

Class 21

Chapter 11

Interaction Styles

1. What is an interaction style?
 - a. The way a user communicates with a system and the way the system communicates with them
 - b. Collection of user controls and their behavior
 - i. Provides both:
 1. The look (appearance)
 2. The feel (behavior)
 - c. 5 styles in this chapter
 - i. Command Line
 - ii. Menu Selection
 - iii. Form-Fill
 - iv. Direct Manipulation
 - v. Anthropomorphic
2. Command line
 - a. What is it
 - b. Advantages
 - c. Disadvantages
 - d. Guidelines for design
3. Menu Selection
 - a. What is it
 - b. Advantages
 - c. Disadvantages
 - d. Guidelines for design
4. Form Fill
 - a. What is it
 - b. Advantages
 - c. Disadvantages
 - d. Guidelines for design
5. Direct Manipulation
 - a. What is it
 - b. Advantages
 - c. Disadvantages
 - d. Guidelines for design
6. Anthropomorphic
 - a. What is it
 - b. Advantages
 - c. Disadvantages
 - d. Guidelines for design
7. Blending Styles
8. Choosing a style