

Human-Computer Interaction Exercise



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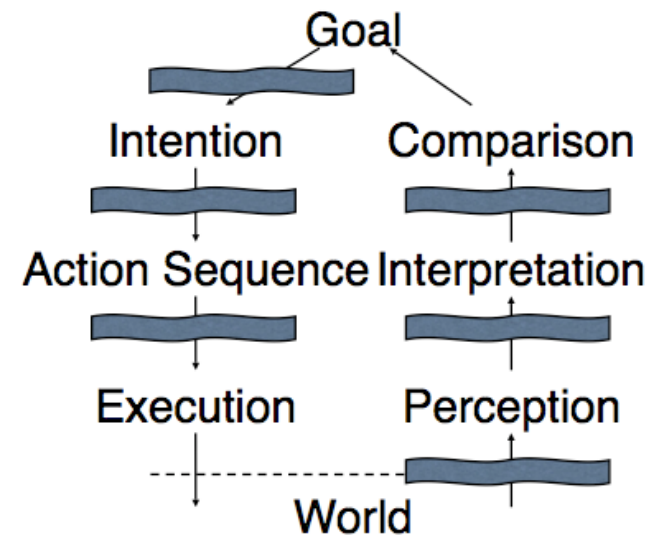
Task

- Consider an *interactive product* in your daily life/work with which you have experienced *usability breakdowns*
 - Describe the interactive product in terms of
 - its functions and
 - the target audience
 - Describe the usability breakdown from the user's point of view using the *7 Stages of Action*.
 - Illustrate the basic interaction problems in each gulf in terms of *visibility, mapping, feedback, etc...*



Toward a Better Interaction Design

- Propose a novel interaction design which bridges the identified gulfs.
- Justify the potential improvements over the old design, considering
 - Visibility,
 - Mapping,
 - Constraints,
 - etc...
- Are you aware of any other interactive product in existence, which already bridges the gulfs?
Describe it (as before) and compare both products!



Setup

- Form groups of max. five students
- Schedule
 - 20 min. for the tasks
 - 15 min. presentation and discussion
 - 4 groups
 - 5 min. each

