Interaction Design

Anyone hear of Interaction Design?

What website do you hate the most? And why?

Sites you love?

IXD

Its about shaping digital things for people's use. Its how people interact with the digital world.

Interaction design is heavily focused on satisfying the needs and desires of the majority of people who will use the product.

Usability:

Assesses how easy user interfaces are to use. The word "usability" also refers to methods for improving ease-of-use during the design process.

- Learnability: How easy is it for users to accomplish basic tasks the first time they encounter the design?
- Efficiency: Once users have learned the design, how quickly can they perform tasks?
- Memorability: When users return to the design after a period of not using it, how easily can they reestablish proficiency?
- Errors: How many errors do users make, how severe are these errors, and how easily can they recover from the errors?
- Satisfaction: How pleasant is it to use the design?

Utility = whether it provides the features you need.

Usability = how easy & pleasant these features are to use.

Useful = usability + utility.

4 Basic principles

(There are many more)

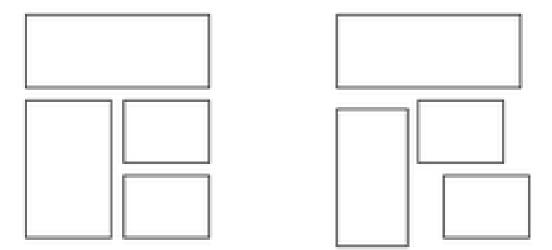
Hierarchy:

Organize your app based on order of importance.

Repetition:

Layout your app in a way that creates patterns.

Alignment:



The Grid System

The ultimate resource in grid systems. * The grid system is an aid, hol a guarantee. If permits a number of possible uses and each designer can look for a solution appropriate to his personal style. Our one must learn how to use the grid; it is an aid that requires practice. " Josef Müller-Grockmann. Briss Crist

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Proximity:

Items relating to each other should be grouped together.

What considerations should be made because your designing a product that's being used on a hand held touch device?