

Ch 2 SAQs (Pop Quiz)

1. What are the relationships between the development methodologies discussed, which is best for UX and why?
2. Given need to rapidly create an interface prototype, which agile method would you use and why?
3. What's wrong with Cowboy Coding?
4. What is the separation of Concerns and why is it important?
5. Windows Toolkits are often specific to the Windows Manager, how can you more efficiently design for multiple Windows Managers?



UX from 30,000ft It's Complicated!

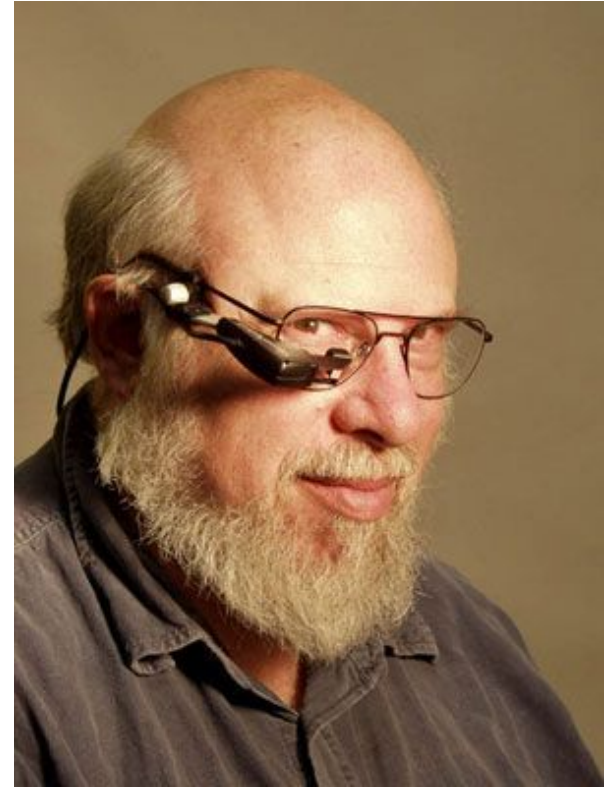
Lecture 03 (50 minutes)

@sharpic

<http://sharpic.github.io/COMP33511/>

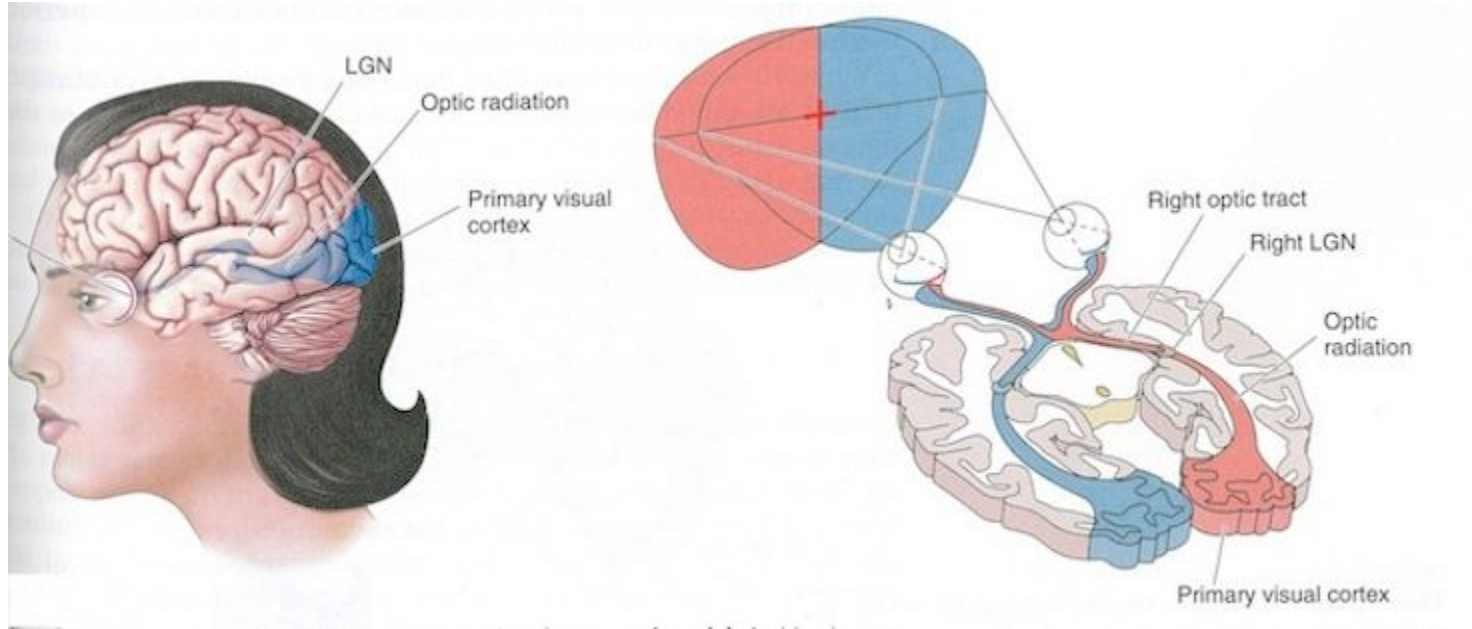
It's Complicated!

