

Study List

History

Sketchpad

Star

Human information processor

Overview

Human interaction loop

Key components

Perceptual processor

Translation speed

Percept fusion

Causality

Decay

Working memory

Capacity

Decay

Long term memory

Capacity

Read/write speed

Decay

Cognitive processor

Cycle time

Locus of attention

Driving and speaking

Motor processor

Motor program

Fitt's law

Hick's law

GOMS

Description

Applications

Limitations

KLM

Rules

Examples

Pro and cons

Skill acquisition

Different stages

Power law of learning

Implication for design

Confirmation dialog box

Dynamic menus

Input/Output devices

DOF

Isotonic/isometric

Relative/absolute

Direct/indirect

Card's analysis

Design process

7 stages

Relation to product design timeline

User centered

Contrast with system centered

Different way to collect users experience

Interview

Diary

Direct observation

Difficulties

Different way to explain your design to users

Storyboarding

Low fidelity

Wizard of Oz

Medium fidelity prototype

Conceptual models

Gulfs of evaluation and execution

Examples

Affordances

Examples

Interface metaphor

Pro and cons

Direct manipulation

Key aspects

Grammar structure

Pro and cons

Brainstorming

Key aspects

Graphical design

Components of a visual language

Parsing visual input

Gestalt principles

Structure

Grouping

Hierarchy

Relationship

Balance

Tools

Symmetry

Alignment

Negative space

Occam's razor

Consistency

Information visualization

Explanation vs. Exploration

Tufte's classification

Micro/Macro reading

Layering and separation

Small multiples

Color

Narration of space and time

Importance of interactive exploration