

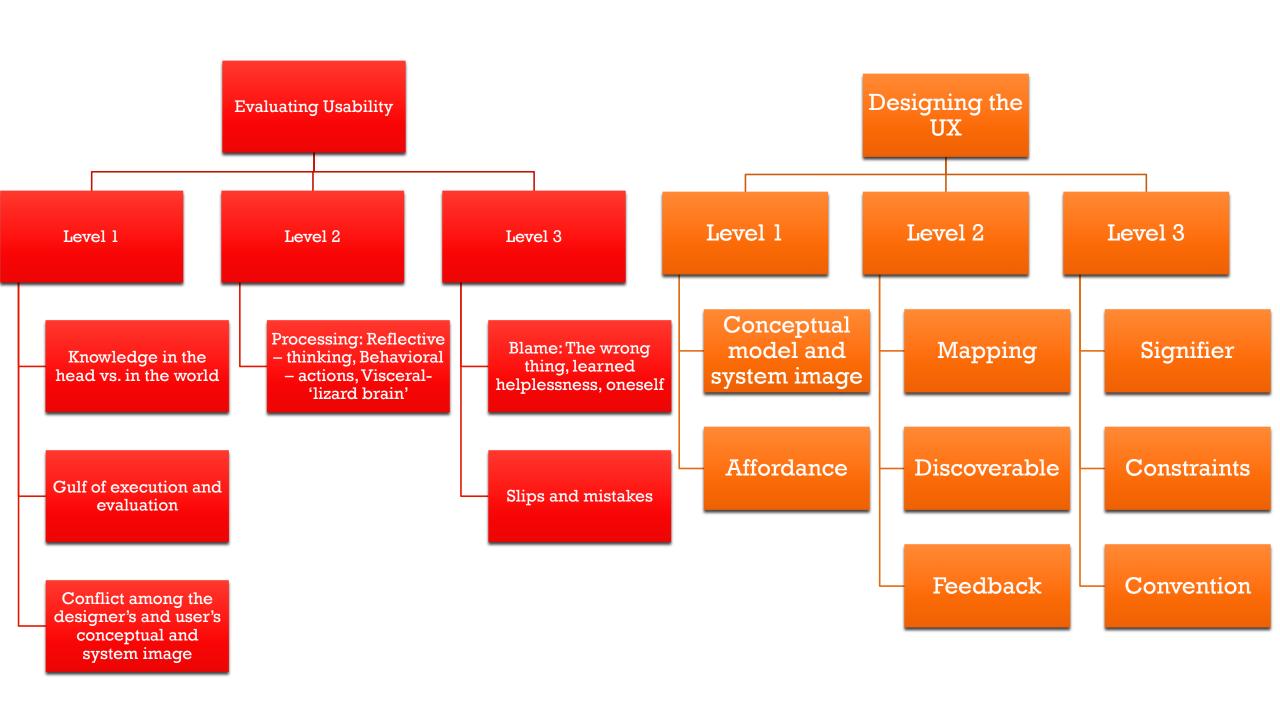
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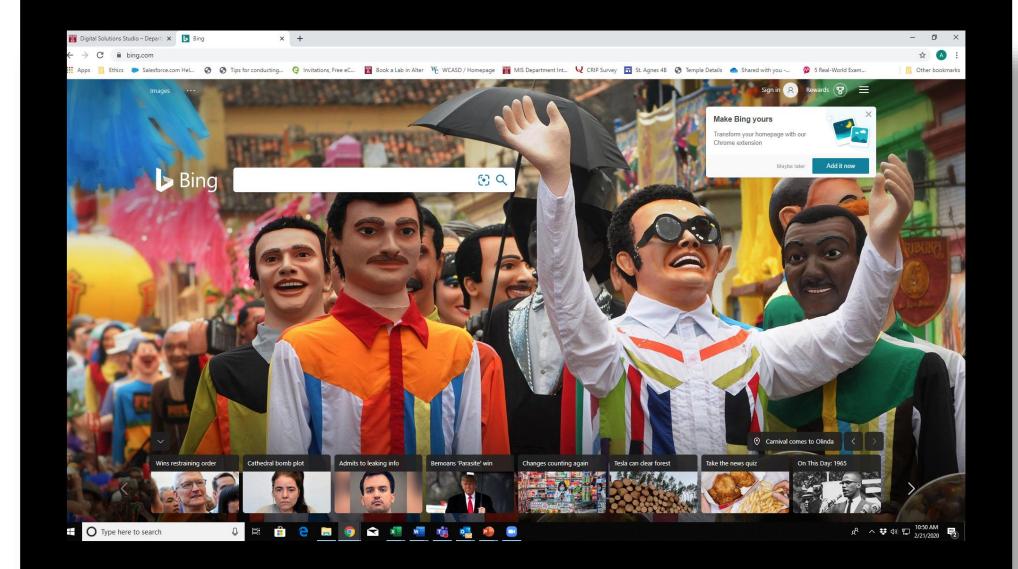
Lavin