'Humans are variously skilled and part of assuring the accessibility of technology consists of seeing that an individual's skills match up well with the requirements for operating the technology. There are two components to this; training the human to accommodate the needs of the technology and designing the technology to meet the needs of the human. The better we do the latter, the less we need of the former.'



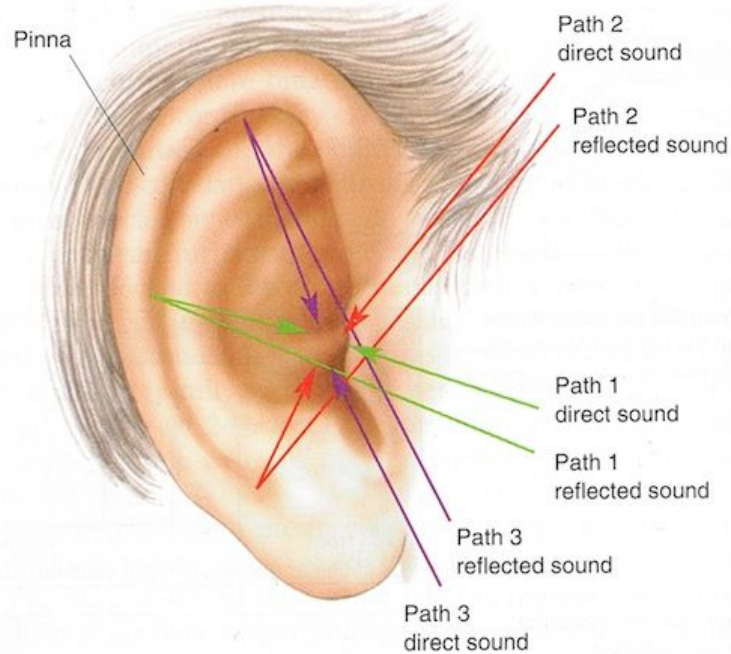
<http://goo.gl/y9yAa6>. theory and research
in hci

Perception - Visual Interaction



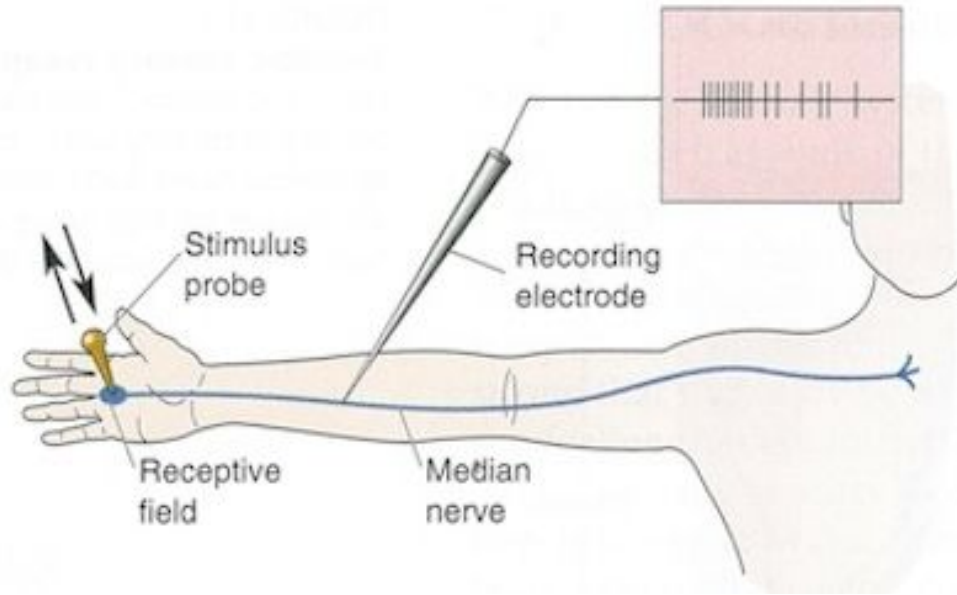
The Visual Pathway. M. F. Bear, B. W. Connors, and M. A. Paradiso. Neuroscience: exploring the brain. Lippincott Williams & Wilkins, Philadelphia, PA, 3rd ed edition, 2007.

