

Interaction Design

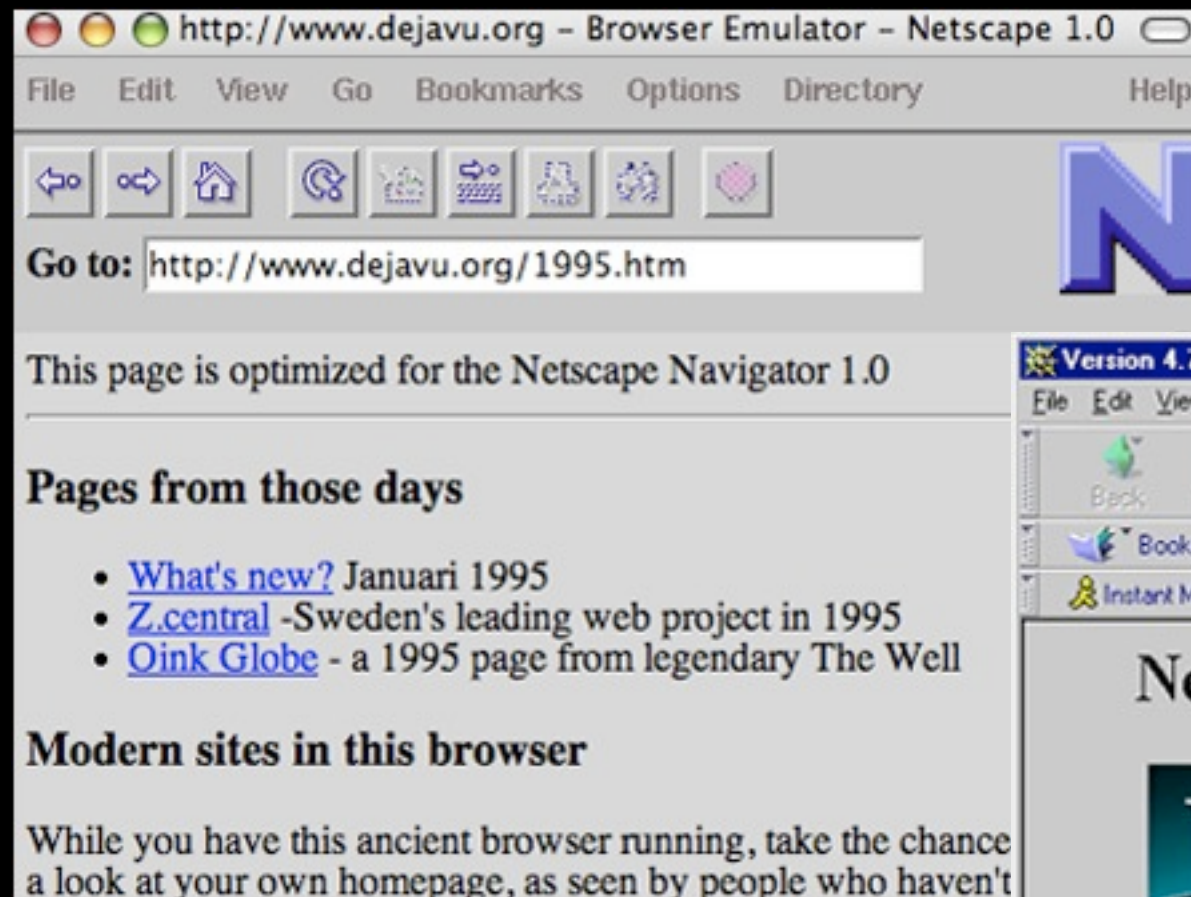
Press Play: Interactive Device Design | April 20, 2011

If I were to sum up interaction design in a sentence, I would say that it's about shaping our everyday life through digital artifacts—for work, for play and for entertainment.

