

SESSION 2

User Experience Design I - SoSe 2019

Paradigms and Mental Models



https://en.wikipedia.org/wiki/Book#/media/File:Book_Collage.png | https://commons.wikimedia.org/wiki/Category:Doors#/media/File:Aix-en-Provence_Door.jpg | https://en.wikipedia.org/wiki/Trapping#/media/File:Bear_trap.jpg

What is about non-binary foldable interaction?



Ninja Track

von [katsumotoy](#)

02:24





flexiON

von **alice.rz**

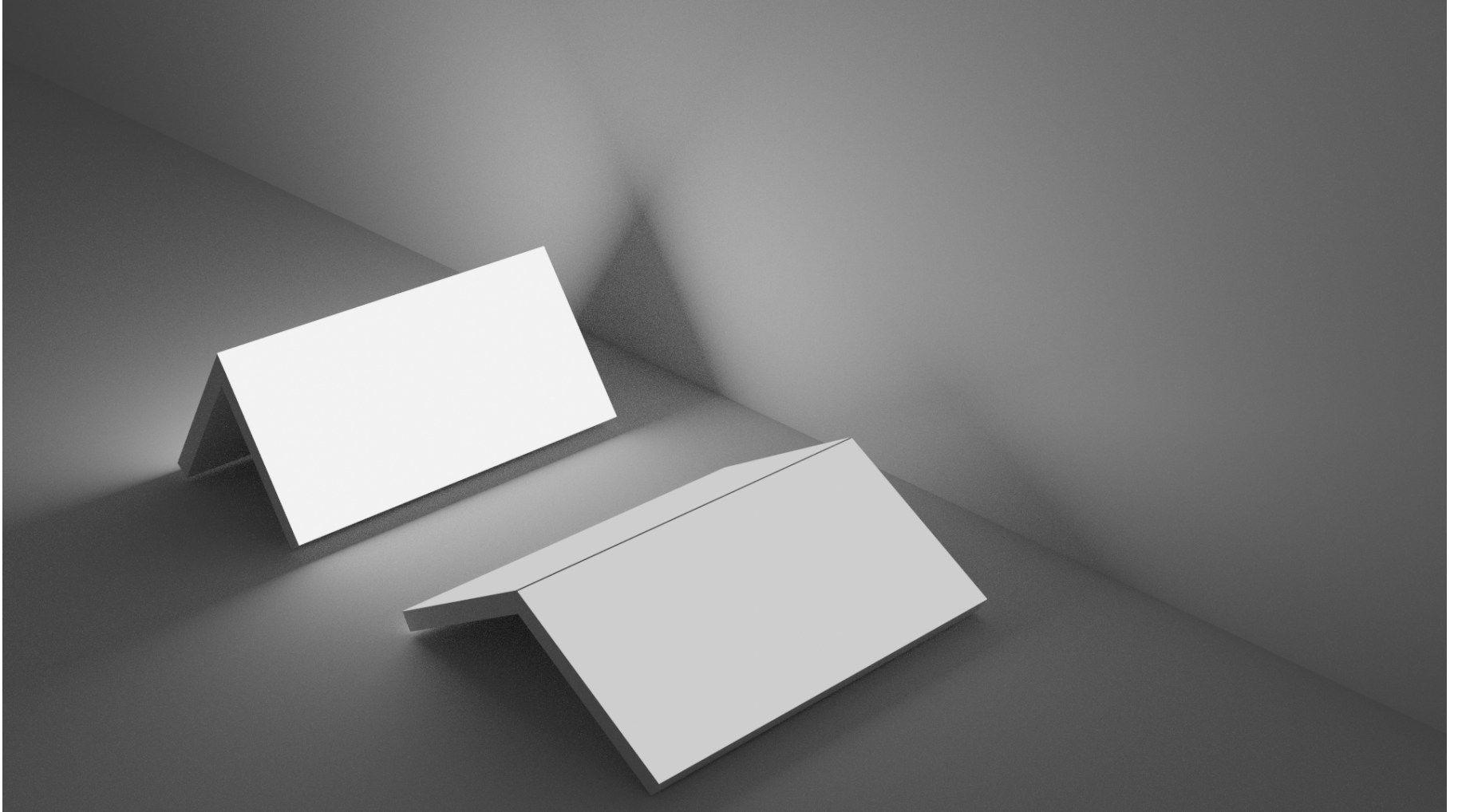
01:08 |



Example: Nightlight

- A foldable that functions as a nightlight.
- Level of fold defines brightness.

Example: Nightlight



Group Task:

- Discuss which application areas could benefit the most from foldable interaction?
- What are current limitations/problems?
- How can they be solved by folding/unfolding the phone? Can the folding itself be part of the interaction (non-binary)?

Homework

- **Define** 3 applications/tasks (no solutions!) which you want to explore over the upcoming weeks.
- **Describe** the specific problems you want to address/improve with the foldable.
- **Outline** a user reaserch timetable which you **would** use for the project execution. What resources do you need?

Document your process in the sketchbook! Hand in a PDF answering the questions, use images to illustrate.