

Overview

Designing Interactive Systems I: Lab 9

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- Presentation Guide
- Fitts's law exercise
- Exam topics
- Project coaching



The First Two Questions

- After the presentation, the audience should be able to answer these questions:

1. Who are the users?

2. What do they want to do with the system?

- Test your hardware setup before the presentation date
- Plug your hardware during the Q&A time of the previous group
- Engage audience with visual and sound
- Have team member help you during the presentation
 - 2-3 speakers
 - The rest can help in demo and/or role play
- Make audience laugh
- Give some thought for the audience to take away
- The show must go on



Presentation: Avoid

- Take than 10 minutes
 - You will be mercilessly kicked out
- Hardware setup problems: projector, sound
 - If your hardware doesn't work, you will be queued after the last group
- Software demo is not working
- Show routine screens, e.g., login, register
- Too much information that is well-known for the audience
 - Your audience has already taken DISI
- Reading bullet points on the slides



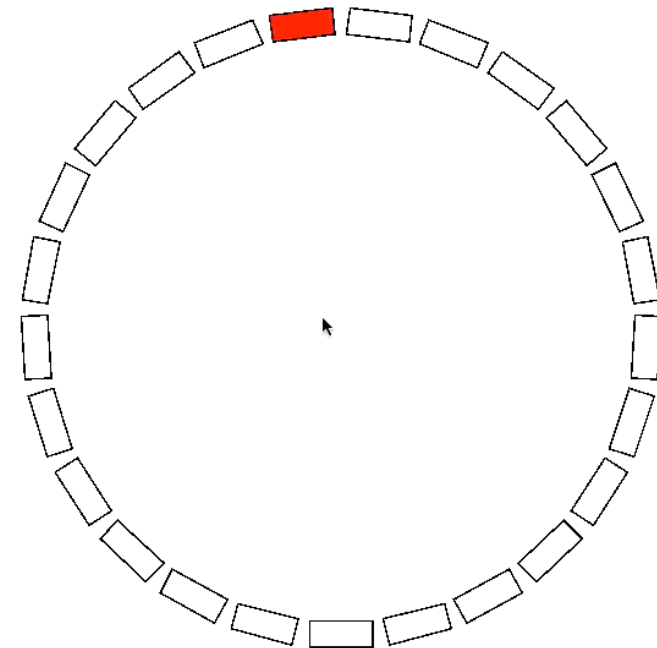
Start with PUNCH

- Primacy effect: people remember the beginning more strongly
- Make it **Personal**
- Do/say something **Unexpected**
- Show/tell something **Novel**
- **Challenge** assumptions
- Tap emotions with **Humors**

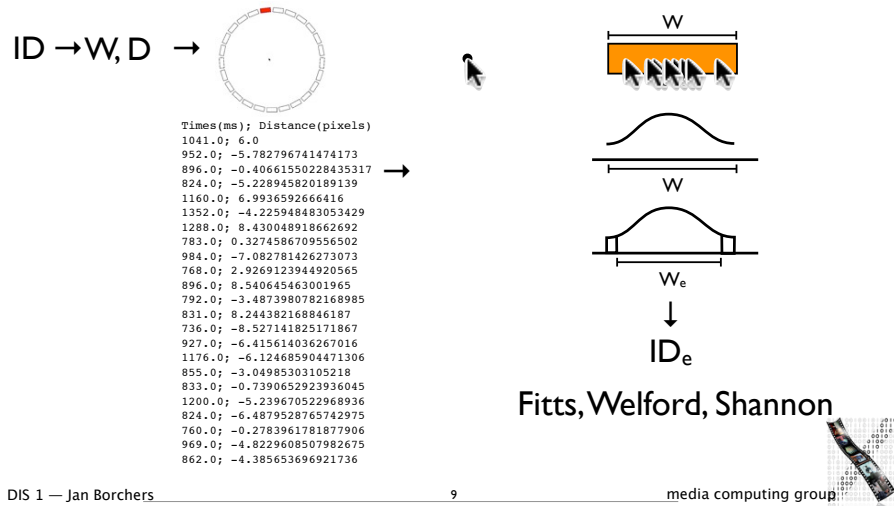


Make Your Presentation “Sticky”

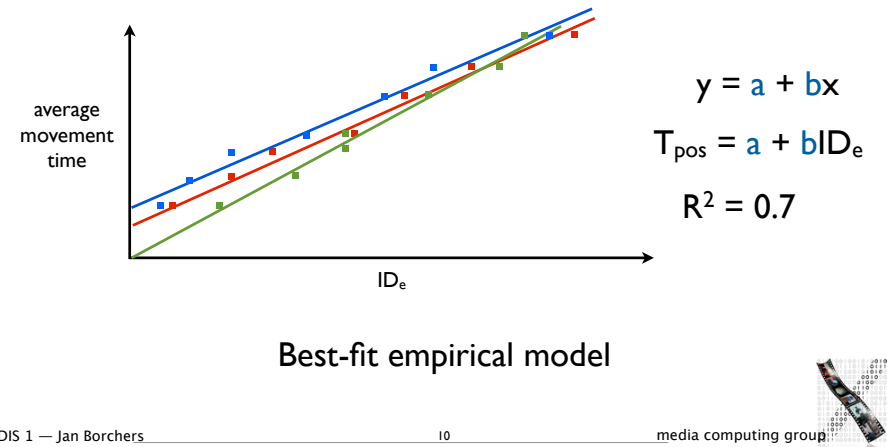
- Simple: What is the key point? Why does it matter?
- Unexpectedness: Pose questions and fill it with answers
- Concrete: Give real example.
- Credible: Use terms that people can visualize and understand
- Emotional: Image that invoke feelings
- Stories: Connect what you want to say into a story



Assignment I: Fitts' law



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- How to select best-fit model from linear regression?
 - When to use empirical model?
 - When to use simplified model?
- DIS 1 — Jan Borchers 11 media computing group

Exam Topics

- 60 minutes 60 points
 - Emphasize the part after the midterm
 - Pre-midterm content: about 10% of the points
 - Topics that are not in the exam
 - Objectified, Persuasive interface, Game design, Emotional interface
 - Mostly testing knowledge & mechanical skill
- DIS 1 — Jan Borchers 12 media computing group

Final Exam Question Ordering

- Pre-midterm content:
- Human performance models: CMN, Fitts's
- Interface efficiency: GOMS
- Notation: state machine, petri net
- History
- Vision
- Evaluation with/without users
- Statistics

