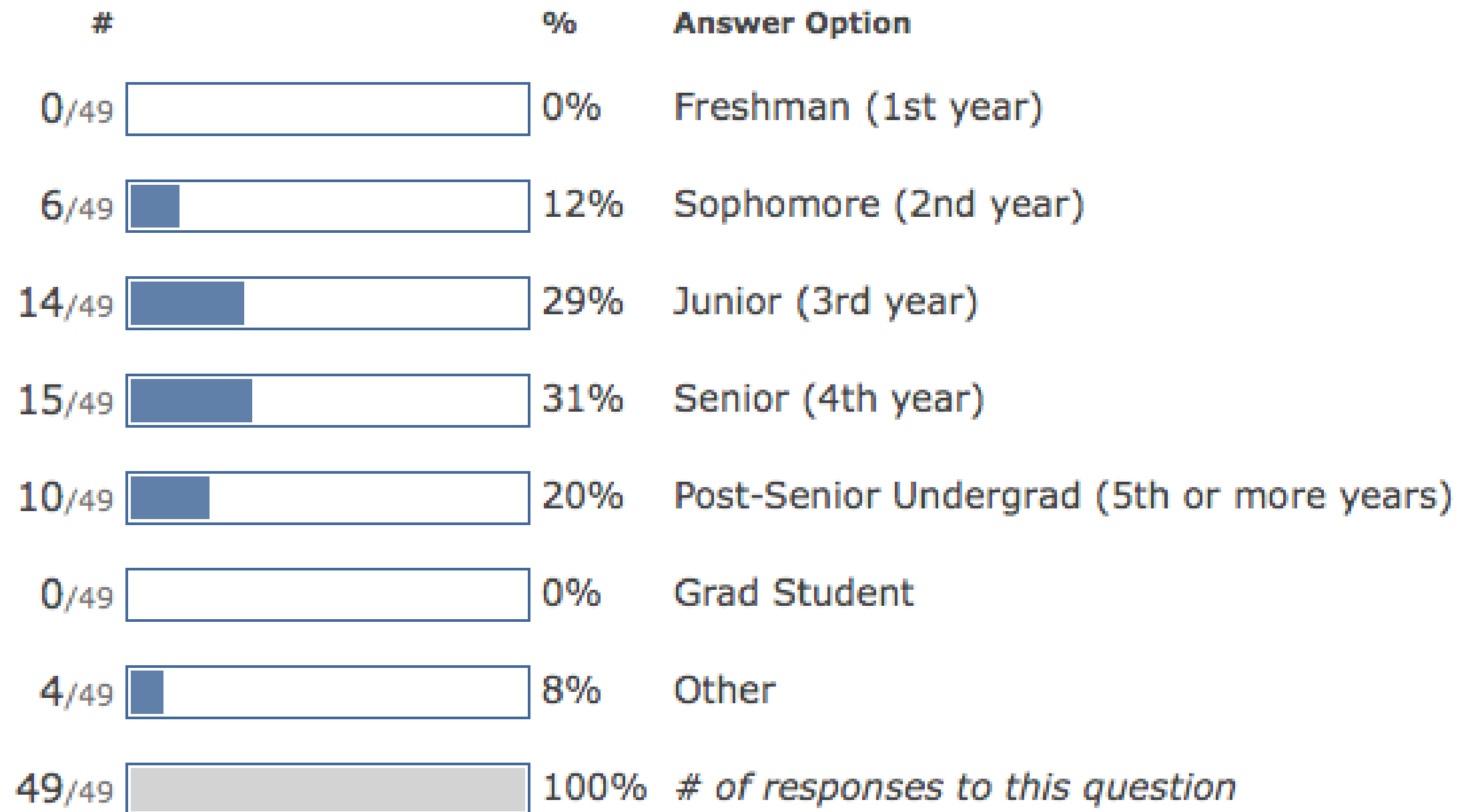


User Interaction: The Human

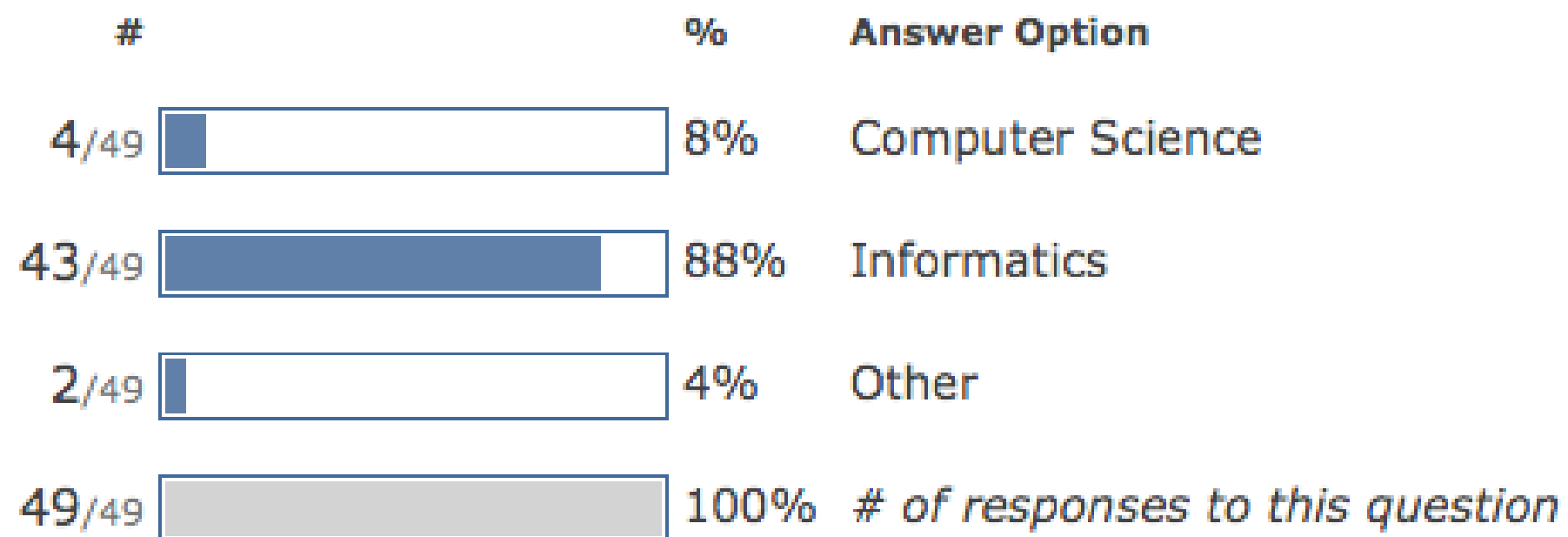
Asst. Professor Donald J. Patterson
INF 133 Fall 2010



