

From need to needed

Hat tip to Prof. Wayne Li for some content

Fall 2019



"Every designer wants to build a highquality interactive system that is admired by colleagues, celebrated by users, circulated widely, and imitated frequently." (Shneiderman, 1992, p.7)

...and anything goes!...

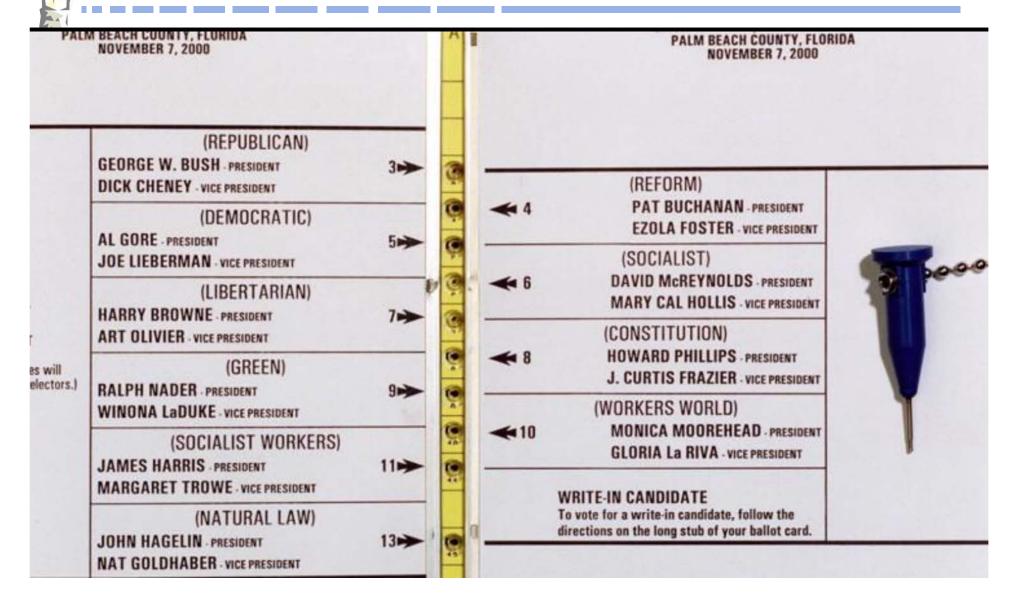
The Good...



The Good...

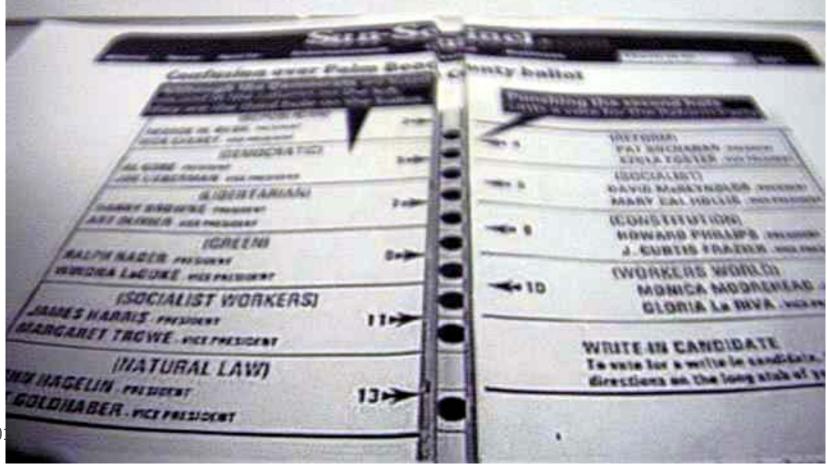


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Perspective view of ballot, as a voter would have seen it.







