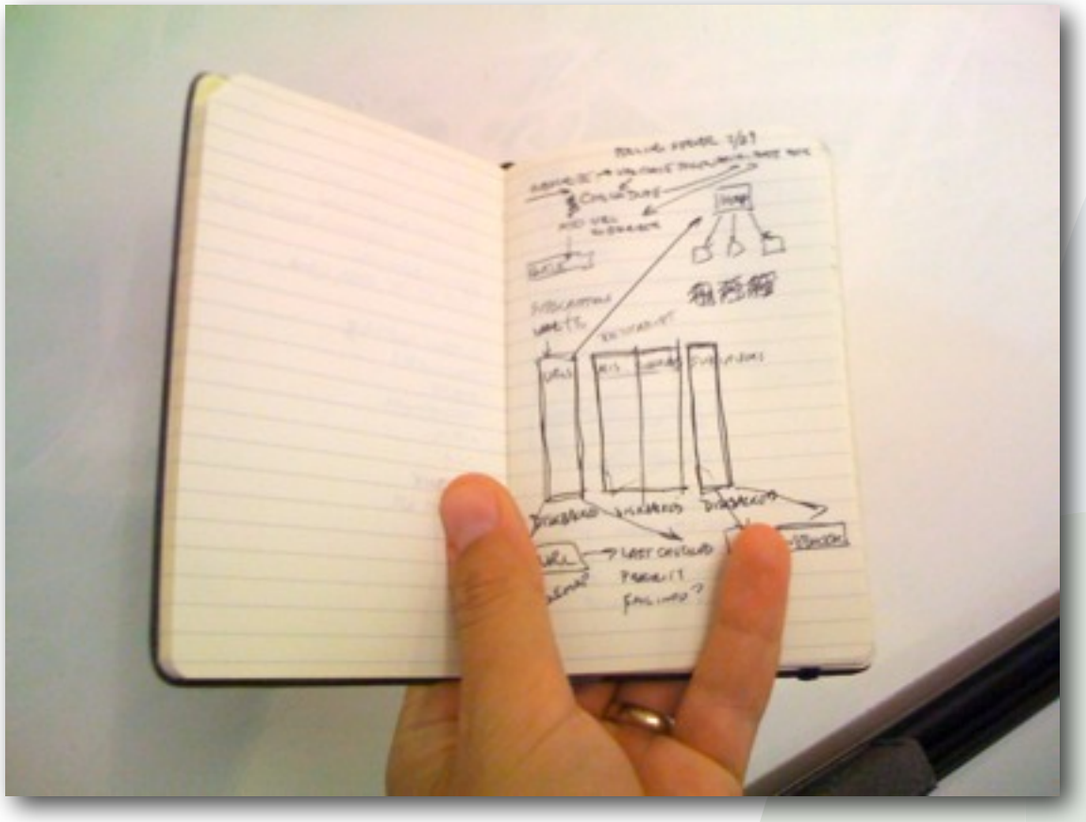
User Interaction: The Human

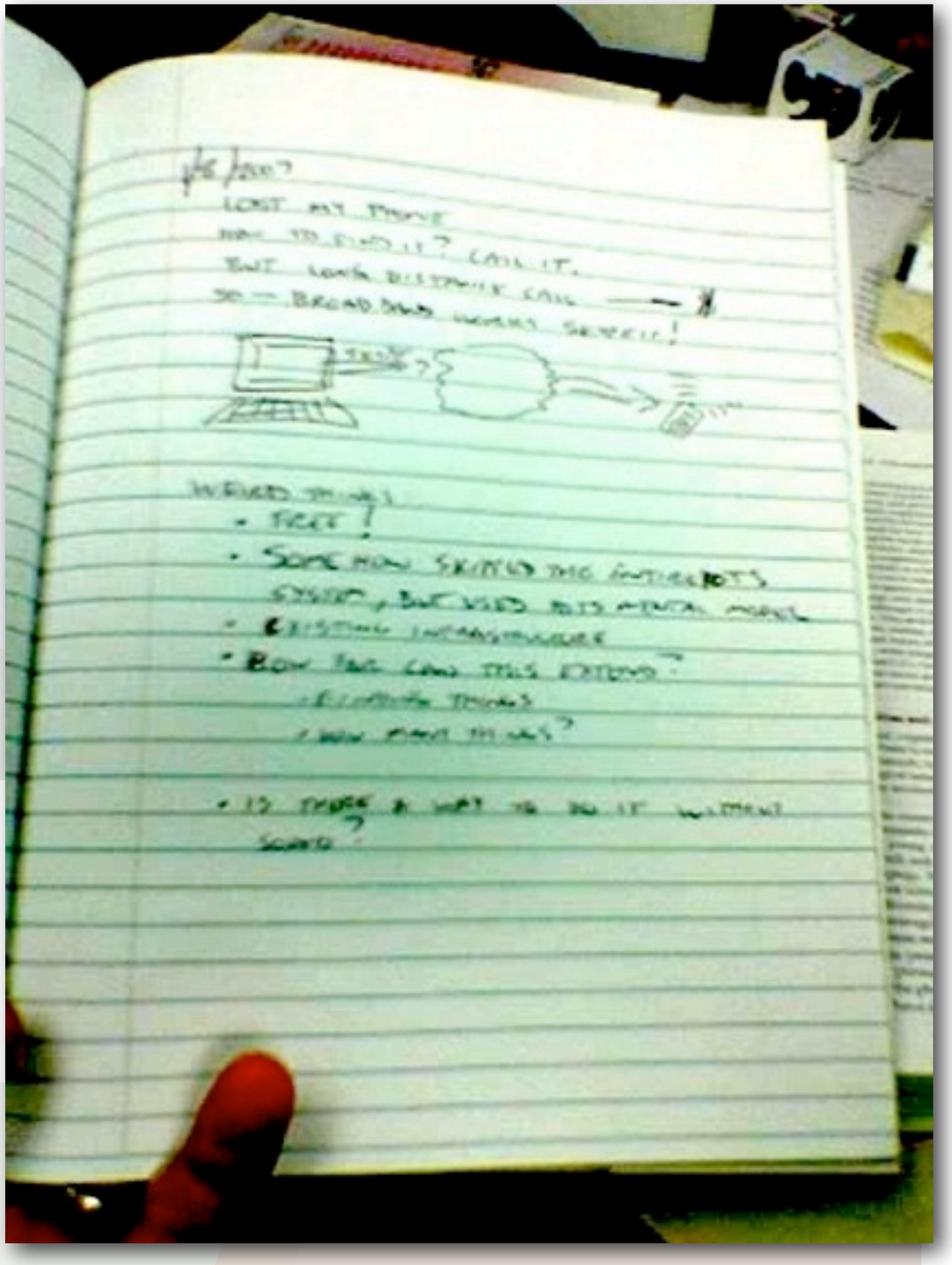
Associate Professor Donald J. Patterson
INF 133 Fall 2012

What might a design notebook be like?

Cooler →

What does a design notebook entry look like?





EEE Results

3. Have you ever taken a class with Prof. Patterson before?

3.1.

#	%	Answer Option
0/59	0%	Yes
59/59	100%	No
59/59	100%	*# of responses to this question*

4. What year are you?

4.1.

#	%	Answer Option
0/59	0%	Freshman (1st year)
6/59	10%	Sophomore (2nd year)
13/59	22%	Junior (3rd year)
29/59	49%	Senior (4th year)
8/59	14%	Post-Senior Undergrad (5th or more years)
1/59	2%	Grad Student
2/59	3%	Other
59/59	100%	*# of responses to this question*

EEE Results

5. What department are you in?

5.1.

#	%	Answer Option
12/59	20%	Computer Science
36/59	61%	Informatics
11/59	19%	Other
59/59	100%	*# of responses to this question*

8. I am currently

8.1.

#	%	Answer Option
1/59	2%	Working a full-time job in addition to class
20/59	34%	Working a part-time job off-campus in addition to class
12/59	20%	Working a part-time job on-campus in addition to class
24/59	41%	Not working
2/59	3%	Other
59/59	100%	*# of responses to this question*

EEE Results

9. I love programming.

#		%	Answer Option
1/59		2%	Strongly Disagree
8/59		14%	Disagree
11/59		19%	No Opinion
24/59		41%	Agree
15/59		25%	Strongly Agree
59/59		100%	*# of responses to this question*

EEE Results

12.1. C

#	%
2/56	4%
6/56	11%
9/56	16%
5/56	9%
5/56	9%
29/56	52%
56/59	95%

12.2. C++

#	%
2/56	4%
9/56	16%
9/56	16%
9/56	16%
2/56	4%
25/56	45%
56/59	95%

12.3. Java

#	%	Answer Option
18/59	31%	Very Comfortable
17/59	29%	Comfortable
11/59	19%	Okay
6/59	10%	A little uncomfortable
7/59	12%	Uncomfortable
0/59	0%	Absolutely no clue
59/59	100%	*# of responses to this*

