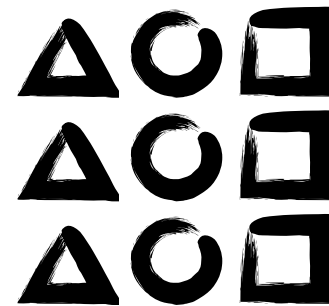
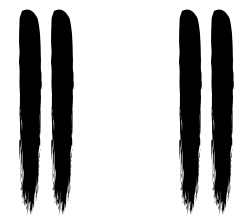
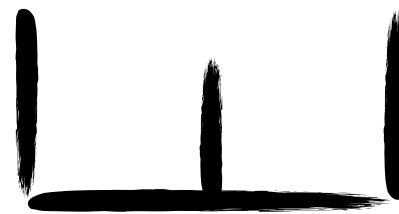
I. Einfachheit

User • Task • Kontext

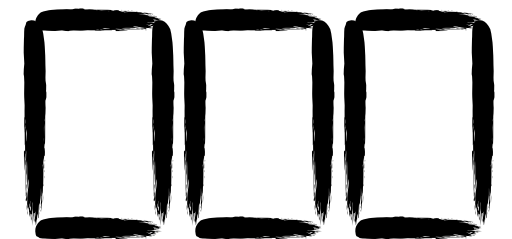
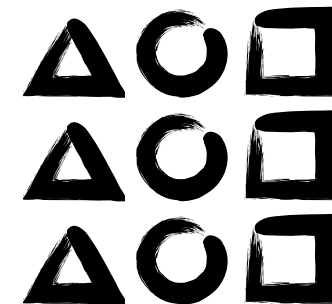
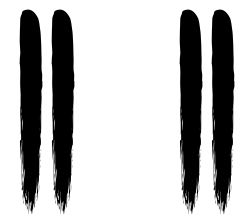
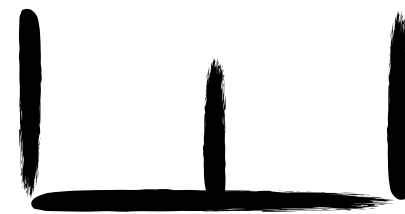
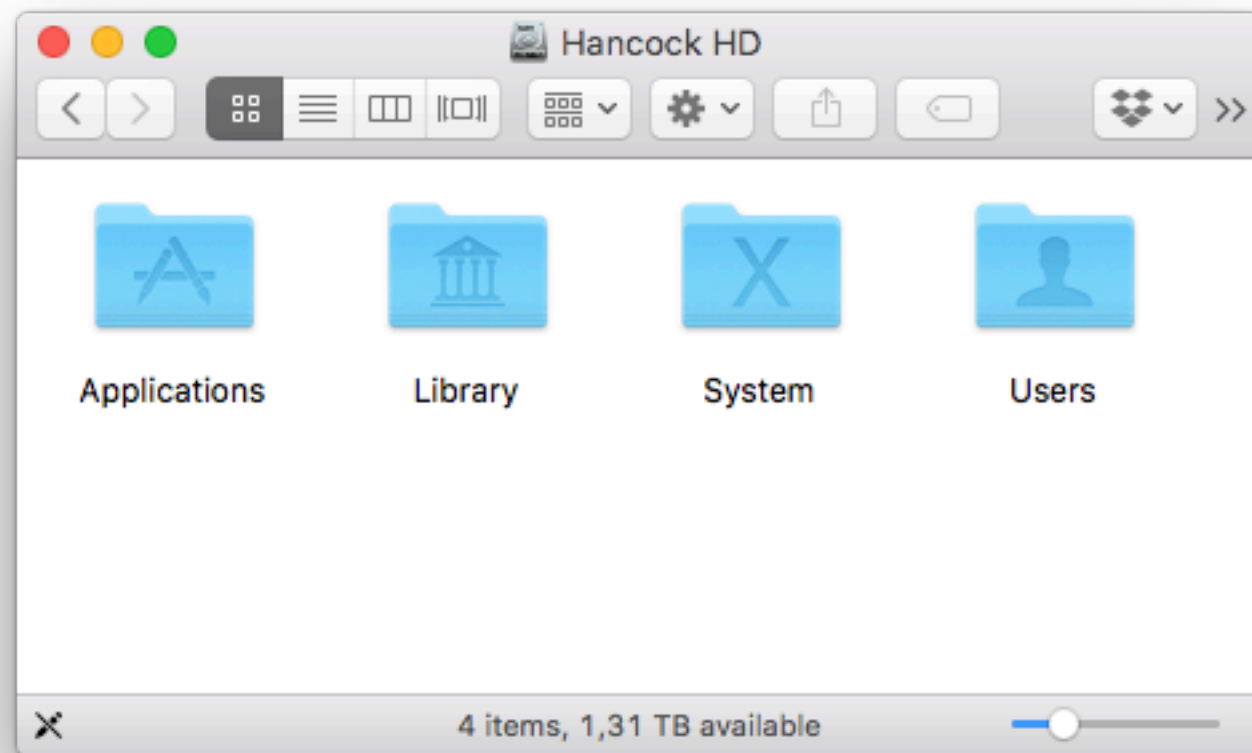