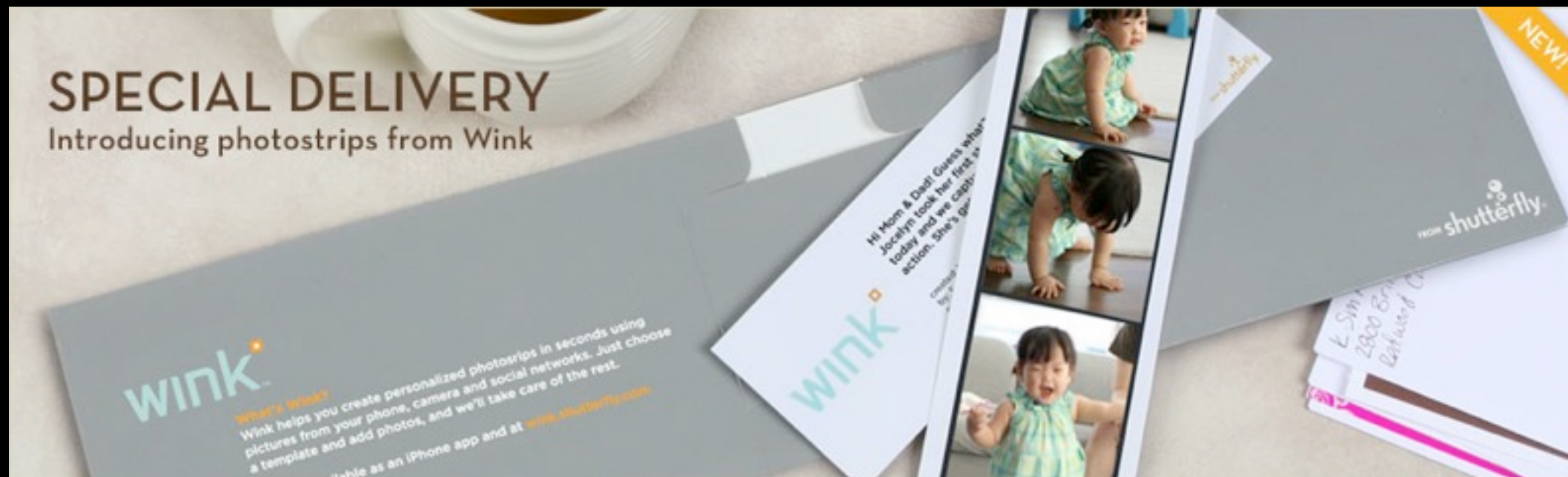
Gillian Crampton Smith, interview 1/30/2002



There's a lot more to digital objects than the physical.



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Interaction designs often integrate physical, digital, behavioral, social and business considerations.



Interactions are *dynamic* and *demonstrative*.