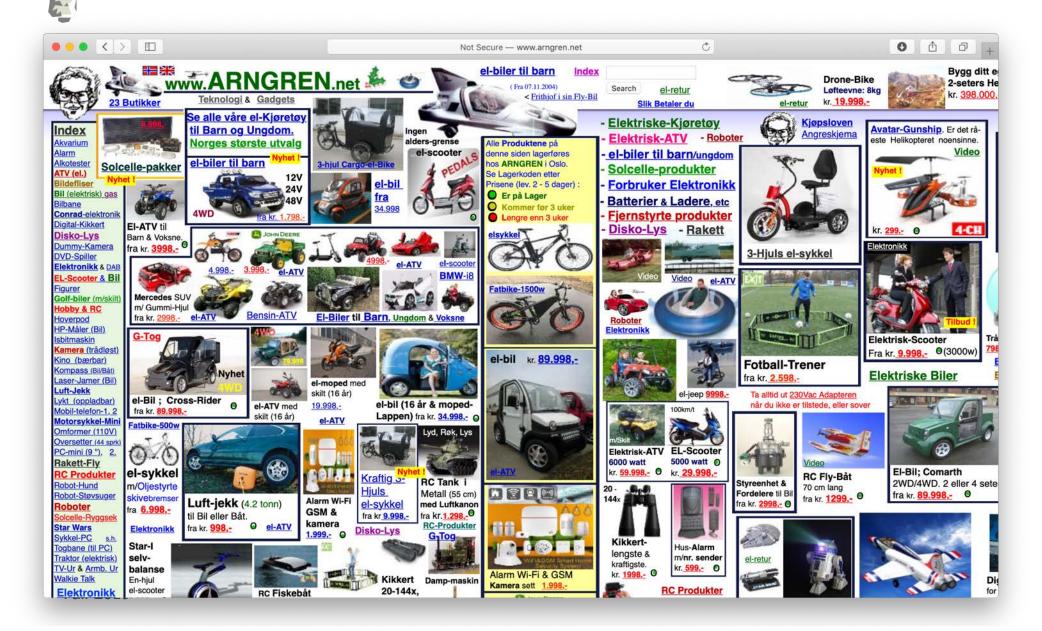


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The Ugly...



The (really) Ugly...





What The...???



What About This...???







But What Makes it Good?!

> Functionality

- Speed & efficiency
- >Reliability, security, data integrity
- Standardization, consistency

>USABILITY !

Don't Forget This...







... The human user of any system is the focus of the design process. Planning and implementation is done with the user in mind, and the system is made to fit the user, not the other way around....

"Good Design" Means

- Systems are built for humans; must be designed for the user
- Recognize individual differences; appreciate design implications of these human factors
- Recognize the design of things, procedures, etc., influences human behavior and wellbeing
- Emphasize empirical data & evaluation
- Things, procedures, environments, and people do not exist in isolation

Good Design Is Not...

NOT just applying checklists and guidelines

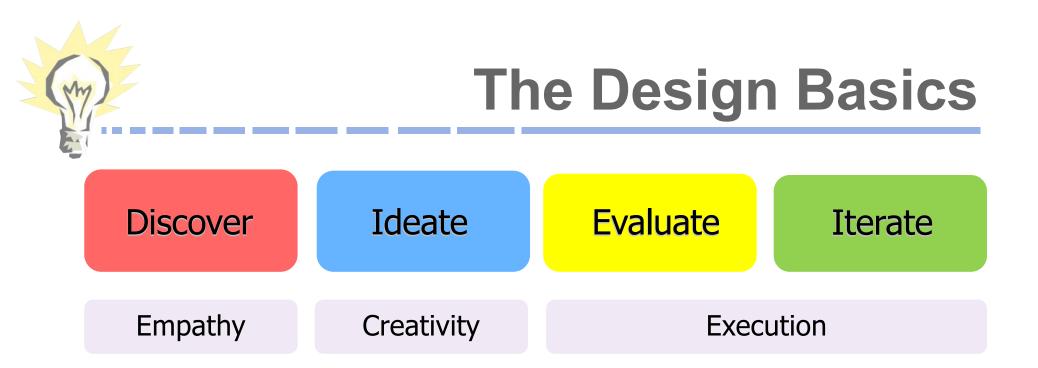
These can help, but USD is a whole philosophy

