Breakout Session No. 07

Recap Part I
Question 1

Why is sketching useful?

- **Early** ideation
- **Think** through ideas
- **Force** you to visualize how things come together
- **Communicate** ideas to others to inspire new designs
- **Active** brainstorming
What are Buxton’s Sketch Properties?

- Quick
- Timely
- Inexpensive
- Disposable
- Plentiful
- Clear vocabulary
- Distinct gesture

- Minimal detail
- Appropriate degree of refinement
- Suggest and explore rather than confirm
- Ambiguity
Question 3

What are the main approaches to IxD?

• User Centered Design (UCD)
• Genius Design
• Systems Design
• Activity Centered Design
Question 4

Which of the four approaches is the best one?
Question 5

What are the basic activities of UCD?

- Identifying needs and establishing requirements
- Developing alternative designs
- Building interactive versions of the designs
- Evaluating designs
Question 6

What are the typical consumer phases of the adaption of a new product group?

Describe the observation technique ‘Personal Inventory’

• How
  – Document the things that people identify as important to them as a way of cataloging evidence of their lifestyles.

• Why
  – This method is useful for revealing people’s activities, perceptions, and values as well as patterns among them.

• Example
  – For a project to design a handheld electronic device, people were asked to show the contents of their purses and briefcases and explain how they use the objects that they carry around everyday.
Question 8

Describe the terms ‘formative’ and ‘summative’ in the context of evaluation.

M. Scriven: The methodology of evaluation, 1967
Question 9

What is your understanding of Heuristic Evaluation?

<table>
<thead>
<tr>
<th>#</th>
<th>Review Checklist</th>
<th>Yes No N/A</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.1</td>
<td>Does every display begin with a title or header that describes screen contents?</td>
<td>O O O</td>
<td></td>
</tr>
<tr>
<td>1.2</td>
<td>Is there a consistent icon design scheme and stylistic treatment across the system?</td>
<td>O O O</td>
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<tr>
<td>1.3</td>
<td>Is a single, selected icon clearly visible when surrounded by unselected icons?</td>
<td>O O O</td>
<td></td>
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<tr>
<td>1.4</td>
<td>Do menu instructions, prompts, and error messages appear in the same place(s) on each menu?</td>
<td>O O O</td>
<td></td>
</tr>
<tr>
<td>1.5</td>
<td>In multipage data entry screens, is each page labeled to show its relation to others?</td>
<td>O O O</td>
<td></td>
</tr>
<tr>
<td>1.6</td>
<td>If ovetype and insert mode are both available, is there a visible indication of which one the user is in?</td>
<td>O O O</td>
<td></td>
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<tr>
<td>1.7</td>
<td>If pop-up windows are used to display error messages, do they allow the user to see the field in error?</td>
<td>O O O</td>
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<tr>
<td>1.8</td>
<td>Is there some form of system feedback for every operator action?</td>
<td>O O O</td>
<td></td>
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<tr>
<td>1.9</td>
<td>After the user completes an action (or group of actions), does the feedback indicate that the next group of actions can be started?</td>
<td>O O O</td>
<td></td>
</tr>
<tr>
<td>1.10</td>
<td>Is there visual feedback in menus or dialog boxes about which choices are selectable?</td>
<td>O O O</td>
<td></td>
</tr>
<tr>
<td>1.11</td>
<td>Is there visual feedback in menus or dialog boxes about which choice the cursor is on now?</td>
<td>O O O</td>
<td></td>
</tr>
</tbody>
</table>
Question 10

What’s this and what’s so cool about it?

• Pie Menu
• any segment can be reached in a short amount of time
Question 11

Which law of IxD might have been helpful in the design process of the pie menu?

• Fitts’ Law
Question 12

What’s the formula for Fitts’ Law?

\[ T = a + b \cdot \log_2 \left( 2 \frac{D}{W} \right) \]

- Coefficients:
  - \( a \): Intercept
  - \( b \): Slope