Get to know you survey

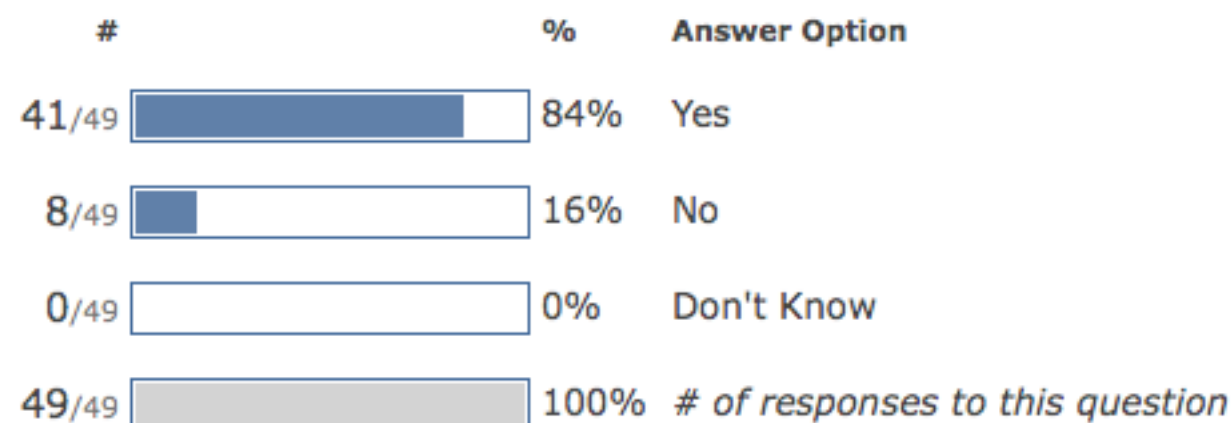


Get to know you survey

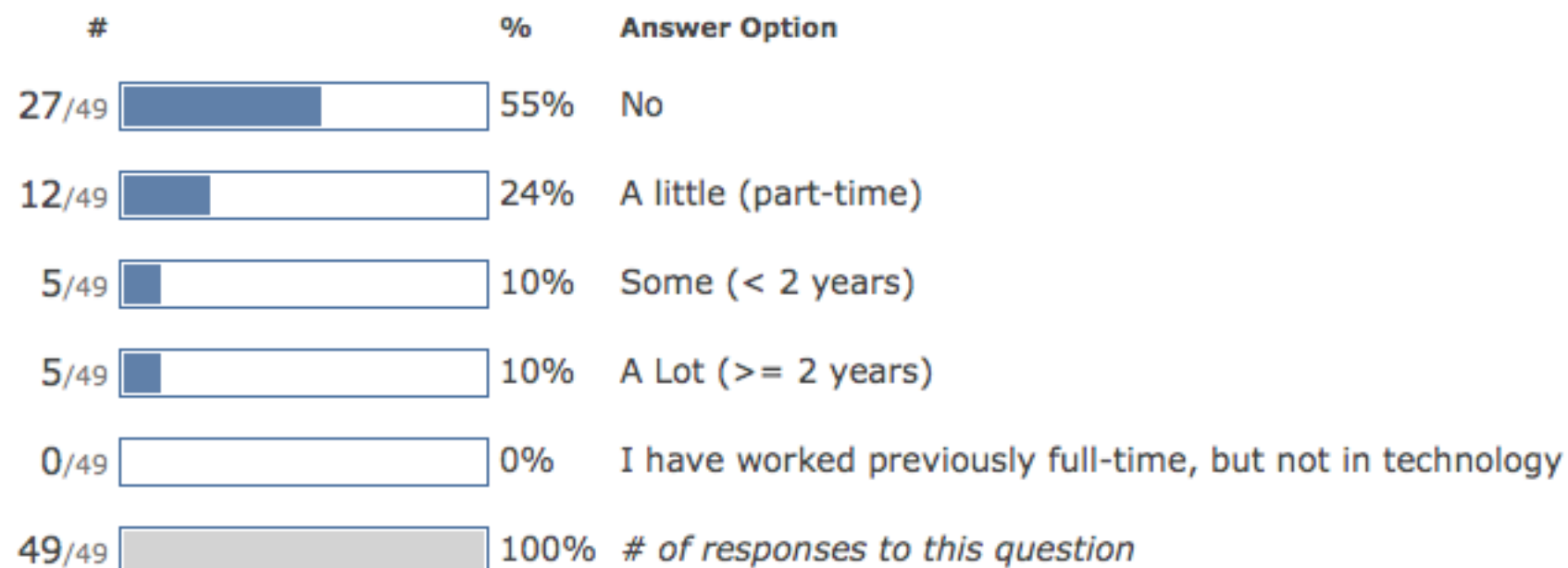


Get to know you survey

5. Are you fulfilling a requirement by taking this class?



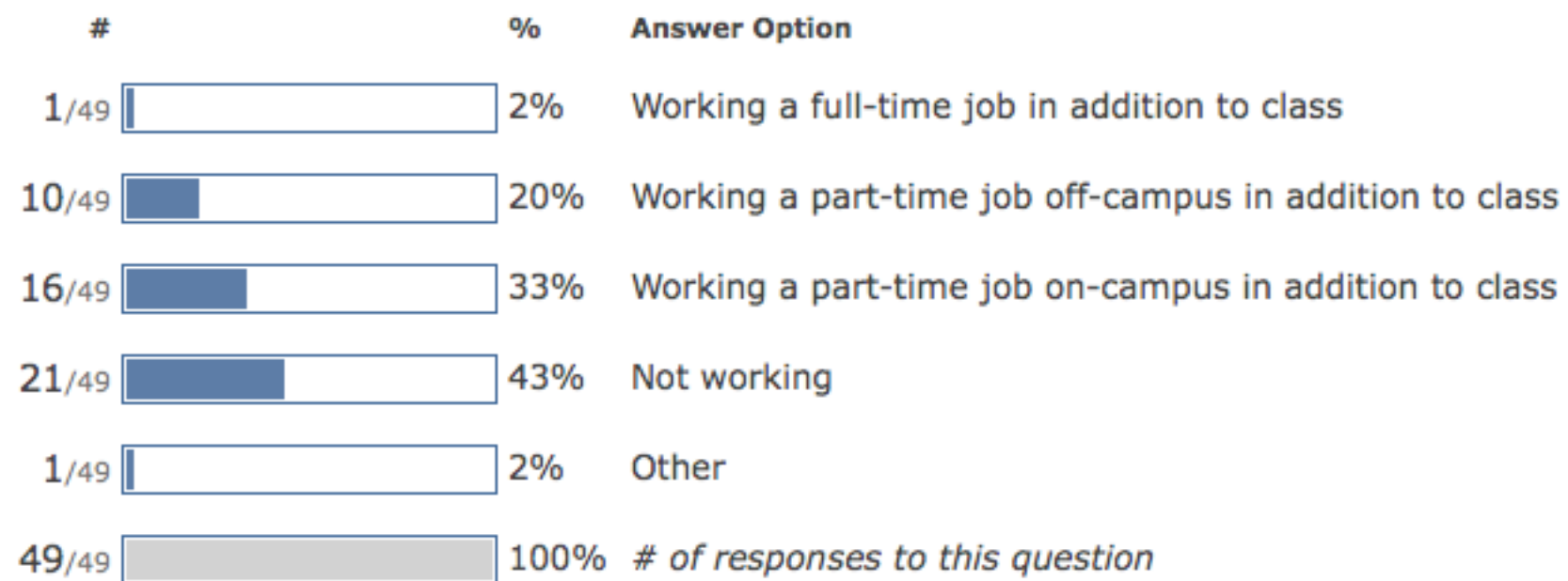
