

Design of User Interfaces

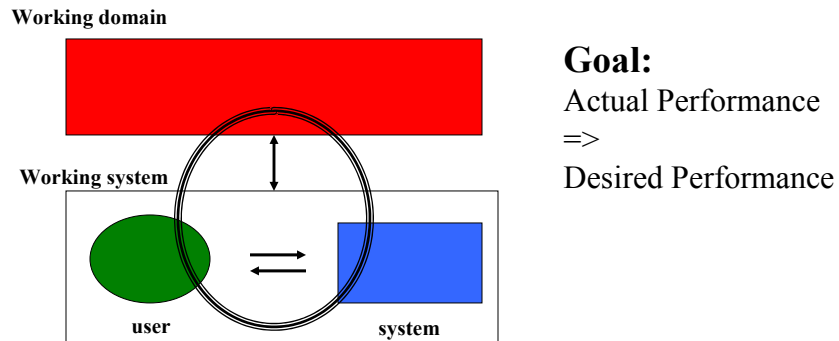
Matthias Rauterberg

GOOGLE: rauterberg

2005



What is User-System Interaction about?

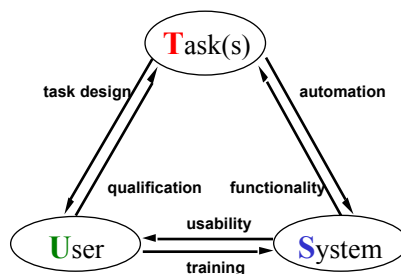


© M. Rauterberg, 2005

JFS-USI Primer-2

3/11

The Basic Triangle: T-U-S



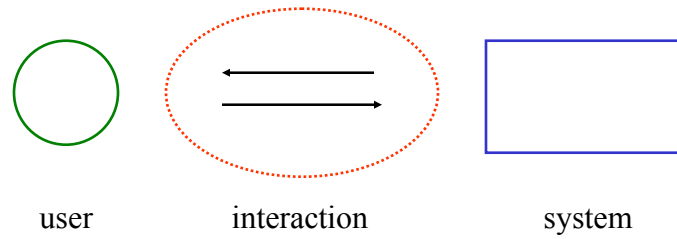
- user-oriented requirement analysis
 - know the user
 - describe the context of use
 - analyze the user's tasks
 - decide for user-system function allocation

© M. Rauterberg, 2005

JFS-USI Primer-2

4/11

Interface Design or Interaction Design?