Perception - Auditory



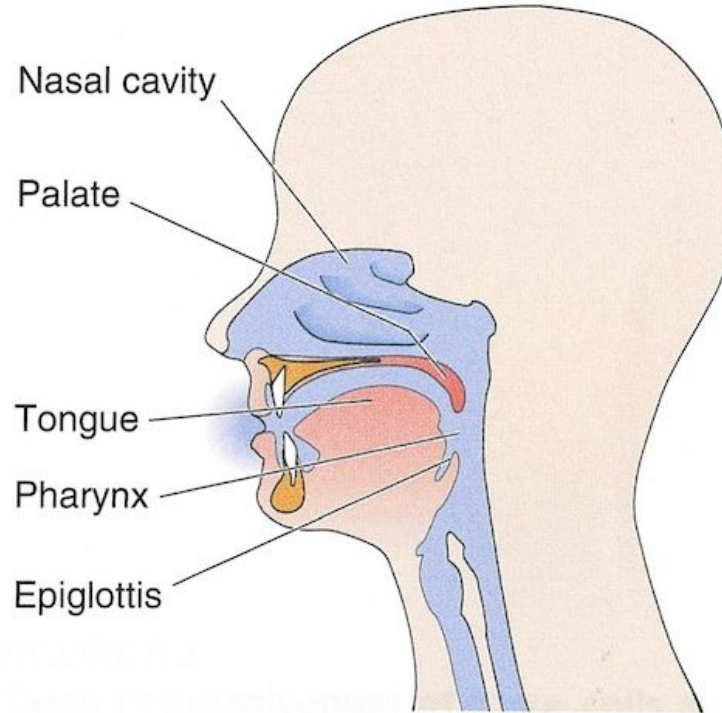
Vertical Sound Localisation. M. F. Bear, B. W. Connors, and M. A. Paradiso. Neuroscience: exploring the brain. Lippincott Williams & Wilkins, Philadelphia, PA, 3rd ed edition, 2007.

Perception - Somatic (Touch)



Human Sensory Receptors. M. F. Bear, B. W. Connors, and M. A. Paradiso. Neuroscience: exploring the brain. Lippincott Williams & Wilkins, Philadelphia, PA, 3rd ed edition, 2007.

Perception - Smell (Olfactory)