6. I have previously worked in a job related to technology?



Get to know you survey

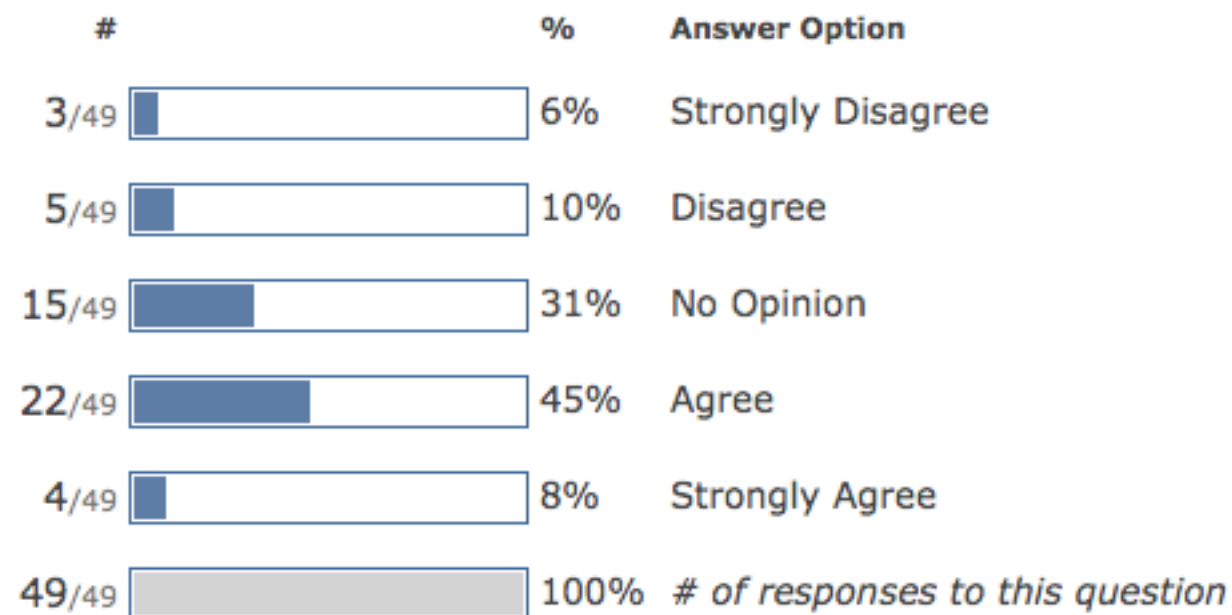
7. I am currently

7.1.

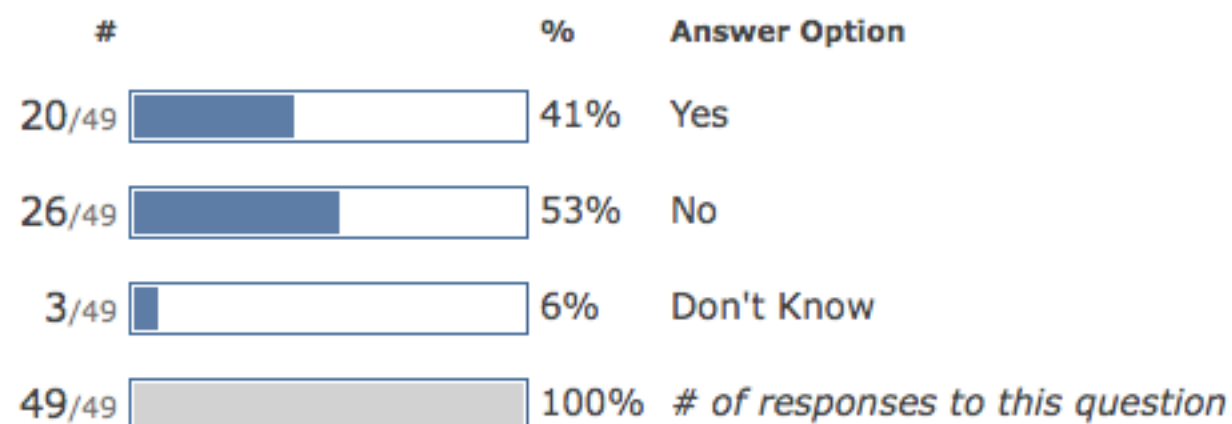


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8. I love programming.

