Questions?

- Project?
- Bulletin board
- Books
- Programming
Today

- The Psychology of Everyday Things (POET)
- Fundamental design principles
- Simple design
Psychopathology of everyday things

- Everyday frustrations
  - Blame it on the users?
    - Need to read the manual?
    - They should learn?
Psychopathology of everyday things

• Everyday frustrations
  – Blame it on the users?
    • Need to read the manual?
    • They should learn?
  – Blame it on poor design?
    • Does not take into account basic human capabilities
      – How humans perceive the world
      – How humans learn
      – How humans deal with error
Psychopathology of everyday things

- How many of you can program or use all aspects of your
  - digital watch?
  - VCR?
  - sewing machine?
  - washer and dryer?
  - stereo system (especially car ones)
  - unfamiliar water faucets
Is the iPod a good design?

• No hardware buttons
  – How to reset?
Fundamental Design Goals

- Provide the right affordances
Different population, different affordances

- **Kids**
  - How to deal with small buttons?

- **Elderly**
  - Age Explorer suit (Meyer-Hentschel)

- **Disable users**
  - Limited vision, movements,…

Age Explorer suit (I.D. magazine)
Fundamental Design Goals

- Provide the right affordances
- Provide the right conceptual model
  - Fridge control
Fundamental Design Goals

- Provide the right affordances
- Provide the right conceptual model
- Provide a good mapping
  - Mercedes seat adjustments
Fundamental Design Goals

- Provide the right affordances
- Provide the right conceptual model
- Provide a good mapping
- Make things visible
  - A step backward: BMW iDrive?
Fundamental Design Goals

- Provide the right affordances
- Provide the right conceptual model
- Provide a good mapping
- Make things visible
- Provide feedback
  - Visual, tactile, auditory…
There is no use trying, said Alice; one can't believe impossible things. I dare say you haven't had much practice, said the Queen. When I was your age, I always did it for half an hour a day. Why, sometimes I've believed as many as six impossible things before breakfast.

Lewis Carrol
Design exercise

“The best way to get a good idea is to get a lot of ideas”

• Current problems

• Possible (futuristic) solutions