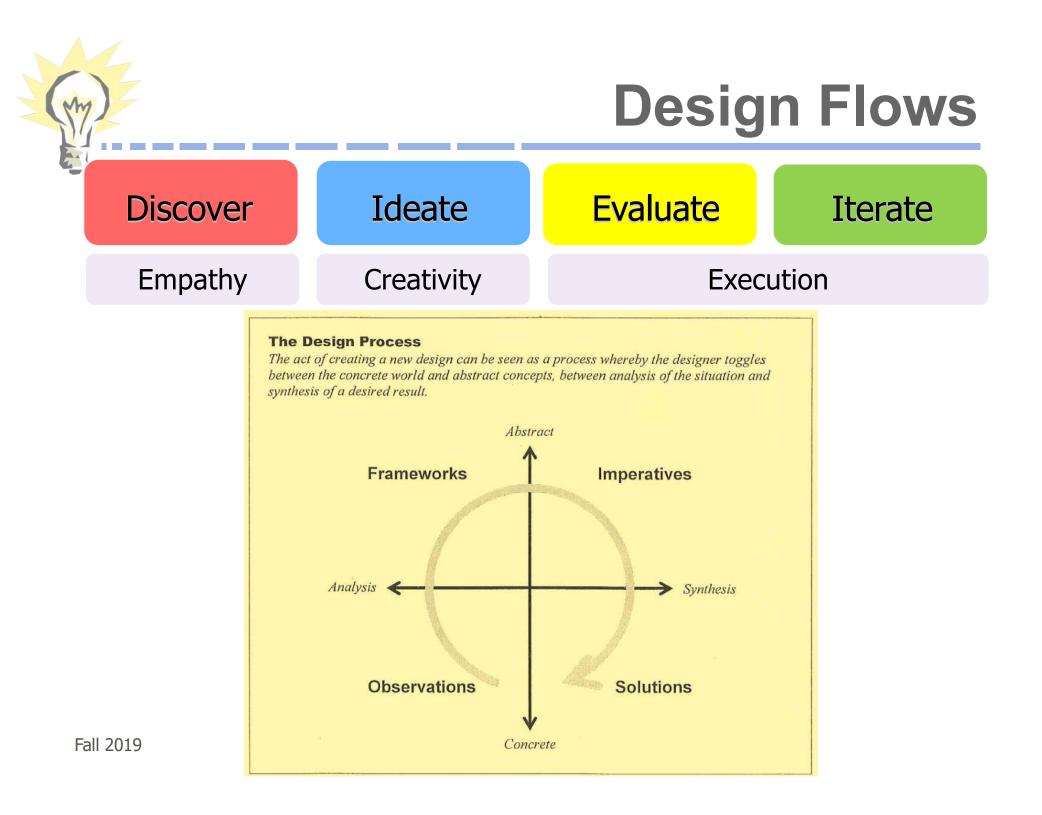
NOT using oneself as the model user

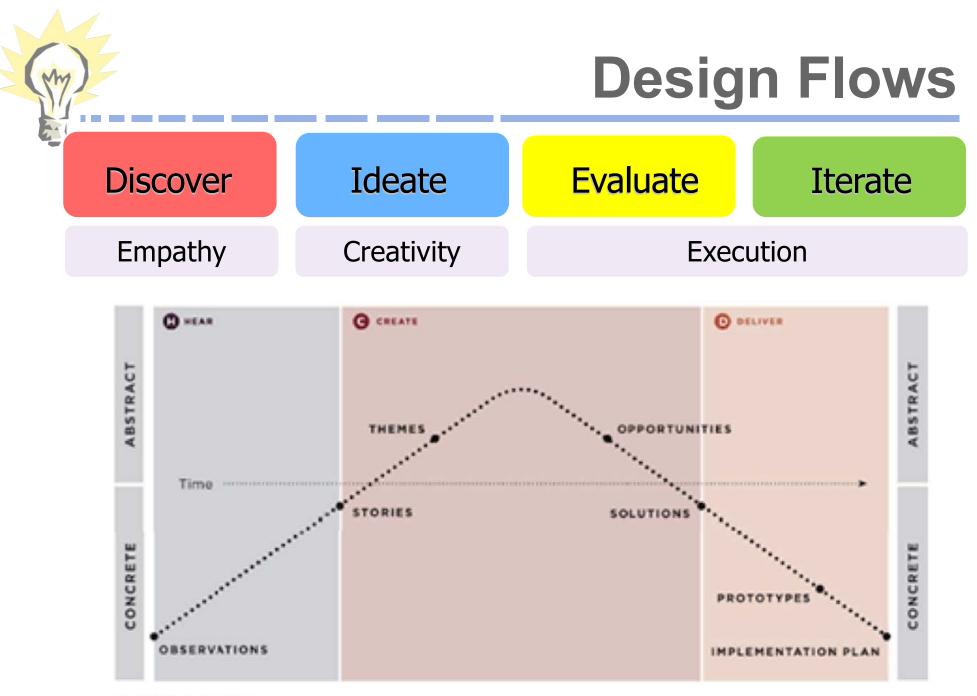
Know your real users; recognize variation in humans