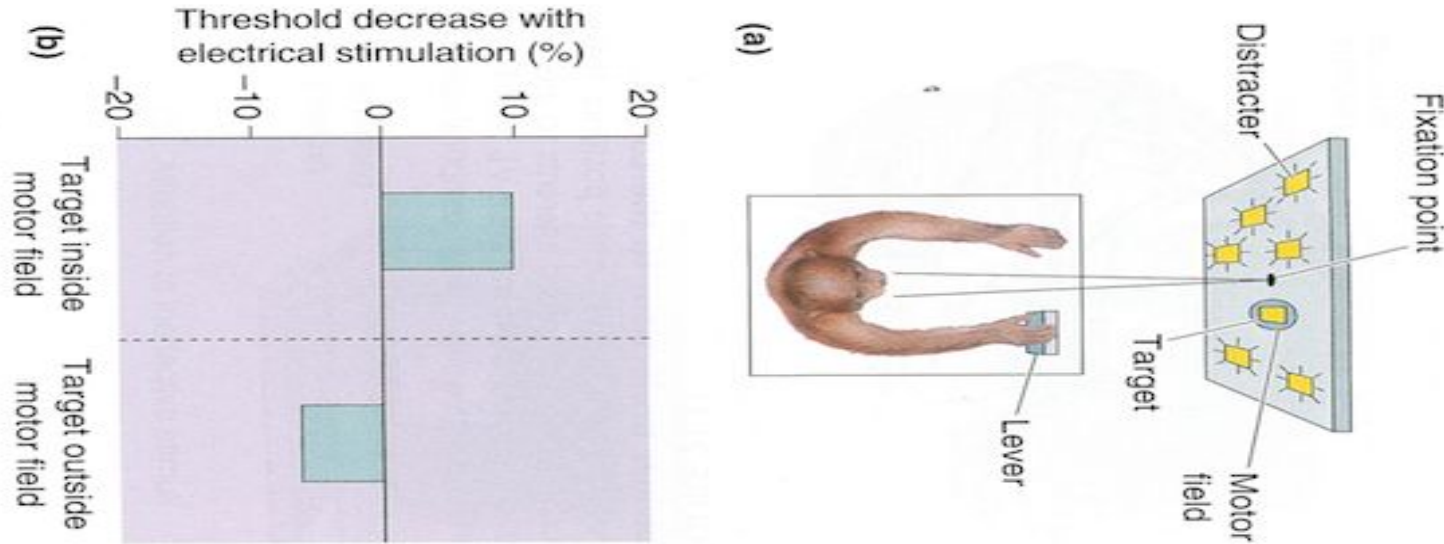
Mouth, Throat, and Nasal Passages. M. F. Bear, B. W. Connors, and M. A. Paradiso.
Neuroscience: exploring the brain. Lippincott Williams & Wilkins, Philadelphia, PA, 3rd ed
edition, 2007.

Notes - In your own words!

