

Class 23

Chapter 12

1. Interaction Devices as tools
 - a. Example of putting up a shelf
2. Why choosing interaction devices matter
3. Why study them
4. Input Devices
 - a. Keyboards, keypads, and buttons
 - b. Pointing devices
5. Keyboards
 - a. Discrete input devices
 - b. Qwerty
 - c. Other Styles
 - i. Big Keys
 - ii. Chord
 - iii. Keypads
 - d. Selecting one
 - i. What size do the keys need to be?
 - ii. What shape should it have
 - iii. How robust does it need to be?
6. Pointing devices
 - a. Continuous input devices
 - i. Indirect
 - ii. Direct
 - b. Styles - indirect
 - i. Joystick
 - ii. Trackball
 - iii. Graphics tablet
 - c. Styles - direct
 - i. Touchscreen
 - ii. Pen system
 - iii. Light pen
 - d. Selecting one
 - i. How easy to learn does the device need to be?
 - ii. How accurate
 - iii. How much time will the user spend on it?
 - iv. How much space is available?
 - v. How robust does it need to be?
 - vi. How manually dexterous is the user
 - e. Speed, Accuracy, and preference
7. Alternatives
 - a. Gesture
 - . Iris and Fingerprint
 - a. Handwriting recognition
 - b. Speech Recognition
8. Output devices

- a. Screens
 - i. CRT
 - ii. LCD
 - b. Loudspeakers
 - c. Simple output
 - d. Refreshable braille displays
9. Alternatives
- a. HUD
 - b. HMD
 - c. Virtual reality