NOT just common sense

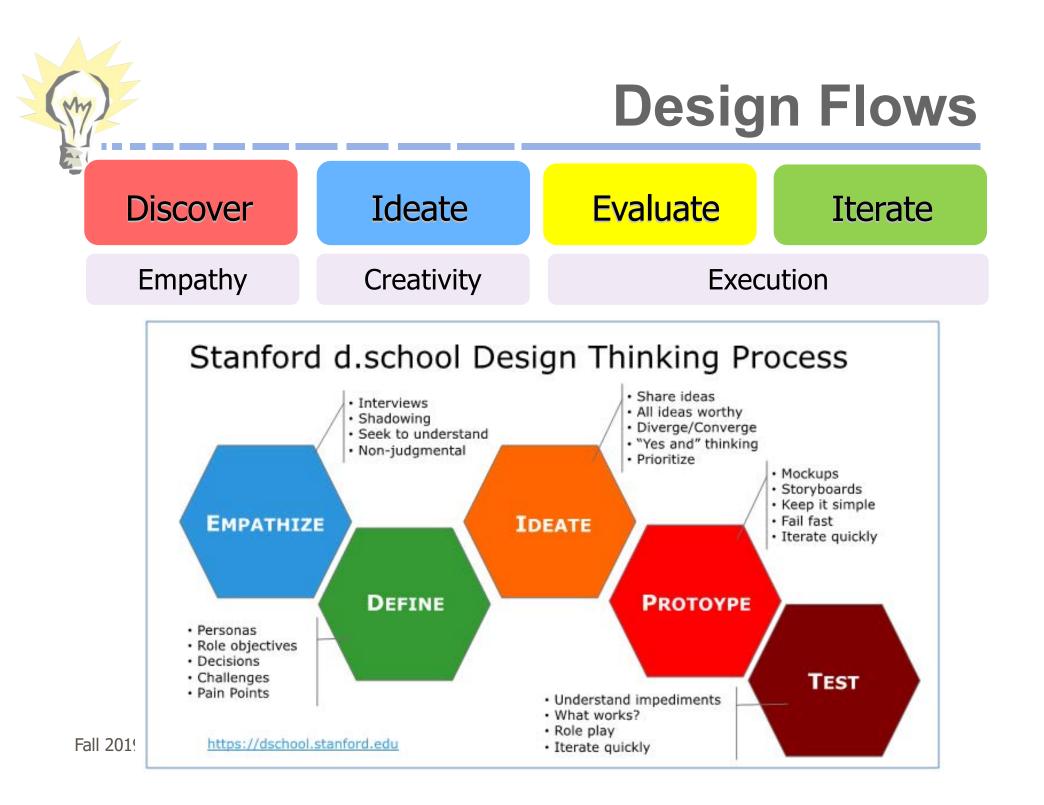
- Knowing how to design a fire alarm so it will be heard over background noise is not something we all know.
- The HF specialist knows where or how to get the information needed to answer design questions