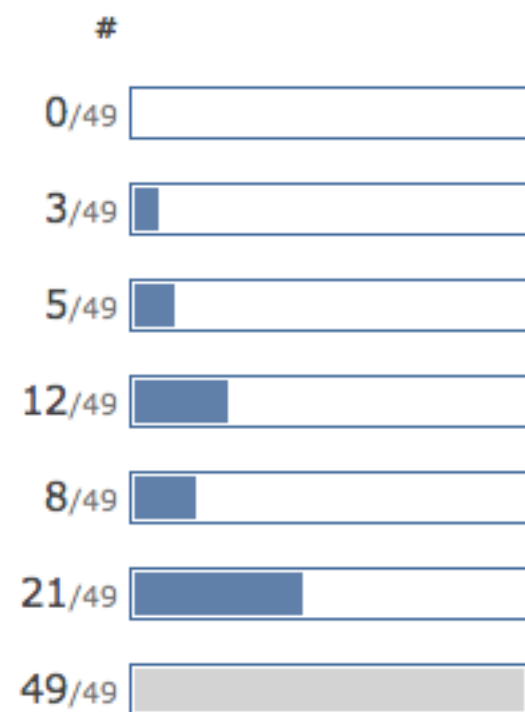


9. I own or have owned a domain name.

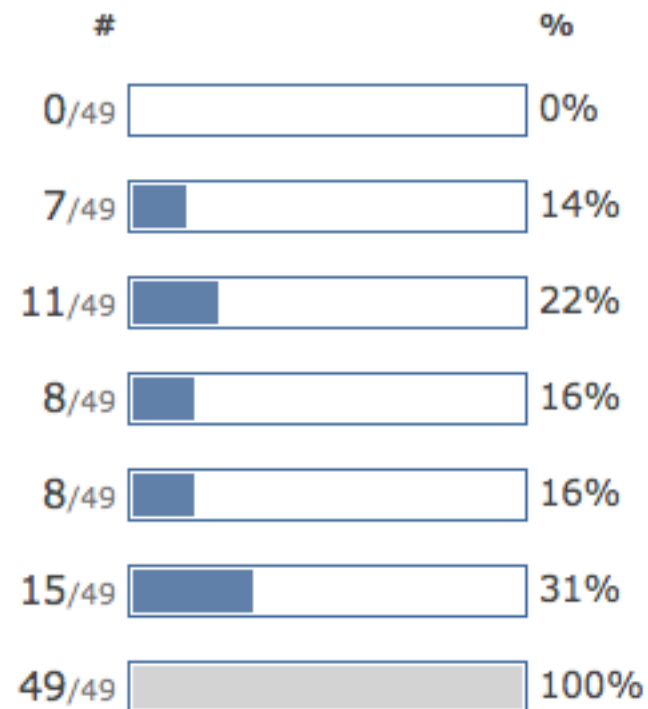


Get to know you survey

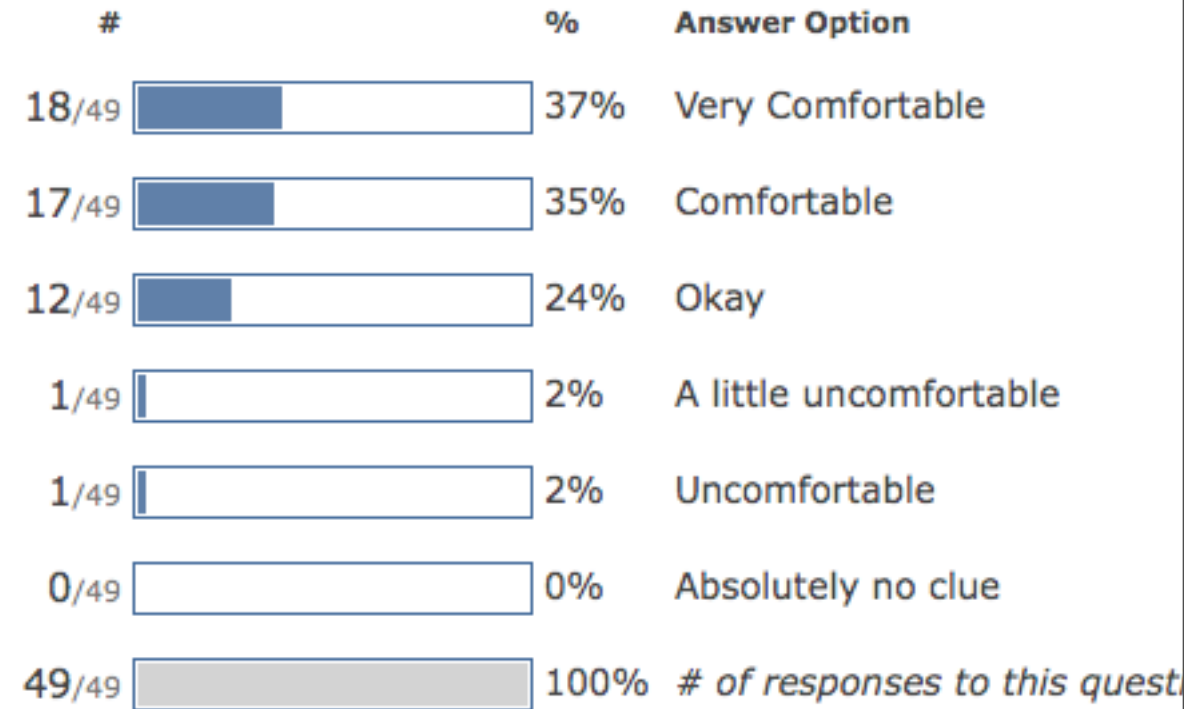
11.1. C



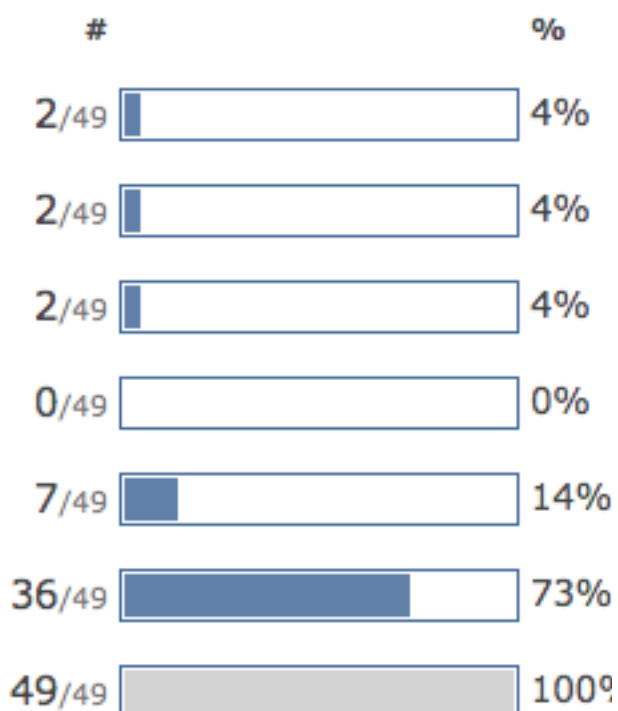
11.2. C++



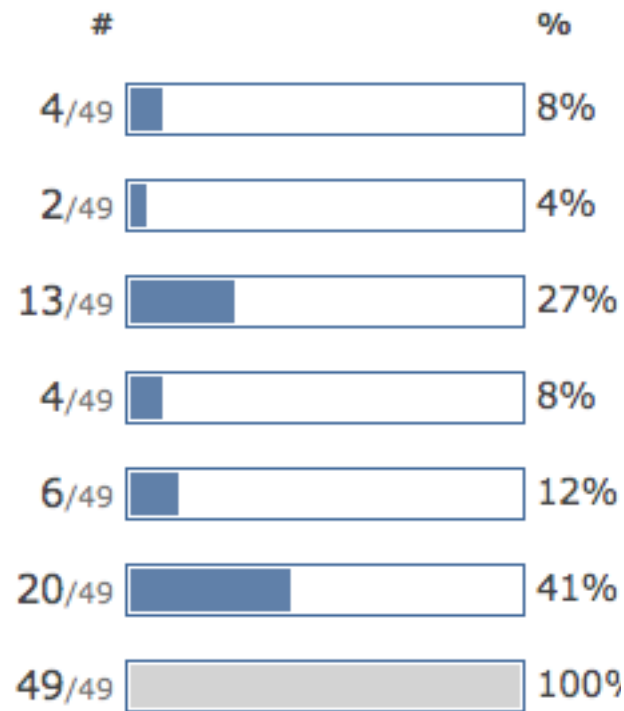
Java



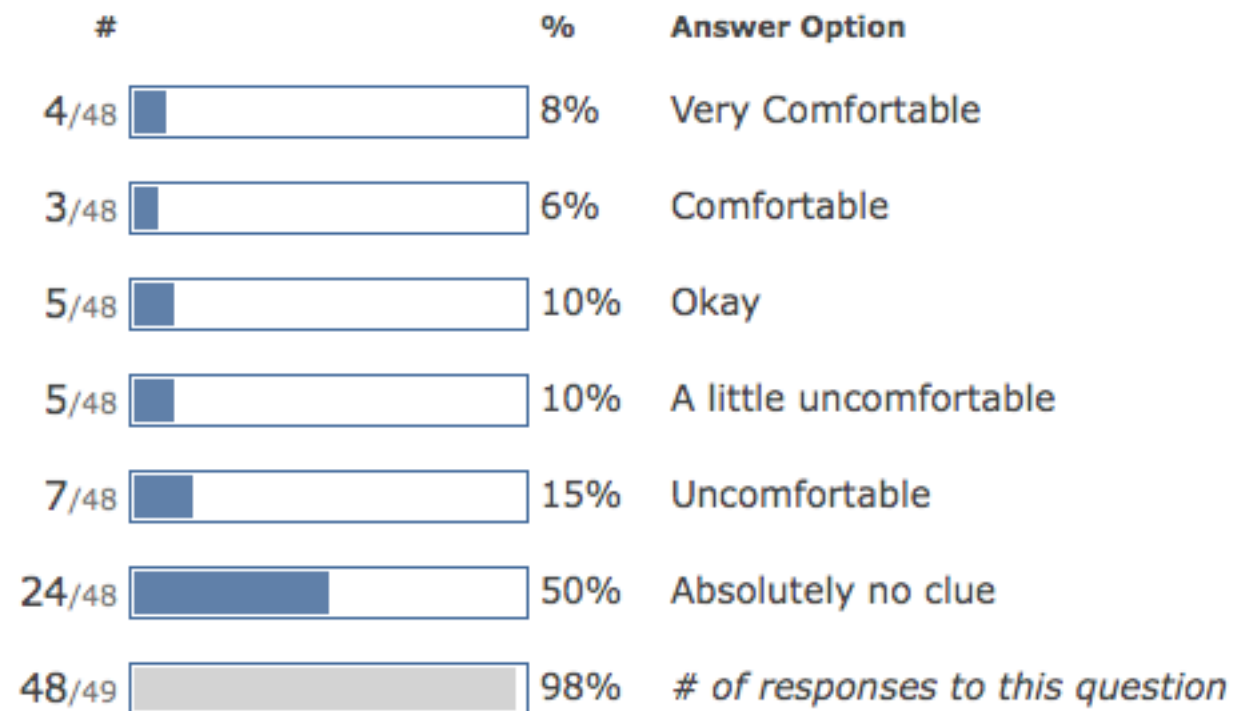
.Python



Javascript

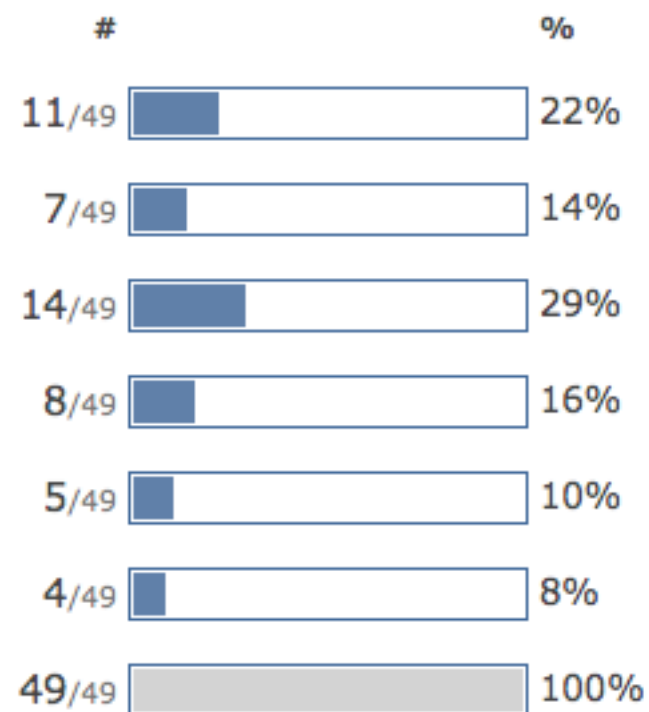


PHP

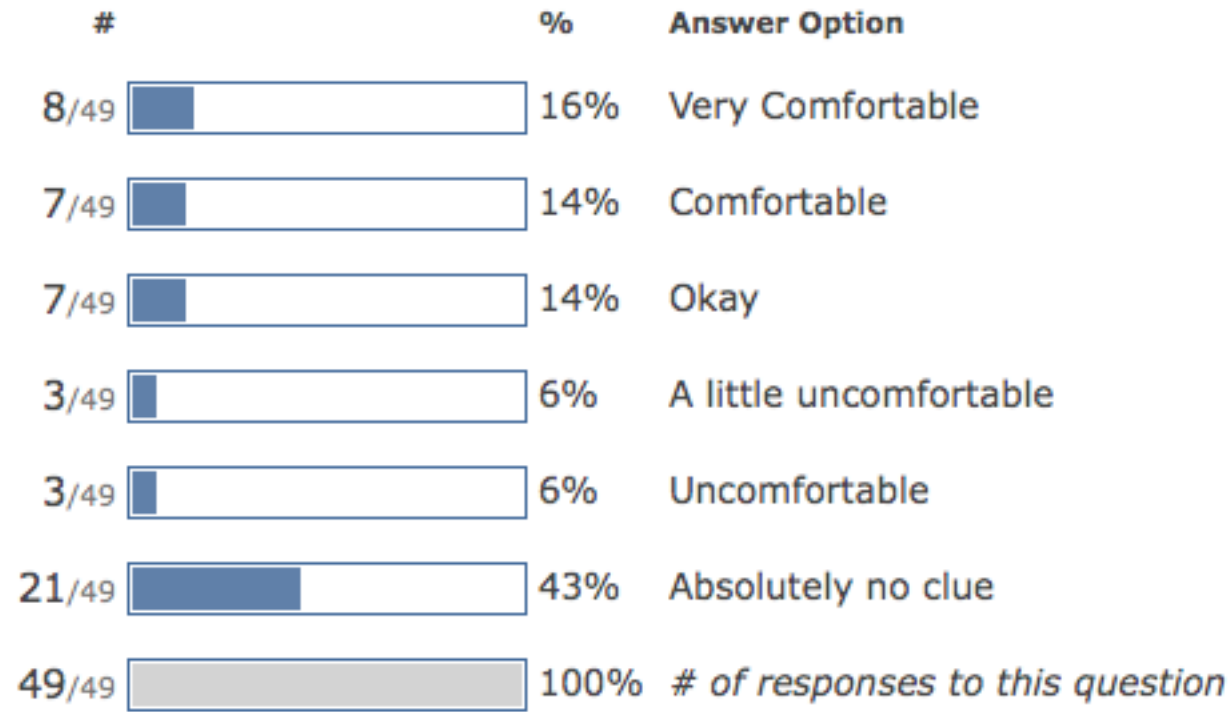