Interaction Design Framework

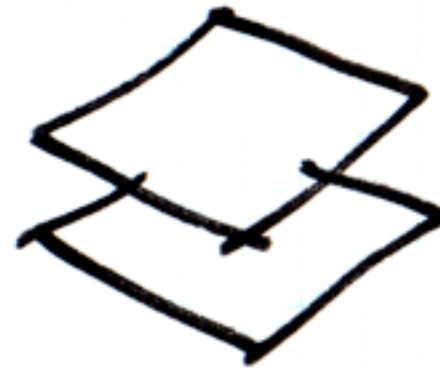
Eight perspectives on a design



IDEA



METAPHOR



MODEL



DISPLAY



ERROR



SCENARIO

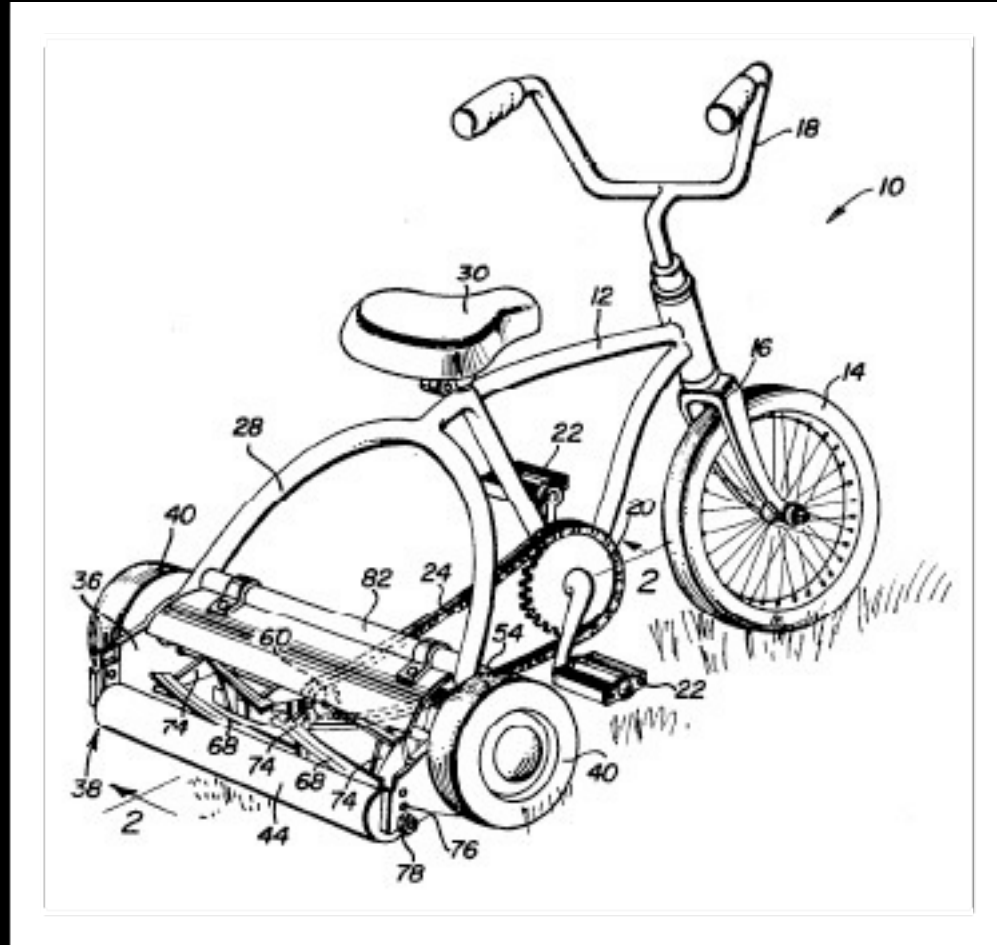


TASK



CONTROL

Idea & Error



- ❑ Idea and Error often go together. Error is what is wrong, and Idea represents a particular idea of what could be more right.



Metaphor



- Metaphor provides instances of what the new interaction being designed is “like” that we might be more familiar with. Metaphors can greatly ease understanding.

