

Designing Interactive Systems I

Week 3 and A02 Discussion, Introduction to Week 3 and A03

Oliver Nowak & Krishna Subramanian
Media Computing Group
RWTH Aachen University

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<http://hci.ac/dis>



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Gestalt Law of Continuity vs. Similarity

- **Similarity:** Includes shape, size, rotation, and other properties of appearance like color and brightness.
- **Continuity:** We group objects on a continuous line or curve.

The screenshot displays the Apple Music application interface. At the top, there are playback controls (play/pause, previous, next) and a search bar. Below this is a navigation bar with tabs for 'Library', 'For You', 'Browse', 'Radio', and 'Store'. The main content area shows a row of album covers, including 'The Da Vinci Code', 'The Dark Knight Rises', 'Inception', 'Inferno', 'Batman Begins', and 'The Dark Knight'. Below this row, the 'The Da Vinci Code' album by Hans Zimmer is selected, showing its cover and a list of tracks. The tracks listed are:

Track Number	Track Name	Artist	Duration
1	Dies Mercurii I Martius	Hans Zimmer & Richard Harvey	6:03
2	L'esprit des Gabriel	Hans Zimmer & Richard Harvey	2:49
8	Daniel's 9th Cipher	Hans Zimmer & Richard Harvey	9:31
9	Poisoned Chalice	Hans Zimmer & Richard Harvey	6:20

Etiquette for Answering Questions

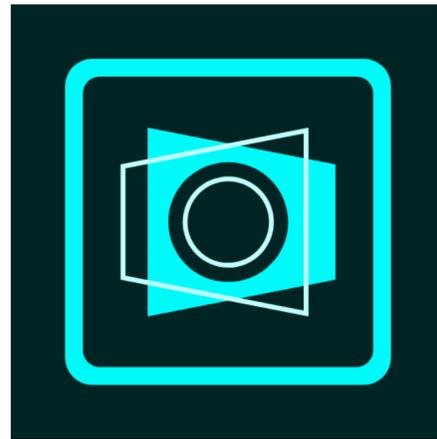
- Please **do not ramble**:
 - If the question asks for one argument, provide one argument not two or three. This shows us you are uncertain in your answer and it is unfair to other students who write one answer.
 - Do not write unnecessarily **verbose** arguments to fill in space: *“This screenshot shows an application of the closure Gestalt law. The closed shape around items helps group them. This is the definition of Gestalt law of closure, which states that all items inside a closed shape are grouped together. Therefore this screenshot is an application of the closure Gestalt law.”*
- We will **deduct** points for such instances in assignments, exams, and project submissions.
- Also: Name the files correctly as mentioned in the assignment.

Videos for Assignments and Projects

- For self-made videos, **do not upload videos to YouTube** and then include them in the presentation.
- Use only **MP4** encoding, please!

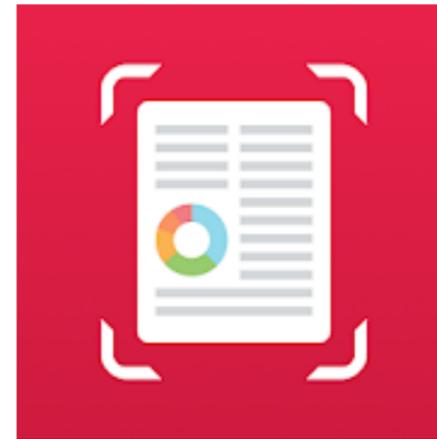


Use Apps to Scan Submissions, Don't Take Pictures



Adobe Scan

iOS and Android (free)



Scanbot

iOS and Android (free)

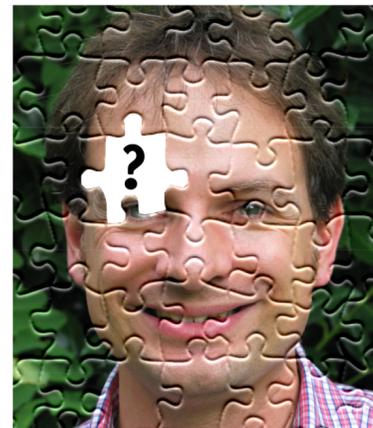


Scanner Mini

iOS and Android (free)

In-Class Exercise: Constraints

- Brainstorm examples of constraints you encounter in games (board games, card games, PC games, etc.)
- Find at least **one example** for each type: physical, logical, semantic, and cultural



Semantic vs. Logical Constraint

- _____ (11) is the capital of Mongolia

Options: Baluga, Ulaanbaatar, or Khentil?

