Human-Computer Interaction

Class Code: BSCS-F2015A

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Usability Paradigm and Principles

- What is the relationship between **cognitive load** and user interface design?

- From the "Reference Material" on Website (tariqzaman.jimdo.com), download

(Bødker S.,2006); read and prepare one page notes for the discussion in next class

Usability Paradigms

- HCI Paradigms (Harrison, 2007) / Waves (Bødker,2006)
- How STAR is different from predecessors?
- Physical desktop Vs Desktop?
- *Web of Technologies*
- Accordingly we are stuck with the idea that new design should replace existing mediators**, rather than exist together with them.** However, in order to provide methods to achieve this, we need to work towards understanding how mediators in webs or configurations can be isolated, analysed and replaced into the configuration

- Thinking mobility and self-containment of mediators and documents first does not comply well with the networked thinking of e.g. the area managers. They don't own documents**. They work with many types of documents that are shared with the institutions that they service**, and to a large extent it would be preferable if all information and documents were available to every area manager whenever he was in the office, or at a particular site.

- How do **experiences** with non-work technology influence work, and how do we deal with those experiences in design of work-place technology?
- In the Scandinavian tradition in particular, we have emphasized the **active engagement of these users in design.** At some level such active user participation is now taken for granted in many design settings.
- I am concerned with the possible lack of **serious commitment** of designers to users

HCI Principles

Designing Mindfulness

How to make technology which takes care of the people who use it?

1. **Value Human Attention.** Recognise that any attention-based product impacts wellbeing.

2. **Be Honest About Dark Patterns.** Stop tricking your users, and make it easier for them to make their own choices.

3. **Respect Information Zones.** Develop sustainable modes of communication between your products and users.

4. **Prioritise Quality.** Focus on producing and encouraging high quality, distraction-free content.

5. **Discourage Addictive Usage.** Stop cultivating FOMO as a way to establish and maintain unhealthy addictions.

6. **Provide Exit Points.** Promote a calm experience by providing a sense of completion and giving users an option to disengage.

7. **Minimize Social Anxiety.** Fix the design decisions which are making people feel bad about themselves.

8. **Establish Holistic Metrics.** Create ways of measuring success which incorporate more than just the bottom line.

9. **Apply Principles Company Wide.** Let every part of the organisation play a role in supporting wellbeing.