Scenario



www.jpbutler.com/2007/06/



http://www.gwilliam-kellands.co.uk/images_products/Westwood_V20-50_RideOn.jpg

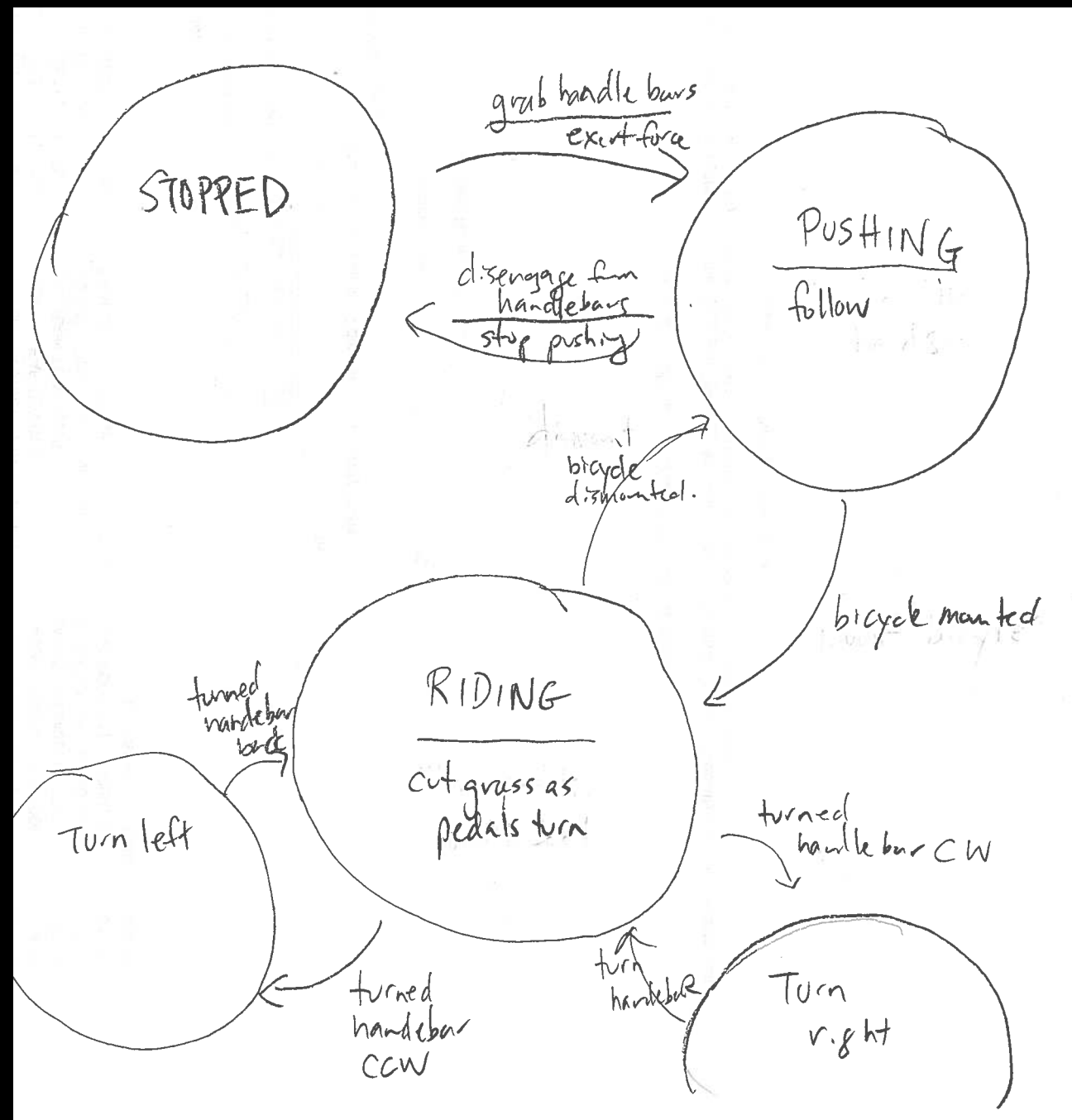
- Scenario spells out the who, what, where, when and why of the new design.

Model

- Model can also be referred to as “conceptual model” which has to do with how the user is supposed to think about the design. Usually the user shouldn't have to know about all of the inner workings of the system.