Get to know you survey

HTML

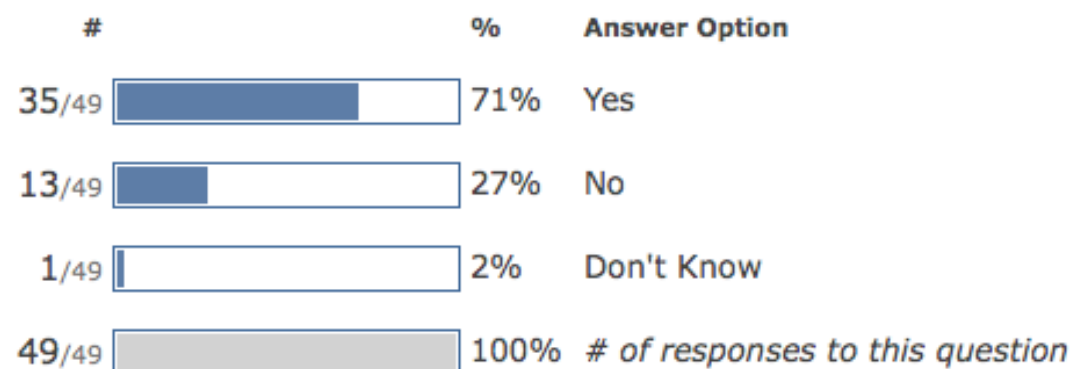


CSS

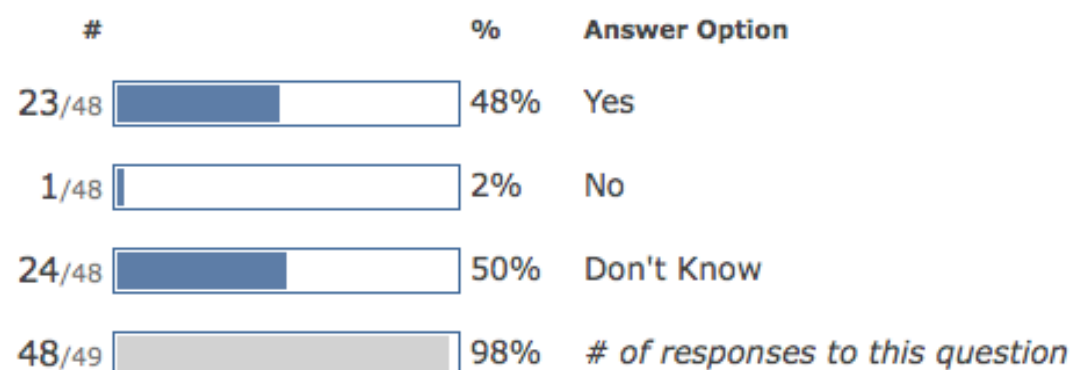


Get to know you survey

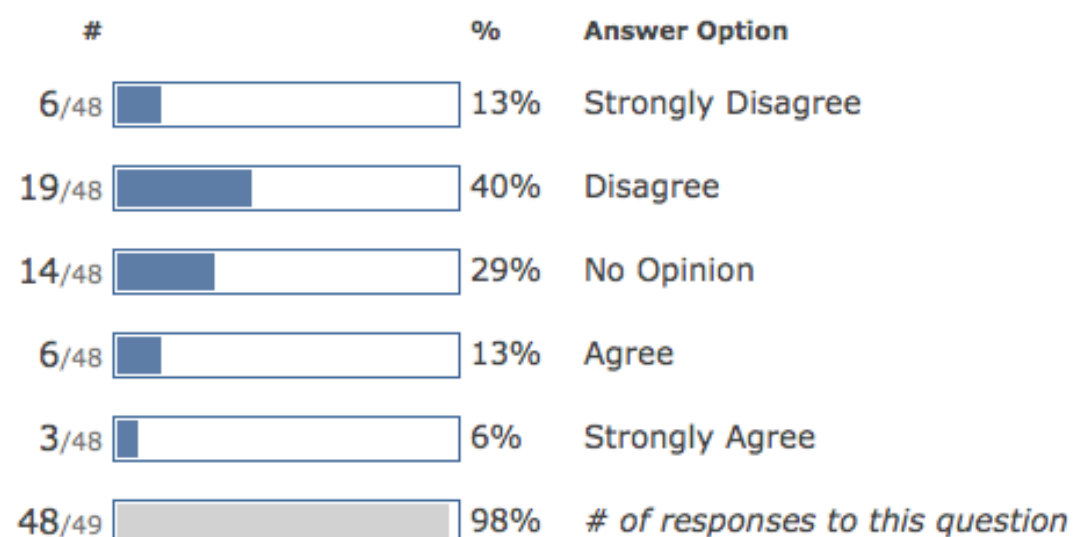
12. I have written a web page using a text editor before.



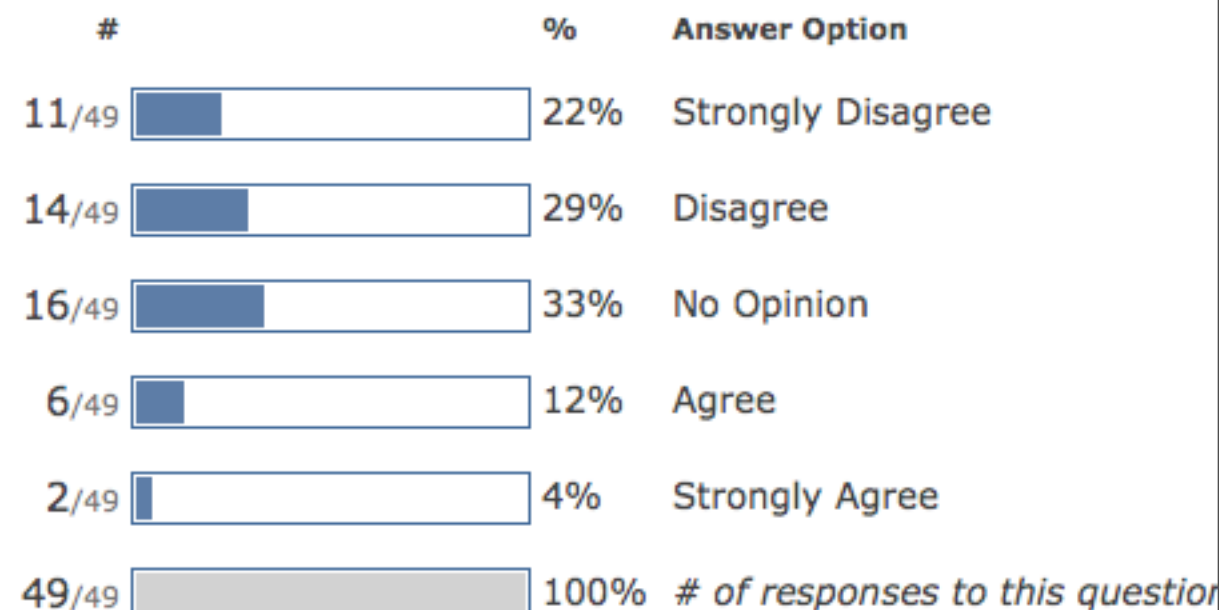
13. Google Maps is an example of AJAX



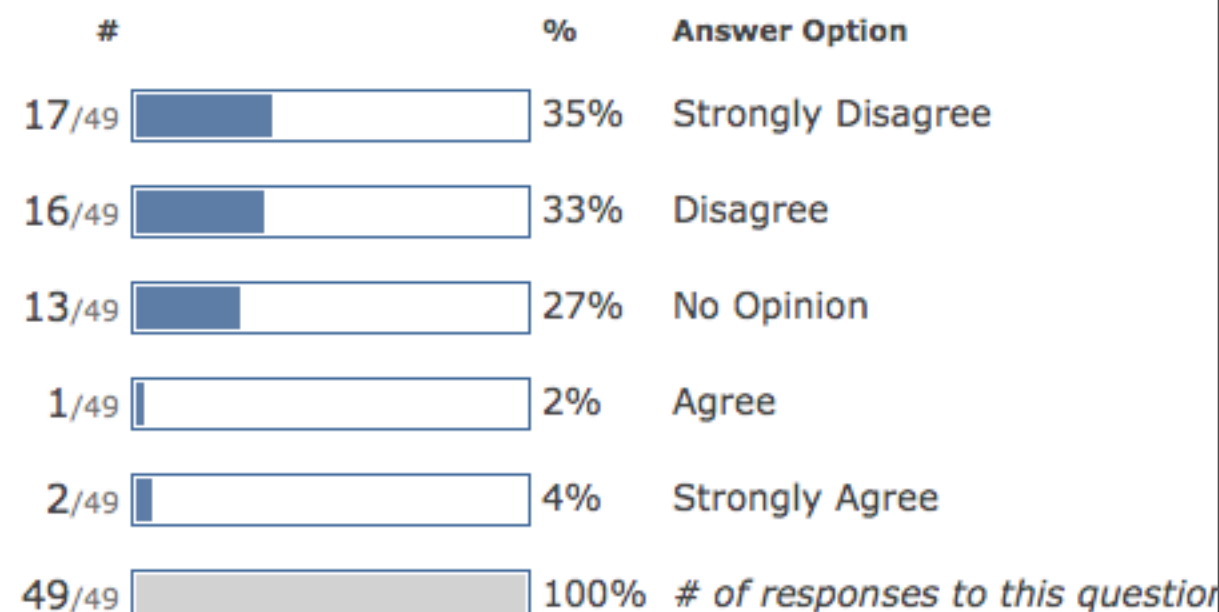
14. When I see the term "x= initXMLHttpRequest();" I get fra



15. I am comfortable writing XML



16. I know how to write well-formed XML.





Learning Objective:

To appreciate the limitations of the human and implications for
U/I design

Emotion influences human capabilities

Emotion

- Various theories of how emotion works
 - James-Lange: emotion is our interpretation of a physiological response to a stimuli
 - Cannon: emotion is a psychological response to a stimuli
 - Schacter-Singer: emotion is the result of our evaluation of our physiological responses, in the light of the whole situation we are in
- Emotion clearly involves both cognitive and physical responses to stimuli



Emotion

- The biological response to physical stimuli is called affect
- Affect influences how we respond to situations
 - positive → creative problem solving
 - negative → narrow thinking





“Negative affect can make it harder to do even easy tasks; positive affect can make it easier to do difficult tasks.”

