

Further Human-Computer Interaction 2021/2022

Supervision 1

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1. Visual representation

Think of one human-computer interface you have used and which you think was well designed and one interface you used which you think was poorly designed. For each of these two interfaces:

- Sketch the interface (hand-drawn sketch, not screenshot).
- Explain the nature of the information structure that the user creates and interacts with when using the site/application.
- Describe the aspects that make it an enjoyable/efficient (or unenjoyable/inefficient) interaction experience by focusing on the aspects of the visual language (marks, symbols, regions, surfaces). For each aspect, explain the nature of the correspondence between the visual appearance and its meaning or purpose within the interaction design.

Redesign the second interface in order to address its poorly designed aspects. Provide a sketch of your design and comment on how the deficiencies you noted above are specifically addressed and any trade-offs that you had to make.

2. Three waves of HCI

Give a 10-minute presentation on how the three waves of HCI have contributed and impacted the design of your mobile phone. To get you started, you can think about, for example, elements of physical design, how you use various apps, how you use your phone to communicate and how it influences your social relationships, what its role is in the context of work/study, any idiosyncratic uses you've found for it etc.

3. Exam question

FHCI 2018 Paper 7 Question 6