Designing Interactive Systems I
L10: Week 10 Discussion, Introduction to Week 11, and Low-Fidelity Prototypes (Milestone
Week 10 Evaluation
In-Class Exercise: Evaluation

- Think about how you would evaluate a website that sells cat food
  - Your users are not available yet, but the deadline is approaching.
  - Which technique do you choose and why?
In-Class Exercise: Evaluation

• Think about how you would evaluate a website that sells cat food
  • The website owner wants you to now evaluate with users.
  • Which technique of qualitative evaluation would you choose and why?
• Plan the whole setup of your evaluation, regarding the following questions:
  • Where? (Lab, In the field)
  • Who are the participants?
  • How do you deal with the participants? (Before, During, After)
Week 11
GOMS
Golden Rules
CMN Model 2.0?

• In the CMN model, predicted times are very rough because it is a very abstract model.
  • Does not distinguish between basic operations such as click, double-click, and drag.
  • Does not distinguish easier operations vs. more difficult ones e.g., typing “usability” will take lesser time than typing “uxbntlzcu”, even though they require same number of keystrokes.

• Solution? KLM-GOMS
  • To estimate execution and learning times even before a system is built!
Is this interface efficient?

Patient Records: Add Patient

Patient's Name: Krishna
Birthday (MM-DD-YYYY): 20 2 1958
Age: 69

OK Cancel
The Ten Golden Rules of Interface Design

1. Keep the interface simple!
2. Speak the user’s language!
3. Be consistent and predictable!
4. Provide feedback & be responsive!
5. Minimize memory load!
6. Avoid errors, help to recover, offer undo!
7. Design clear exits and closed dialogs!
8. Include help and documentation!
9. Address diverse user needs!
10. Hire a graphic designer!
Low-Fidelity Prototypes
In-Class Exercise: Prototyping

• Pick a storyboard, and identify the core activities for the storyboard.
  • Identify two things that could go wrong when the user is performing the activity.

• Which prototype better supports these activities?
  • Paper: Storyboard-like, Flipbook, and Post-it prototypes
  • Hardware: What material will you be using?

• Discuss the rationale within your group.
In-Class Exercise: Prototyping

• Now sketch the different states (screens) of your prototype

• Show the sketches to members of at least 3 other groups to see if they understand the interaction
What Next?

• By **Wednesday, Jan. 8th**
  • Identify core activities for all three solutions.
  • Prototype at least one solution.

• Before **Monday, Jan. 13th**
  • Watch Week 11 Content: GOMS, Interface Efficiency, and the Ten Golden Rules of Interface Design
  • Submit your solution for milestone #4 via RWTHmoodle.

• Now: Course evaluation!