5 minutes

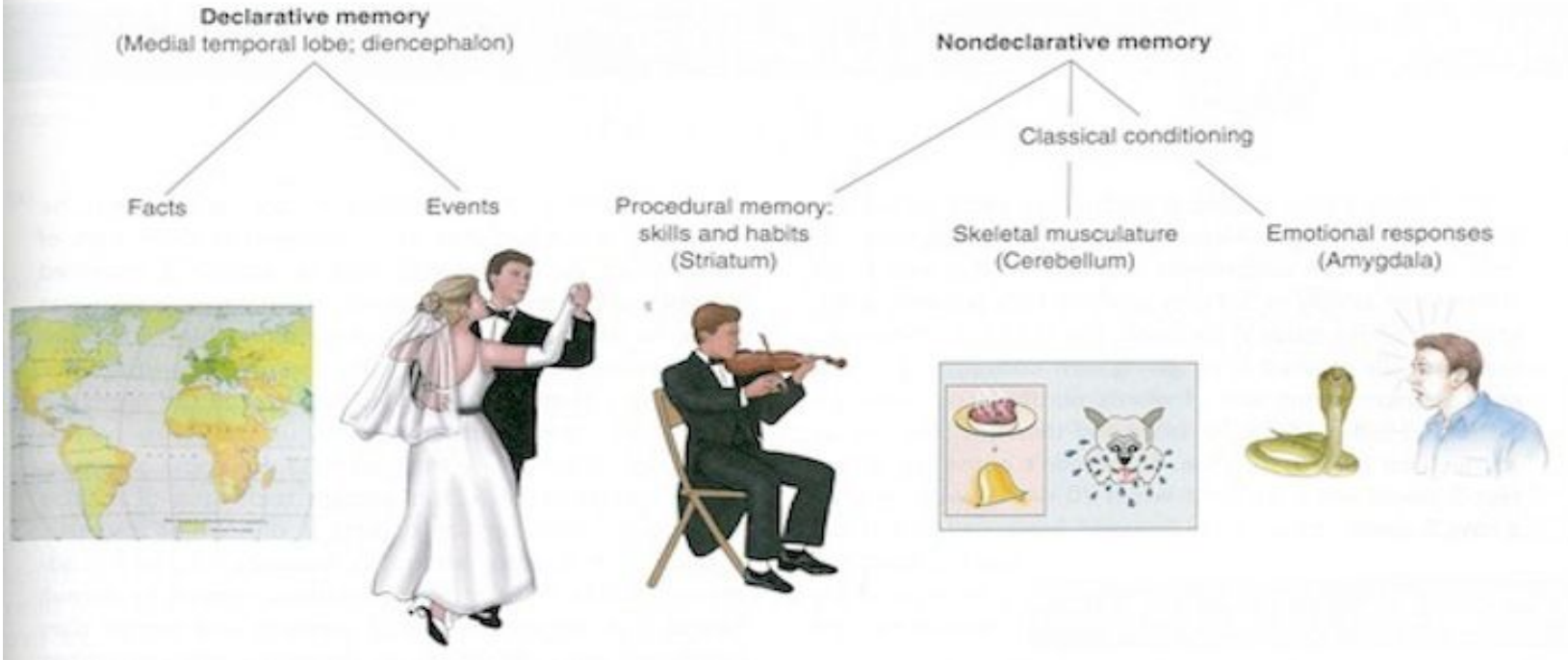


Thinking and Learning - Attention



FEF Simulation. M. F. Bear, B. W. Connors, and M. A. Paradiso. Neuroscience: exploring the brain. Lippincott Williams & Wilkins, Philadelphia, PA, 3rd ed edition, 2007.

Thinking and Learning - Memory



Declarative and Nondeclarative. M. F. Bear, B. W. Connors, and M. A. Paradiso.
Neuroscience: exploring the brain. Lippincott Williams & Wilkins, Philadelphia, PA, 3rd ed
edition, 2007.

Thinking and Learning - Exploration



Count the Number of Times the Basketball is Passed...

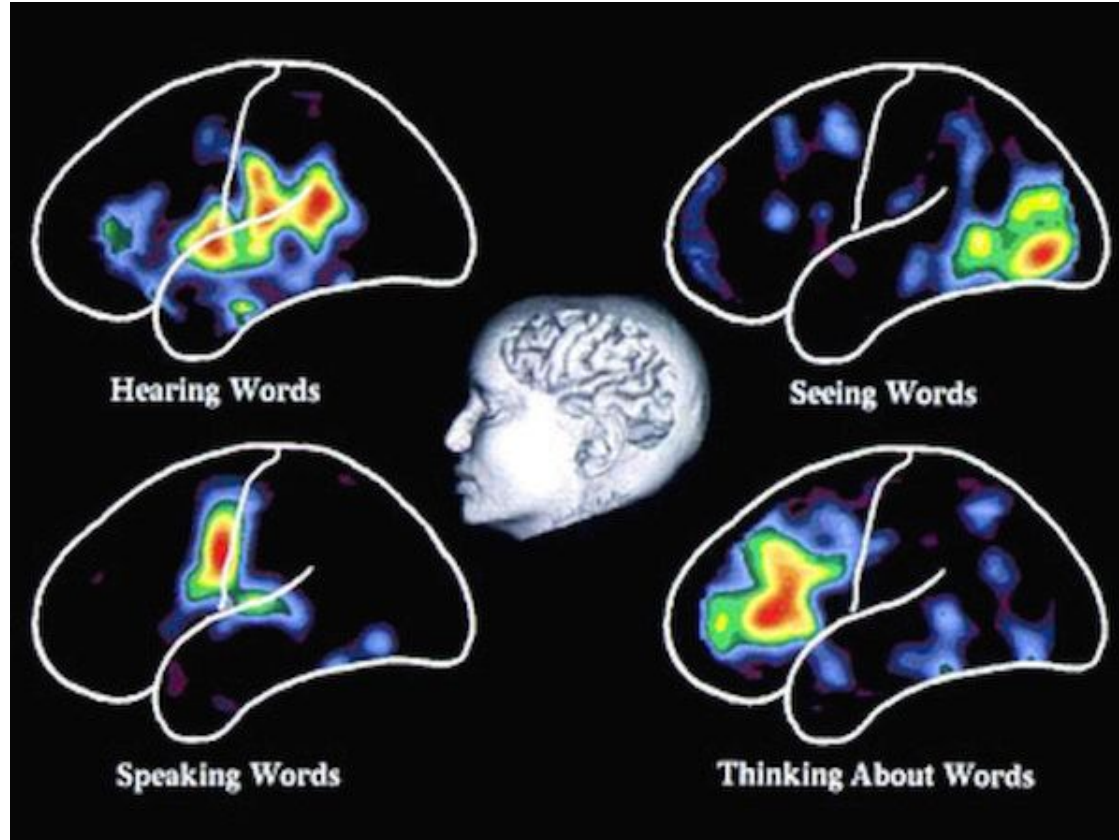


Notes - In your own words!