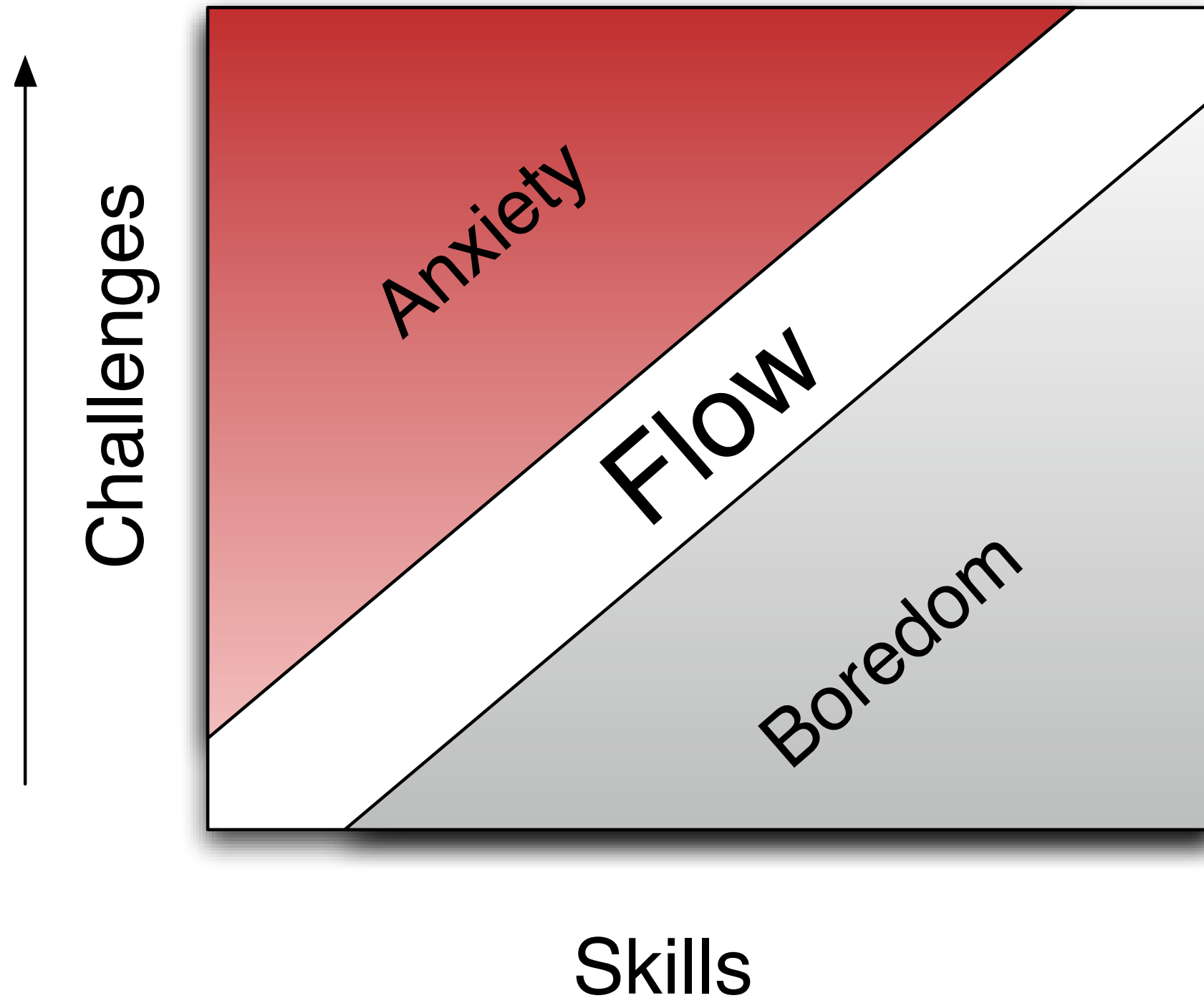
D.A. Norman, 2002

- “Aesthetic-Usability Effect” is a phenomenon
- aesthetic designs
 - are perceived as more usable
 - are more likely to be used
 - make people more tolerant of problems
- unaesthetic designs
 - may be more usable, but don’t get used



<http://www.apple.com/ipodnano/#ad>

The Human: Designing for people



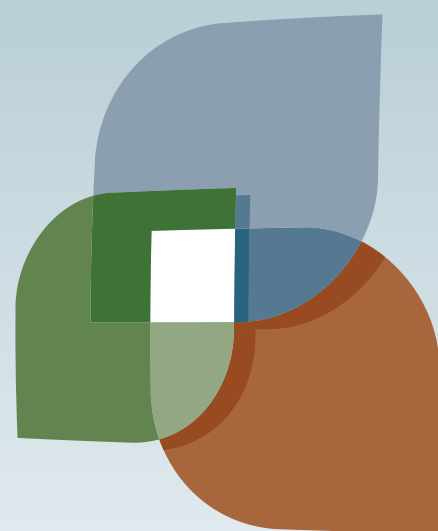
From "Flow: Psychology of Optimal Experience" by Csikszentmihalyi¹⁶



“Most Advanced, Yet Acceptable”

Leverage existing {physical, cognitive, motor, aesthetic}
expectations to introduce new and better interactions, to
create a better world.

- Quick Review
 - 3 Models of Humans
 - Model Human Processor
 - Theoretical
 - Fitt's Law
 - Empirical
 - Flow
 - Design Concept
 - Humans are heavily biased by expectations
 - From our biology to our cognitive response
 - Think about design in terms of your actual real users
 - What are their capabilities?
 - What do they expect?



L U C I

