

Supervision 1 - Further HCI 2017/2018

1. Visual representation

Think of one human-computer interface you have used and which you think was well designed *and* one interface you used which you think was poorly designed. For *each* of these two interfaces:

- Sketch the interface (hand-drawn sketch, not screenshot).
- Explain the nature of the information structure that the user creates and interacts with when using the site/application.
- Describe the aspects that make it an enjoyable/efficient (or an unenjoyable/inefficient) interaction experience by focusing on the aspects of the **visual language** (marks, symbols, regions, surfaces). For each aspect, explain the nature of the correspondence between the visual appearance and its meaning or purpose within the interaction design.

Redesign the second interface in order to address its poorly designed aspects. Provide a sketch of your design and comment on how the deficiencies you noted above are specifically addressed and any tradeoffs that you had to make.

2. Design and design critique

The tasks below are concerned with the following design problem: You work for a company that is creating IoT devices for home environments. You are asked to design a wall mounted interface that allows users to visualize, control and automate the heating system in their home.

Apply the divergent/convergent design strategy to solve this problem:

1. Start by sketching **at least 10 different** possible ideas of how this interface may look like
2. Using one or more of the analytical methods discussed so far in the lectures, discuss which parts of the interfaces you sketched are better than the others
3. Using the selected better designs as a starting point for this next iteration, sketch another 5 interfaces. For each of these interfaces, discuss the motivations of the design (e.g. which elements came from the previous designs, which elements came from using the analytical framework as a guide etc.).