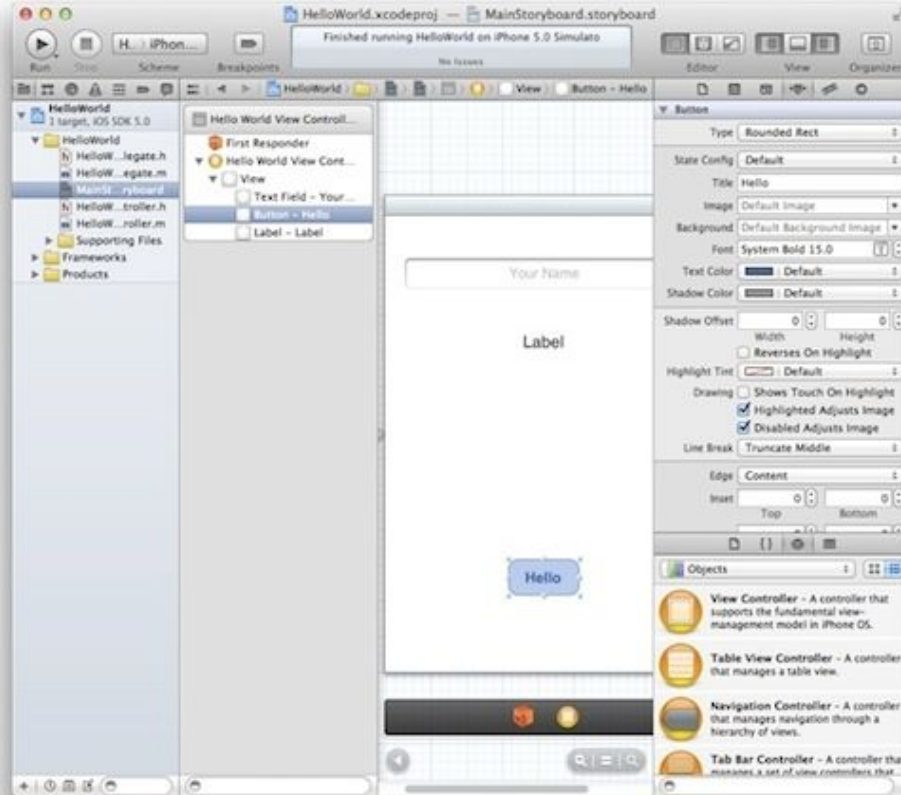
5 minutes



Communication - Explicit / Overt



Communication - Implicit / Covert



Input - General

1. Keyboard: The primary input device which enables control of everything via scan codes;
2. Cursive: Pen based naturalistic input;
3. Pointing: Mice and trackballs etc.;
4. Force F/B: Physical feedback;
5. Speech: Speech to text recognition and control;
6. Touch: Touch screens, pads, and tablets - including touch gestures - iPad; and
7. Gesture: 3D gesture recognition - Xbox.

Input - Specialist

1. HOM: Different ways to point;
2. Blink: Different ways to click;
3. Gaze/Eye: Different ways to point;
4. Haptic: Different kinds of feedback.
5. Immersive: VR; and
6. Suck/Blow: Pressure switches - boolean input;

Notes - In your own words!

3 minutes



To Do

1. Read Next Chapter.
2. Be Ready to Answer the Chapter
SAQs (Pop Quiz).
3. Is there a Discussion Topic.



See You Next Time!

Open House / Surgery - 2.60

Friday 09:00-11:00

@sharpic



Break Time - Pause Recording

Back in 10 Minutes!

Come see me now if you have Questions Regarding this Lecture!