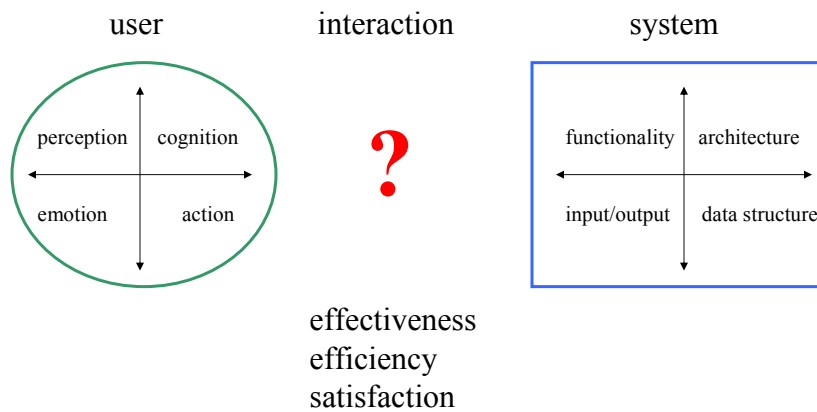


© M. Rauterberg, 2005

JFS-USI Primer-2

5/11

Challenges of USI research

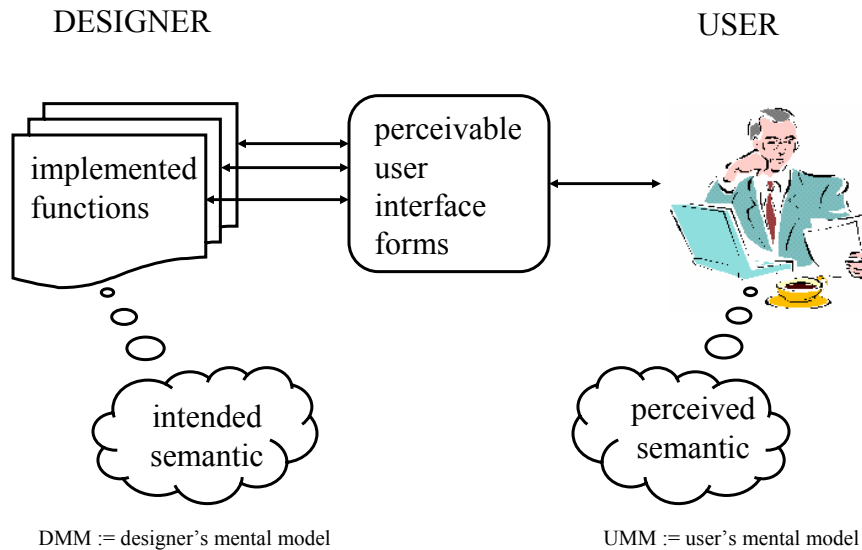
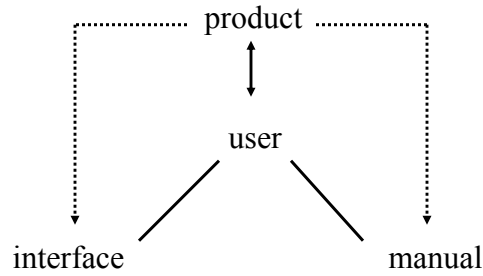


© M. Rauterberg, 2005

JFS-USI Primer-2

6/11

User-Product Relation

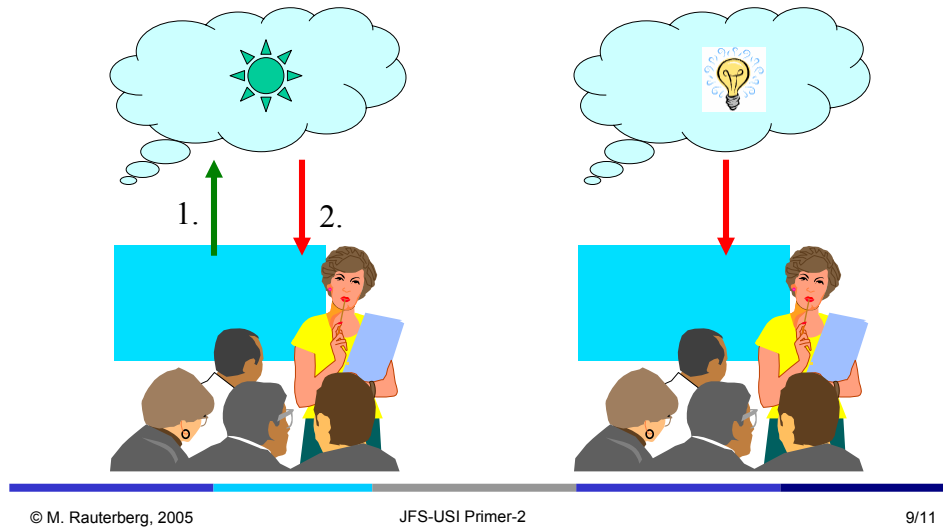


DMM := designer's mental model

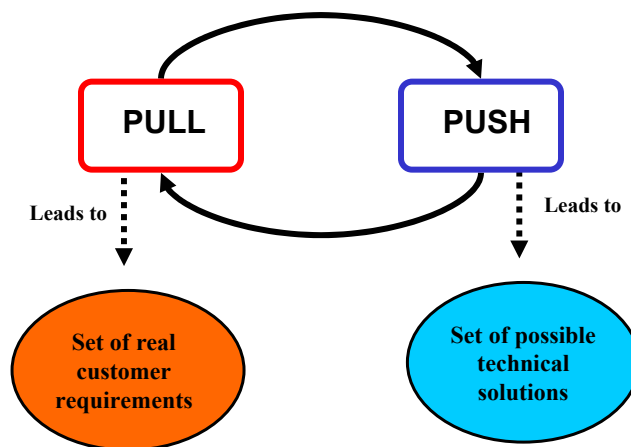
UMM := user's mental model

How to relate Function and Form, so that $DMM \equiv UMM$?

Two General Design Strategies



From Problem to Solution or the other way round?



How to maximize the match?

