

Class 3

1. Designing for users
 - a. Usable but not useful
 - b. User centered design
 - c. ISO 13407
 - i. Human centered design principles
 - i. The active involvement of users
 - ii. An appropriate allocation of function between user and system
 - iii. The iteration of design solutions
 - iv. Multidisciplinary design teams
 - ii. Human centered design activities
 - i. Understand and specify the context of use
 - ii. Specify the user and organizational requirements
 - iii. Produce design solutions(prototypes)
 - iv. Evaluate designs with users against requirements
 - d. The classic life cycle
 - i. Waterfall
 - e. Iterative design
2. Involving users
 - a. Who are the users
 - i. Customers
 - ii. Other people within organization
 - iii. Users or end users
 - iv. Perspectives
 - b. Making the design process iterative
 - i. Star life cycle
 - c. When and how to involve users
 - i. Early in the design process
 - ii. During prototyping
 - iii. Just before delivery
 - iv. During training/after deliver of the system
3. Two types of knowledge needed for UI design
 - a. Information Gather Activities and analyses that form part of the user interface design and development process
 - b. User interface design knowledge - for example design principles and design rules
4. Evaluation
 - a. Forms of evaluation
 - i. Diagnostic - looking for problems
 - ii. Measurement - judge the performance
 - b. Stages of evaluation
 - i. Evaluation early in the life cycle
 - i. Validate user requirements
 - ii. Predict usability
 - iii. Assess how the interface meets the users needs
 - ii. Evaluation later in the life cycle
 - i. Continue to judge if the interface meets the users needs
 - ii. Usability

- iii. Create content for future revisions
 - c. How to evaluate
 - i. Observing the organization and how people work
 - ii. Interviewing, Talking, and asking questions
 - iii. Making predictions
- 5. Where we go next