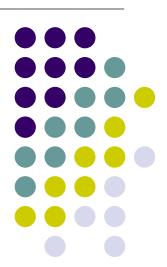
440 Midterm Review

Midterm in-class Tuesday, Nov 6







- Multiple Choice
- Fill in the Blank
- Short Essay Answer
 - Example interface: Here is an example of an interface find the flaws
 - Example situations: Here is an example design process
 find the flaws, or what concepts does it illustrate?
 - Definitions
 - Compare and contrast
 - Process: Perform a heuristic analysis on the following interface...





- You will be expected to know everything, up to the midterm
 - Lecture
 - Individual Homework
 - Readings
 - Project processes
 - (tutorial)

Tips for Preparation



- During the semester
 - Keep up with readings
- Before the exam
 - Review readings and notes → esp "Review" sections
 - List concepts
 - Group similar concepts together
 - Make up exam questions
 - Why is this concept important?
 - How does it fit into the big picture?
 - Can I compare this concept to other similar ones? If so, then how is it different?
 - What is a real world example of this concept?

Tips for Preparation



- During the exam
 - Read questions carefully
 - Don't spend too much time on one section

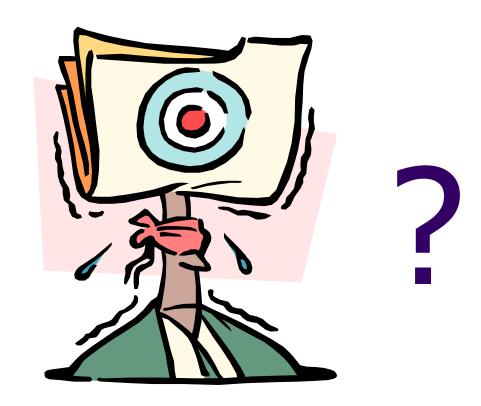


Now

 Take out a sheet of paper, and be ready to answer the mini-quizzes

So what did we learn, anyway?



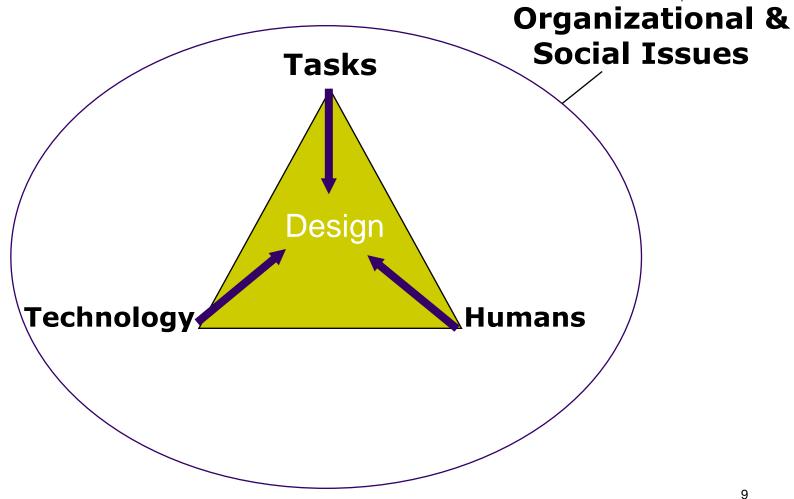




- Intro
 - Design triangle
 - Usability Goals and Metrics
- Design process
 - Discovery, exploration, refinement, production
 - Iterate!
 - Understanding your user

Quiz: Design Triangle





Quiz: Usability Goals

- Learnable
- Memorable
- Flexible
- Efficient
- Robust
- Pleasing
- Fun





- Contextual Inquiry
 - Context, Partnership, Master/Apprentice model
- Task Analysis
 - Questions
 - Tasks





- 1. Who is going to use the system?
- 2. What tasks do they perform now?
- 3. What tasks are desired?
- 4. How are the tasks learned?
- 5. Where are the tasks performed?
- 6. What relationship between the user and data?
- 7. What other tools does the customer have?
- 8. How do customers communicate with each other?
- 9. How often are the tasks performed?
- 10. What are the time constraints on the tasks?
- 11. What happens when things go wrong?

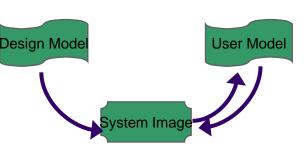


- Design Concepts
 - Conceptual Models (Design, User)
 - Affordances
 - Metaphors
 - Visibility

Designing / Conceptual Model

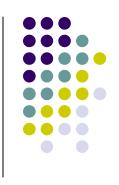


- Conceptual model
 - mental representation of how an object works & how interface controls effect it
- Design model should equal user model
 - mismatches lead to errors
 - know the user's likely conceptual model
- Design guides make things visible
 - map interface controls to user's model
 - provide feedback



Quiz: Key Terms

- 1. Usability
- 2. User centered Design
- 3. Task Analysis
- 4. Contextual Inquiry
- 5. Rapid Prototyping
- Evaluation
- 7. Affordance



Quiz: History of HCI

Vannevar Bush

As we may think:

- Memex,
- wearcam,
- Autospeech

Grace Hopper

First Computer Bug

Doug Englebart

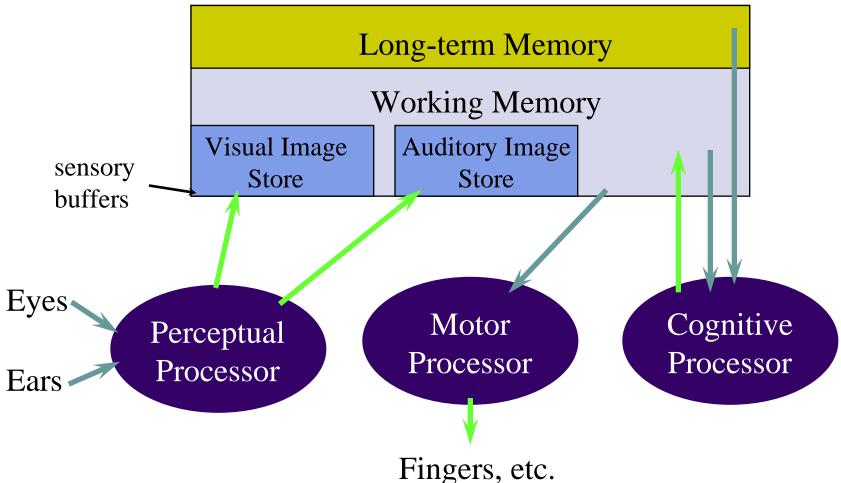
- Augmenting human intellect
 - Chorded Keyboard
 - Mouse
 - Word processing
 - Groupware



- Human Perception
 - Color sensitivity & physical human eye
 - Hue, Lightness, Saturation
- 100 ms
- Fitt's law
- LTM, STM, Sensory
- Model Human Processor

The Model Human Processor

- Developed by Card, Moran, & Newell ('83)
 - based on empirical data



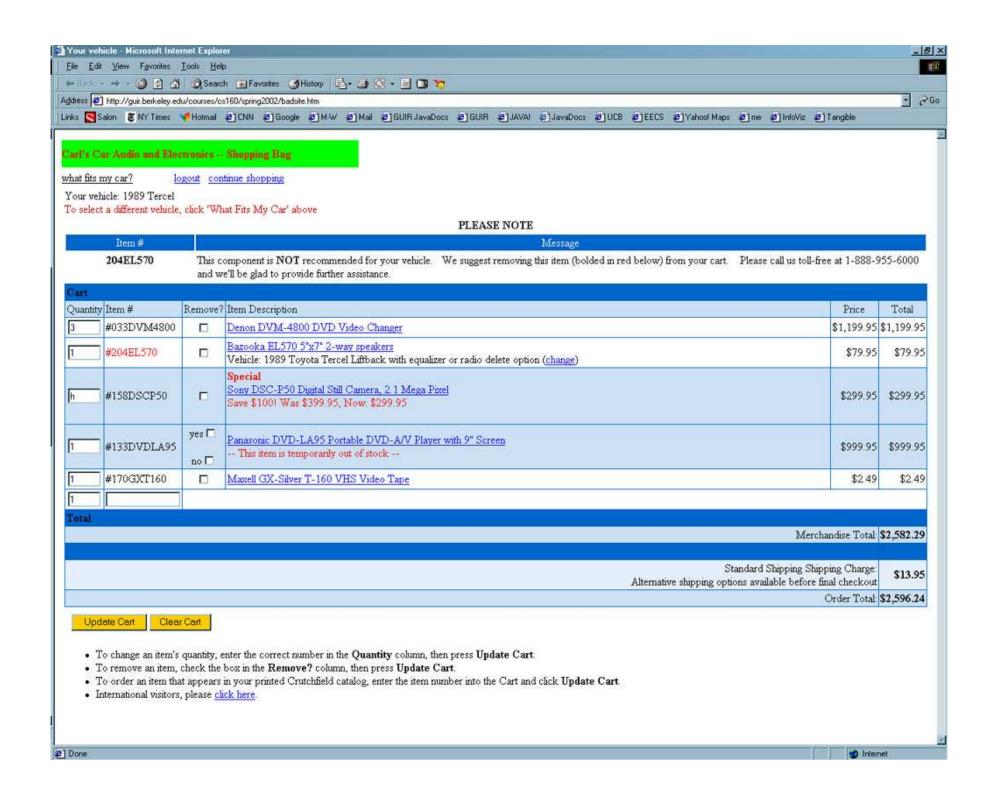


- Design Patterns
 - How to use them
 - Six ways to make a good Home Page
 - Patterns
 - Homepage Portal
 - Personalized Content
 - Inverse Pyramid Writing Style
 - Shopping Cart
- Heuristic Analysis





- 1. Visibility of system status
- 2. Match between system and the real world
- 3. User control and freedom
- 4. Consistency and standards
- 5. Error prevention
- 6. Recognition rather than recall
- 7. Flexibility and efficiency of use
- 8. Aesthetic and minimalist design
- 9. Help users recognize, diagnose, and recover from errors
- 10. Help and documentation





Good Luck!