12.4. Python

#	%
4/56	7%
14/56	25%
8/56	14%
7/56	13%
7/56	13%
16/56	29%
56/59	95%

12.5. Javascript

#	%
2/57	4%
7/57	12
12/57	21
12/57	21
10/57	18
14/57	25
57/59	97

12.6. PHP

#	%	Answer Option
3/57	5%	Very Comfortable
7/57	12%	Comfortable
4/57	7%	Okay
9/57	16%	A little uncomfortable
5/57	9%	Uncomfortable
29/57	51%	Absolutely no clue
57/59	97%	*# of responses to this*

EEE Results

12.7. HTML

#	%
13/59	22%
19/59	32%
11/59	19%
6/59	10%
4/59	7%
6/59	10%
59/59	100%

12.8. CSS

#	%	Answer Option
10/59	17%	Very Comfortable
18/59	31%	Comfortable
6/59	10%	Okay
4/59	7%	A little uncomfortable
5/59	8%	Uncomfortable
16/59	27%	Absolutely no clue
59/59	100%	*# of responses to this question*

EEE Results

16. I am comfortable writing XML

#	%	Answer Option
12/59	20%	Strongly Disagree
20/59	34%	Disagree
15/59	25%	No Opinion
9/59	15%	Agree
3/59	5%	Strongly Agree
59/59	100%	*# of responses to this question*

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

#	%	Answer Option
16/59	27%	Strongly Disagree
24/59	41%	Disagree
10/59	17%	No Opinion
7/59	12%	Agree
2/59	3%	Strongly Agree
59/59	100%	*# of responses to this question*

EEE Results

25. I have a laptop.

#		%	Answer Option
59/59		100%	Yes
0/59		0%	No
59/59		100%	*# of responses to this question*

22. I have a smart phone.

#		%	Answer Option
49/59		83%	Yes
10/59		17%	No
0/59		0%	Don't Know
59/59		100%	*# of responses to this question*

Shaping Things

"New forms of design and manufacture are appearing that lack historical precedent"

"Our current scale/methods of manufacturing and consumption are not sustainable"

Shaping Things

"Effective intervention takes place not in the human, not in the object, but in the realm of the technosocial"

Human Computer Interaction duality

Shaping Things

What are Sterling's technosocial epochs?

Shaping Things

What separates epochs?

Shaping Things

What separates epochs?

"We know that this revolution has become the new status quo when even the fiercest proponents of the earlier technoculture cannot physically overwhelm and defeat the new one"

Shaping Things

"It is important to explicitly acknowledge the downsides of any technological transformation"

Shaping Things

"It is important to explicitly acknowledge the downsides of any technological transformation"

"Tomorrow composts today"

Shaping Things

"What can you no longer earn a living without?"

"What technological feature would a country be completely conquerable if they lost it?"

Shaping Things

Designers in a GIZMO world must design for cognitive load and opportunity cost

"...in an information-rich world, the wealth of information means a dearth of something else: a scarcity of whatever it is that information consumes. What information consumes is rather obvious: it consumes the attention of its recipients. Hence a wealth of information creates a poverty of attention and a need to allocate that attention efficiently among the overabundance of information sources that might consume it" (Simon 1971, p. 40-41).

Augmented (hyper) reality

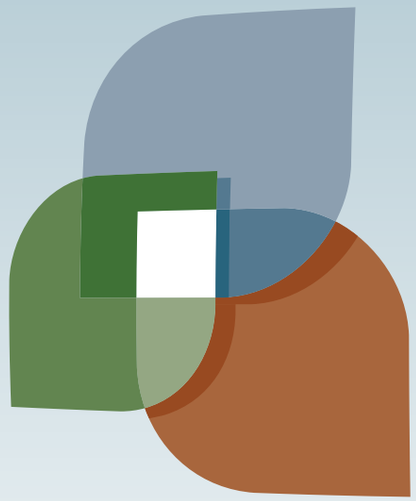
http://vimeo.com/8569187

"Designing an object to be simple and clear takes at least twice as long as the usual way. It requires concentration at the outset on how a clear and simple system would work, followed by the steps required to make it come out that way -- steps which are often much harder and more complex than the ordinary ones. It also requires relentless pursuit of that simplicity even when obstacles appear which would seem to stand in the way of that simplicity."

T.H. Nelson, 1977

Humans are limited in their capacity to process information.

This has important implications for design.



LUCI

Thursday, October 11, 12