



Designing Interactive Systems I: Lab 4

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<http://hci.rwth-aachen.de/dis>



Pitfalls in A01

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



Pitfalls in A0 I

- Bad design \neq limited functionality



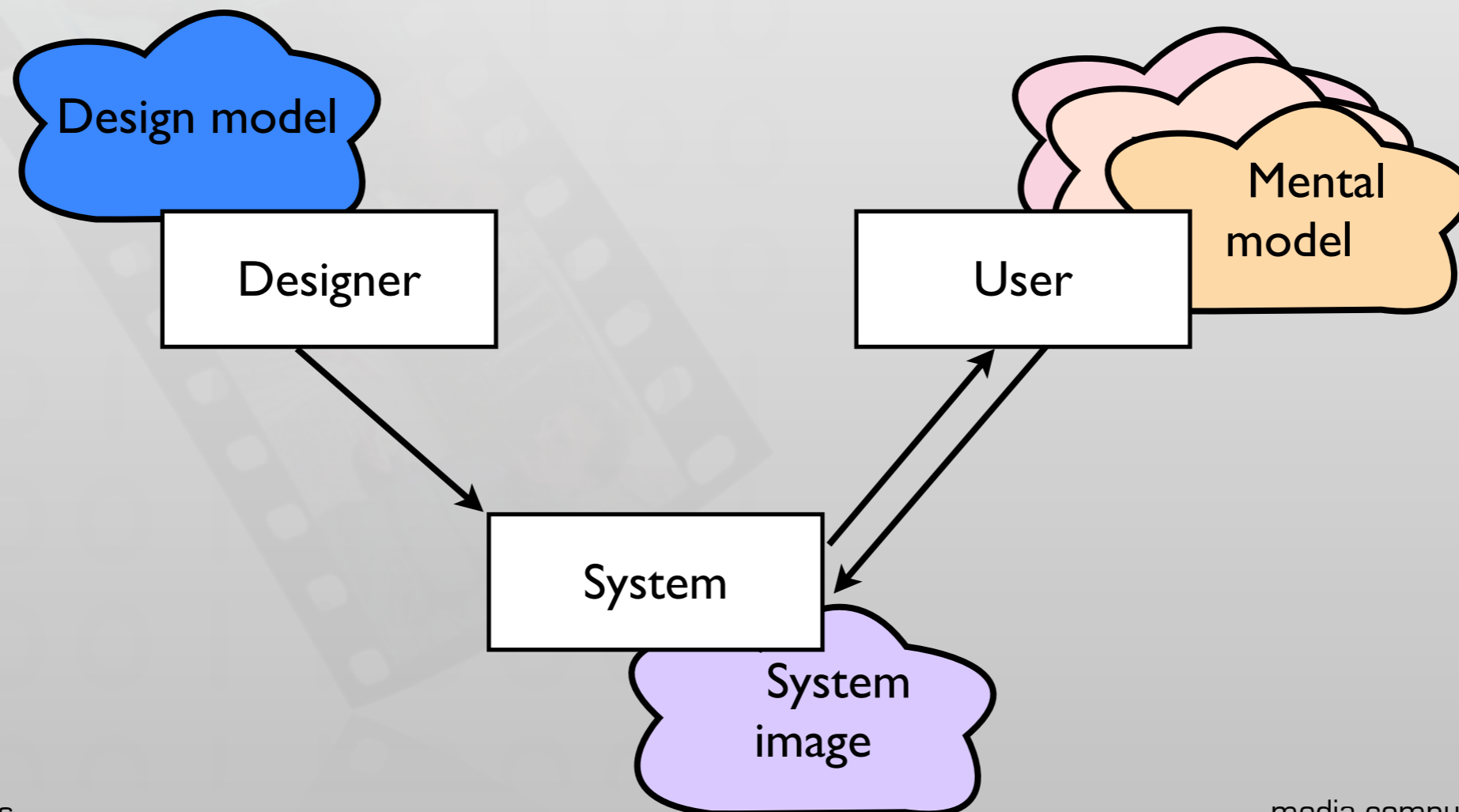
Pitfalls in A0 I

- 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 A0 I

- 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



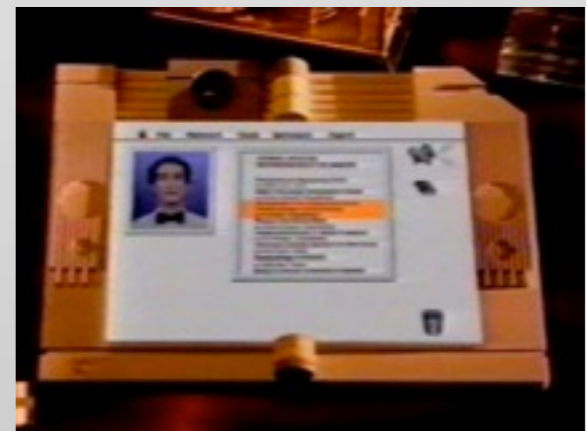
Video Prototyping

- 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



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?

