

MOBILE INTERACTION DESIGN

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OVERVIEW

Unit 1

Interaction design

Unit 2

Mobile Interaction Design

Unit 3

User research

Unit 4

Prototyping

Unit 5

iOS Human Interface Guidelines,
Google Material Design

Unit 6

Hands-on activity



UNIT 4

Prototyping

ENVISIONMENT

- Visual exploration and presentation of key features of design
 - allows for feedback from users and clients
 - aids generation, communication and evaluation of ideas
 - for different people at different stages of development
- All aspects can & should be envisioned
 - concepts
 - functions
 - structure
 - interactions

ENVISIONMENT

- Methods go from sketches ('back of the envelope') to full computer prototypes
 - may focus on part or whole of the system
 - may evolve into final product or be re-engineered
- Understanding
 - what the client wants
 - the PACT of the project
 - the user, what the user does, what the user needs and context of use

ENVISIONMENT

- Communicating with:
 - client
 - users
 - colleagues
 - designers
 - evaluators
 - ethnographers
 - programmers

They may be geographically dispersed and/or belong to different cultures

ENVISIONMENT

- Evaluating and selecting design solutions
 - possible requirements
 - possible design solutions

NAVIGATION MAP

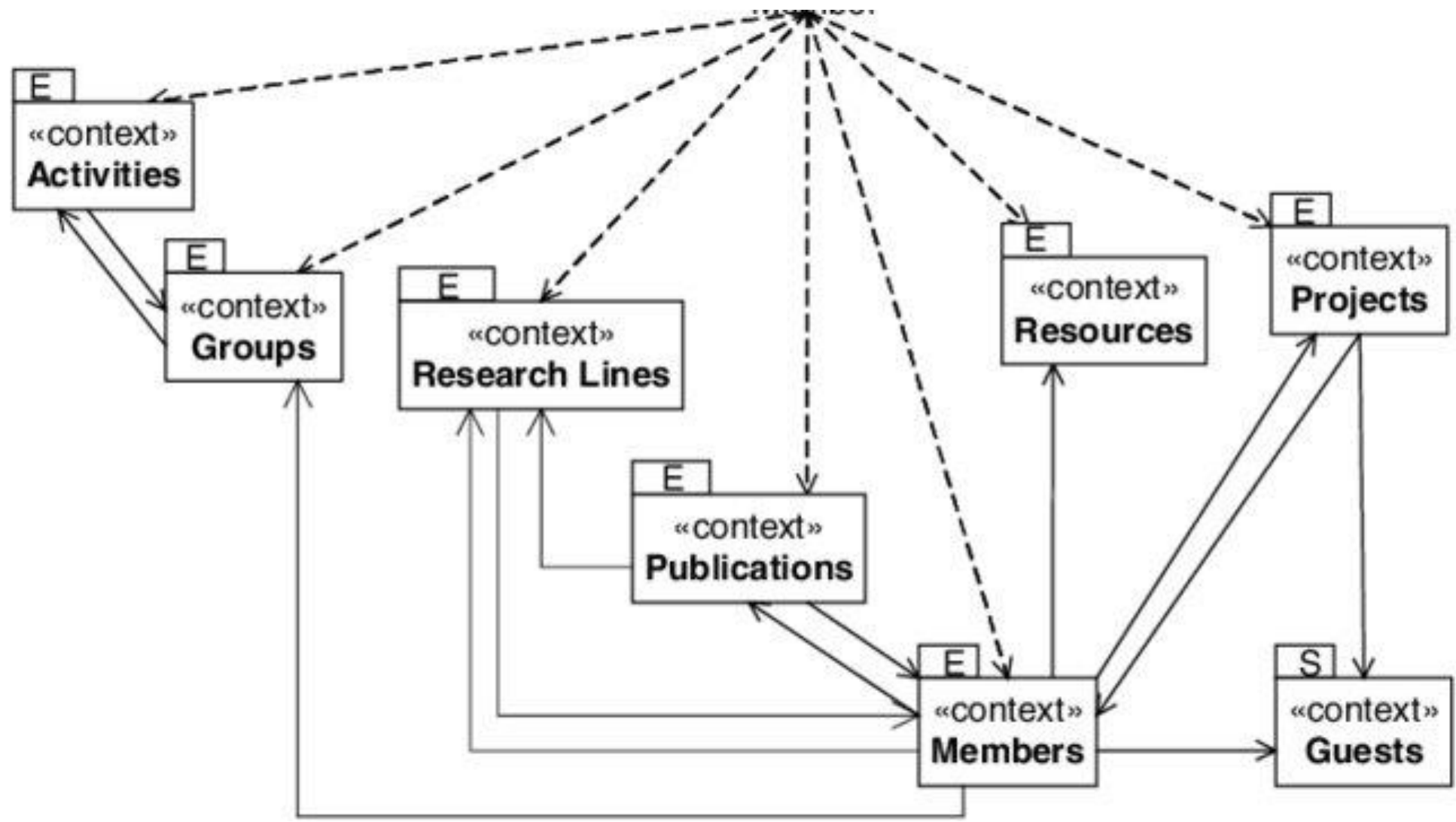
- Navigation maps represent how the user navigates through the system (not same thing as directory structure!)
- Show all pages (screens) and how they are related to one another
- Frequently, drawing them helps spot:
 - orphan pages
 - dead ends
 - structure is getting too complex and users will get lost

NAVIGATION MAP

- Help identify how the user might navigate
- Help identify how the information should flow
- Plan for site creation and linking
- Use of scenarios prior to making the navigation map can help to iron out confusion in the ordering of information.

