Designing Interactive Systems I

L12: Week 11 Discussion, Introduction to Week 12, and Video Prototype (Milestone #6)

Oliver Nowak & Krishna Subramanian
Media Computing Group, RWTH Aachen University

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http://hci.ac/dis
Week 11 Content
Notations
In-Class Exercise: STNs

- Draw an STN representing the state of the clipboard and the states of the selection for a plain text editing program.
In-Class Exercise: STNs

• Assume the following:
  • At the **beginning**, the clipboard is **empty and nothing is selected**.
  • The user may **select, deselect, cut, copy, or paste**.
  • The clipboard has only **one slot**.
  • The user may **paste** content on the clipboard **more than once**.
  • When the user tries to cut or copy when there is nothing selected, the program ignores the command.
  • The selection stays after the user issues a copy command.
  • After the user issues the paste command, nothing will be selected.
In-Class Exercise: STNs

The diagram illustrates the state transitions for different selection states and clipboard operations:

- **No Selection Empty Clipboard**
  - deselect, cut, copy, paste

- **Selection Empty Clipboard**
  - select
  - deselect, paste

- **Selection Full Clipboard**
  - select, copy

- **No Selection Full Clipboard**
  - select
  - deselect, cut, paste

The diagram shows how states transition based on selection and clipboard operations.
Week 12
Notations II
STN Problems

No Selection Empty Clipboard
- deselect, cut, copy, paste
- select
- deselect, paste

Selection Empty Clipboard
- select

Selection Full Clipboard
- select, copy
- deselect, cut, paste

No Selection Full Clipboard
- deselect, cut, copy, paste
- select

Full Clipboard
- select

Empty Clipboard
- select

Copy
- copy
- cut
Petri Nets

No Selection

Selection

User cuts

T2

Full Clipboard

User cuts

T3
Petri Nets

No Selection

Selection

User cuts

T2

Full Clipboard

User cuts

T3
Video Prototype
Details

• Less than **3:00 minutes.** *We will stop your video after three minutes!*

• Tell a story about a user interacting with your prototype. The **Starfire** video style is a great example.

• **Storyboard-based**
  i.e., start with a bad user experience that your system then improves on

• Focus on the **user interaction** and **user experience.**
  E.g., zoom in on the user interface when the user interacts with it, show user’s emotions.

• From your prototype demonstration, it should be clear what the system offers to the user and how she can interact with it!
EMMA

Electronic Mobile Market Assistant
What Next?

• Before Friday (Jan. 27):
  • Watch Week 12 Content: Notations 2 (Petri Nets)
  • Submit your solution for milestone 6 via RWTHmoodle