



Human-Computer Interaction

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Assignment observations

- Task, task, task! Predict what the user will do and...
 - Only display what is necessary
 - Reveal information incrementally
 - Provide feedback instantly (e.g., validation of input)
 - Get rid of the rest




Assignment observations

- Remember a fundamental lesson from the course is that the “interface” is about more than what is on the screen!
- What it takes to get your interface setup is part of your interface. What it takes for some organization to run your interface is part of your interface.




Assignment observations

- Don't get hung up on the back end. Make it "good enough" so that the user gets the user interface experience (e.g., it doesn't need to scale)




Assignment observations

- Dialogs ... part of your application too!
 - Meaningful titles
 - Same look and feel
 - Large fonts
 - Non-computer button terms (verbs)
 - Only if needed ... Avoid 1-option dialogs




Assignment observations

- Still more thought needed on layout to take ideas to next level of professional look and feel
- Typos, mis-spelling inconsistent Capitalization or fonts or awkward wording all redooc the credibilities of your appliation!




Assignment observations

- Passwords – who needs ‘em?
- My information is VALUABLE. If you want it, you’d better give me a good reason
- Only ask for what you need




Assignment observations

- Choice is not always a good thing
 - The more “stuff” on a screen, the harder the interface will appear to be
- “Click here”




Assignment observations

- Design for tablets
 - Finger-sized buttons
 - One-tap (e.g. avoid right click)




Communication highlights

- F2F communication involves
 - Speech
 - Gaze
 - Gesture
- Remote work – video greater sense of presence




Communication highlights

- Eye gaze – tricky
- Back channel communication
 - Ums, ahs, ...
 - Important!




Communication highlights

- Important to consider emotional state
- E.g.
 - People use stronger language in email
 - But less likely to get emotionally charged themselves
 - Cultural black hole ... Not sure how message will be interpreted




Communication highlights

- Importance of WYSIWIS
 - Point of reference tricky (deixis)
 - Email threads adaptation
- Examples?
 - Google Docs
 - Pair programming tools?




Help highlights

- Build a "help system" not documentation
- Should not interfere with workflow
- "Just in time" help should be your goal



Help highlights


- Tutorials helpful for complex tasks
 - Progress at own speed
 - Repeat parts if needed
- Better: exploratory learning
 - Navigate the system without risk
 - Most good modern interfaces have this quality



Help highlights


- Wizards
 - Infamous "Clippy"
 - Is there a place for them?

- How do most video games provide help?



Help highlights

- Instructional material: tell the user how to use the system (action!) rather than describing the system
 - "To close the window, click on the box in the top right-hand corner of the window"
 - "Windows can be closed by clicking on the box in the top right-hand corner of the window."



Ubicomp video examples