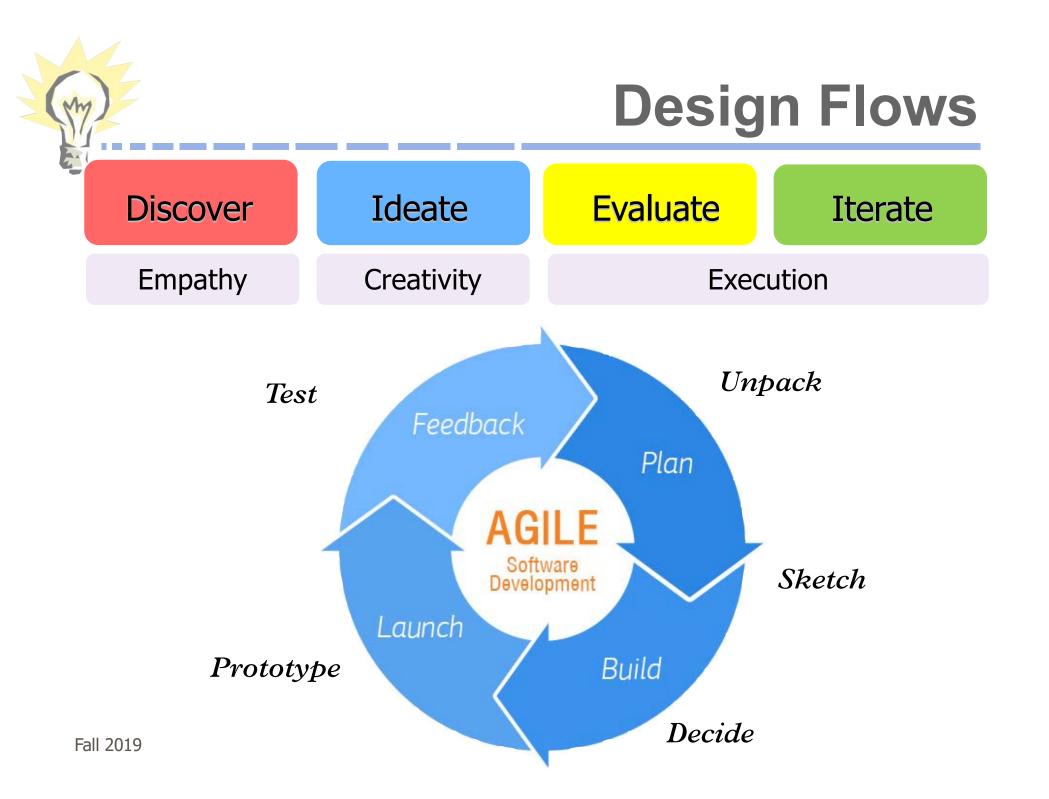


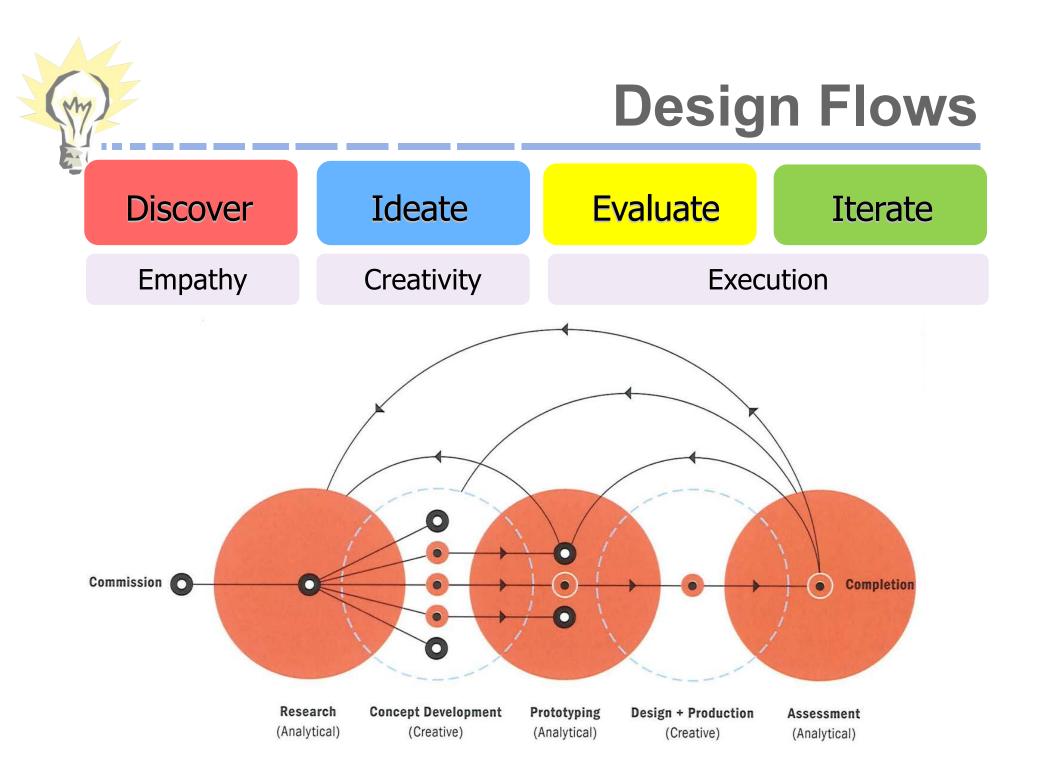




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What to Discover...?

WantsNeedsChallenges



Design Mission?

Evolutionary design

Revolutionary design



User Centered Design ProcessUsability Principles

Know Your User!
 Know Your User!!
 Know Your User!!!