2. Gestaltgesetze



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3. Sichtbarkeit und Feedback



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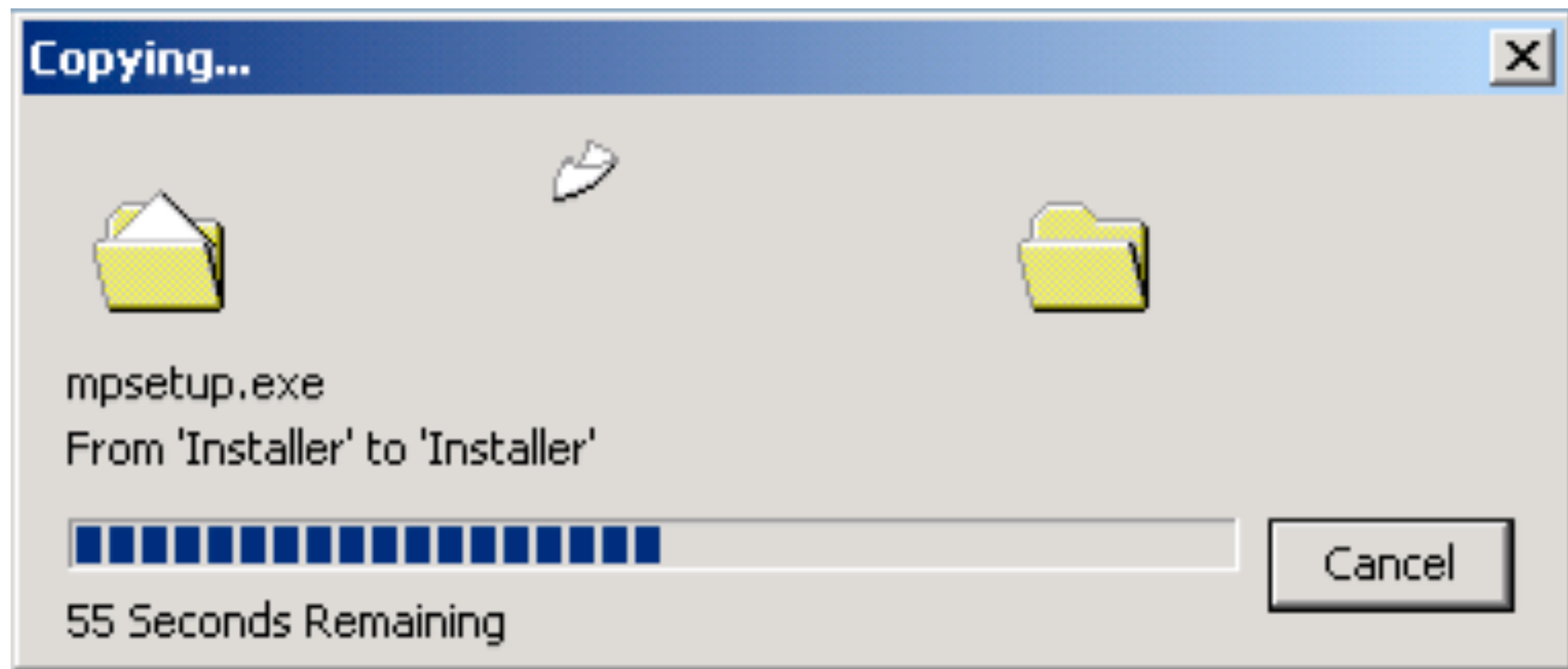
3. Sichtbarkeit und Feedback