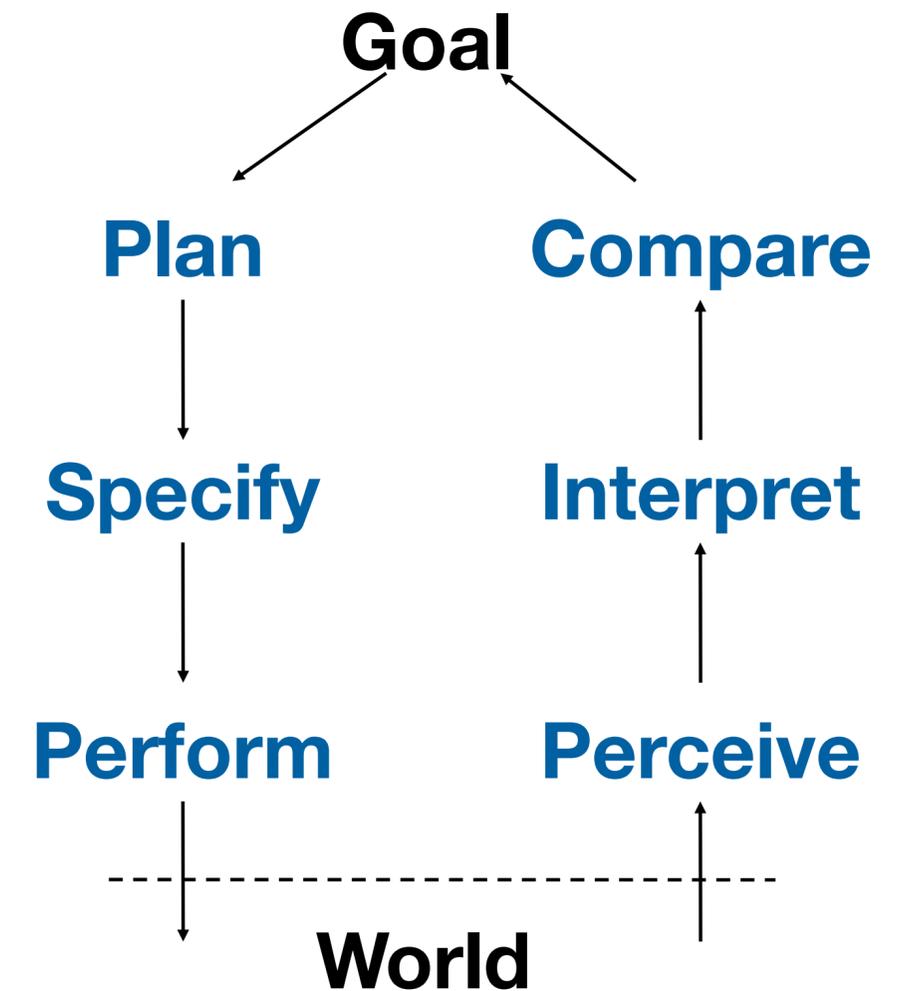
- _____ (7) is the capital of Thailand

Options: Bangkok, Pattaya, or Khaolem?



In-Class Exercise: Seven Stages of Action

- Imagine that you want to have a cake with friends after the lab. Formulate the Seven Stages of Action for this task.
- What are the potential gulfs (both in execution and evaluation)?



CHAPTER 4

A03: Mappings, Seven Stages of Action, and Levels of Design

Course Content for Week #4:

Knowledge, Feedback, and Human Errors

How Do We React to Products Around Us?



In-Class Experiment #1

- Write down the digit layout of a telephone and a calculator keyboard.



To Err is Human

- You might have noticed that users make mistakes when using your product
 - Are the users stupid?
 - Is the product badly designed?
- **Imagine this:** A user is late for a train and buys tickets for the wrong train.
 - Would you blame the user? Would you blame the product?

What Next?

- By **this Wednesday (Oct. 30)**
 - Finish at least task 1, start working on task 2, and watch videos for task 3.
- By **next Monday (Nov. 5)**
 - **Watch** videos for week 4.
 - **Read chapters 4–5** from the Norman book. Chapters 6–7 are optional. :)

CHAPTER 4

Assignment 2: Design Principles