Task

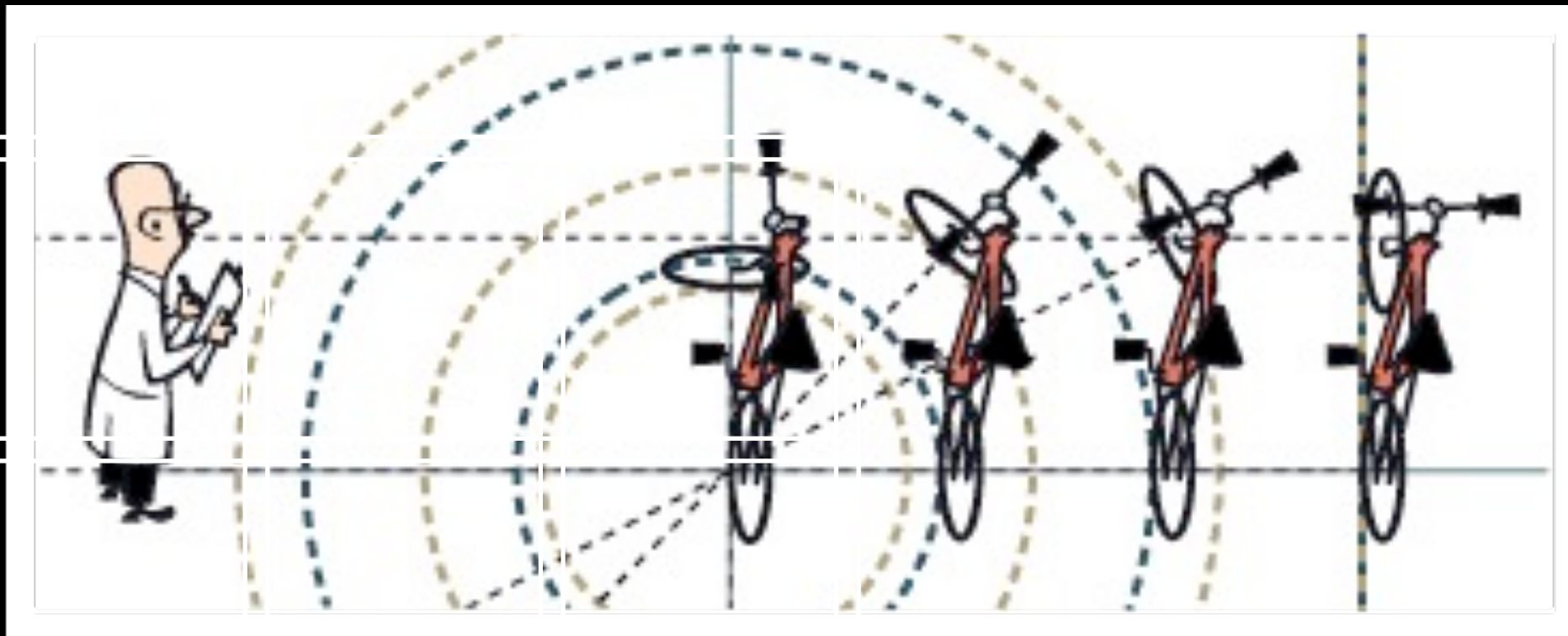


Task describes in detail what the person can do, and what the designed system needs to do. This can be done at a high level, or in great detail. In particular, it is important to enumerate the key states.

Display



- This is what the user sees. This can be a visual display, but can also include auditory, olfactory and tactile cues.



- This is how the user engages with the designed system. This can be handles, buttons, verbal commands, gestures...

Example

Celine Perrin's Haptic Pager

IDEA



one-to-one silent
and personal.

METAPHOR



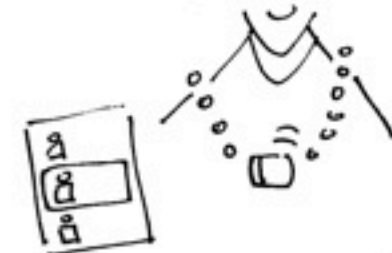
Holding hands
give a squeeze

MODEL



1. Single Channel
2. Packets

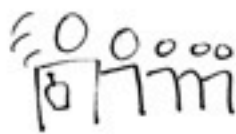
DISPLAY



List
on
Pilot

Vibration
on
necklace

ERROR



Cell phones ring
in public.

SCENARIO



Sam at home
Sally stuck
at checkout

TASK



1. SET UP Sam/Sally
2. SQUEEZE

CONTROL



SELECT
(tap)

SQUEEZE