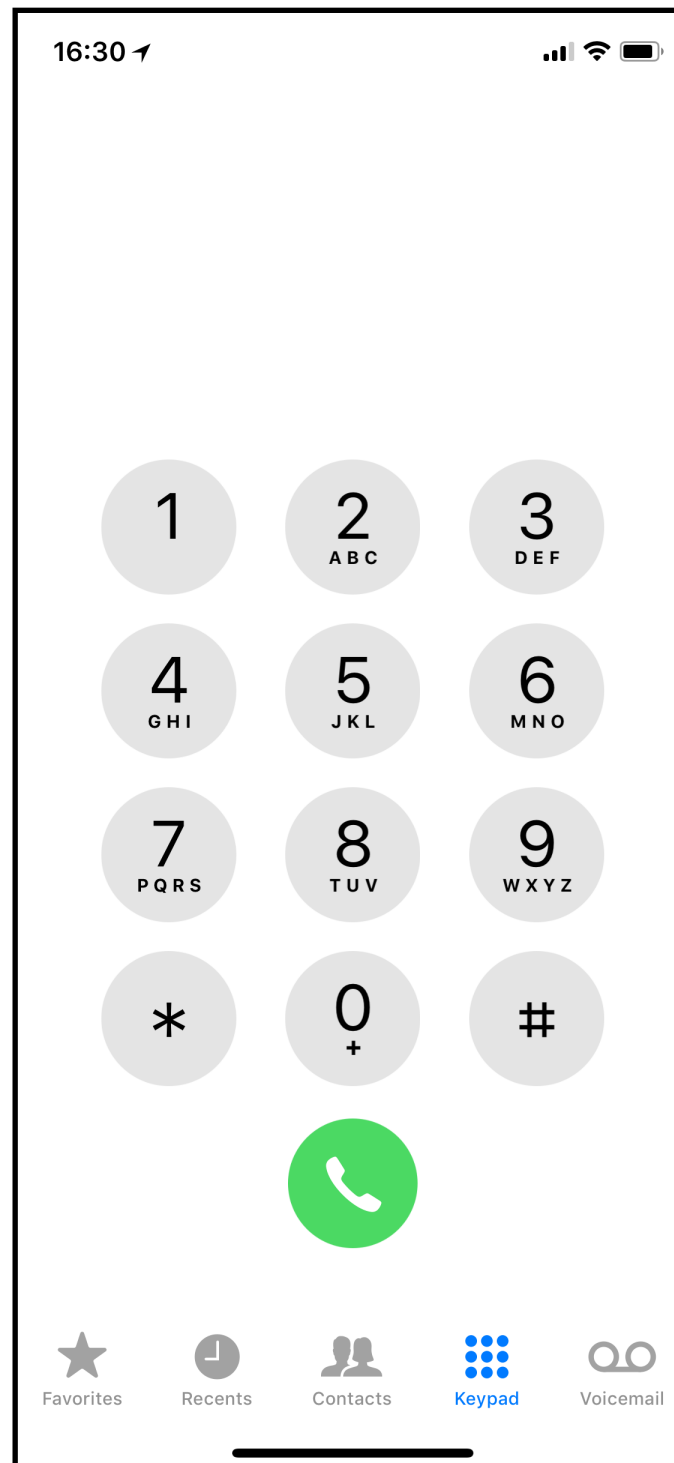
3. Sichtbarkeit und Feedback



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3. Sichtbarkeit und Feedback



Lesetipp:
Bret Victor