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

Tuft’s classification

- Micro/Macro reading
- Layering and separation
- Small multiples
- Color
- Narration of space and time

Importance of interactive exploration