NAVIGATION MAP — TASK LIST

- Sketch out all pages or screens by hand using simple labelled rectangles
- Link them with lines where it is possible for the user to directly move from one page, screen or movie to another
- Indicate the direction of movement throughout with arrows
- For complicated structures, use different colours to indicate other information, such as whether the link is static or dynamic (i.e., just a link or passing a variable), or whether the information is being sent to the database or received from it.
- When complete, you might like to formalize this as a digital diagram
- It may also be necessary to separate out user *perceived* navigation, from *actual* information flow.



CARD SORTING

- In a card sorting session, participants organize topics into categories that make sense to them and they may also label these groups.
- To conduct a card sort, you can use actual cards, pieces of paper, or one of several online card-sorting software tools.



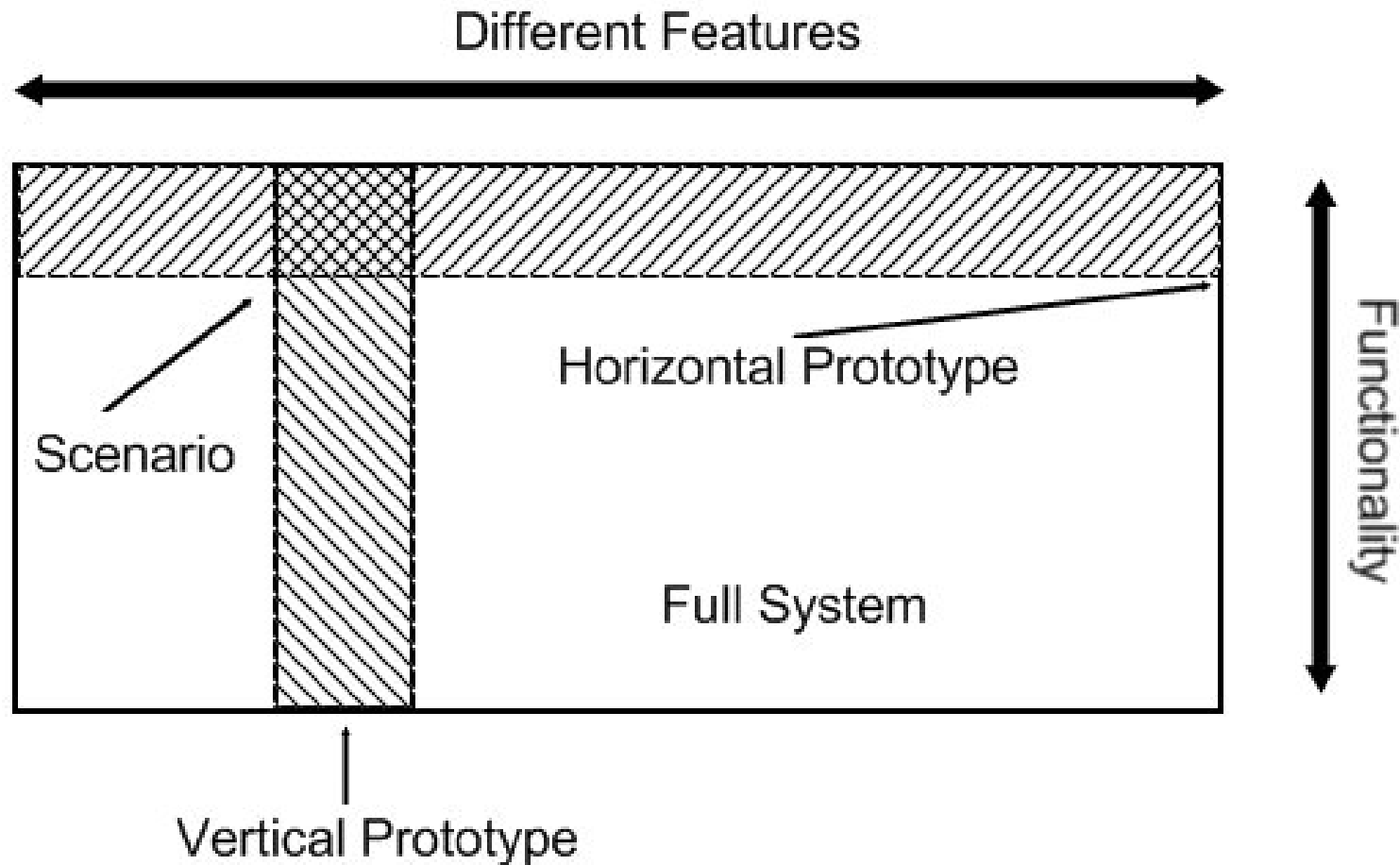
PROTOTYPE

- An early example of a product to test a concept or process or to act as a thing to be replicated.
- Prototyping involves creating a basic system which is a (semi/fully) working version of the current version of the system - a concrete but partial implementation of a system design.
- Realistic and professional-looking, can be used for formal acceptance with client.
- Allows to identifies problems at an early stage.

TYPES OF PROTOTYPE

- Full prototype: whole system description, full functionality but lower performance
- Horizontal prototype: Everything on screen should work, but not 'go' anywhere
- Vertical prototype: One or two threads of interaction in depth from top to bottom
- Incremental prototype: Designed, developed and evaluated stage-by-stage
- Rapid prototype: It allows the user to evaluate the system as it develops and user feedback can then be used in the further development of the system.
- Hi fidelity prototype: generally use high quality, realistic representation (e.g., HTML, PowerPoint).
- Low fidelity prototype: Simple, cheap and easy to modify. Generally use a medium that is far away from final implementation (e.g., paper).

DIMENSION OF PROTOTYPES



PAPER PROTOTYPES

- <https://www.youtube.com/watch?v=y20E3qBmHpg>
- <https://www.youtube.com/watch?v=yafaGNFu8Eg>
- <https://www.youtube.com/watch?v=B7M0fVXdovM>

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