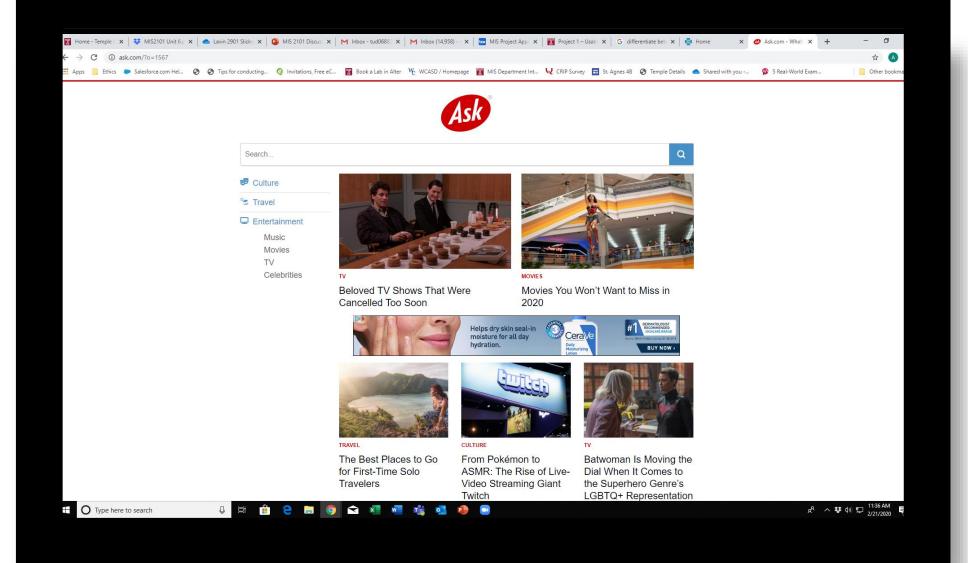
Project 2 Timeline

Proposal:

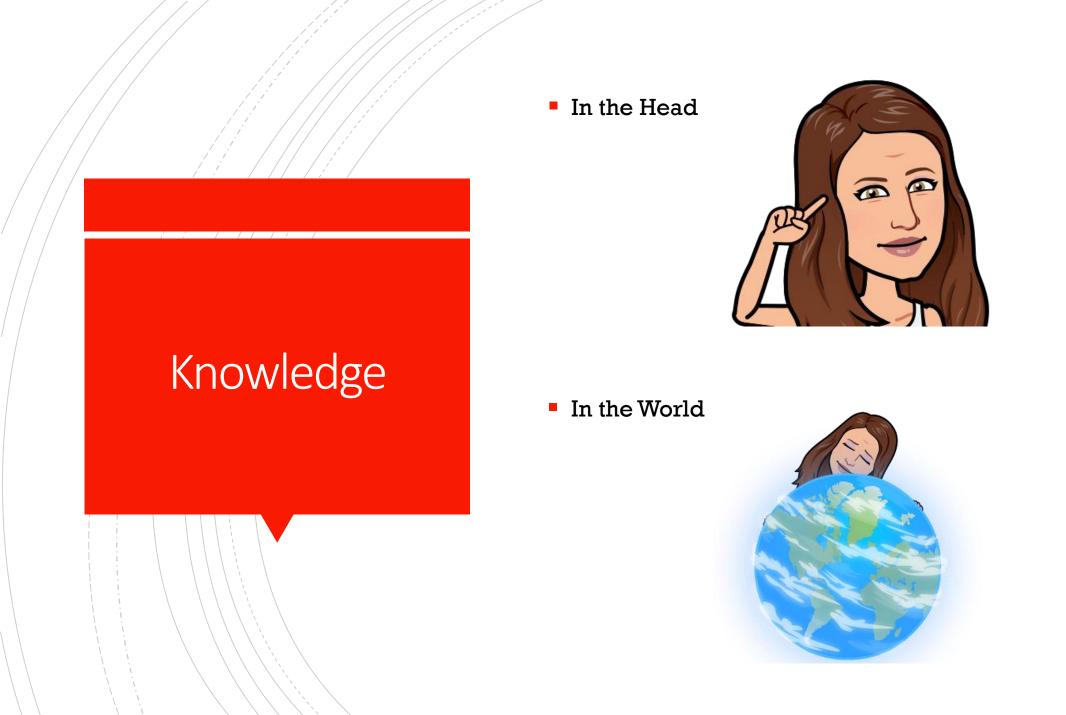
- Name of proposed Organization, Approx revenue & # of employees
- Type of business/goal or focus of the organization
- Initial Needs & Goals of the Organization
- Due via email 2/28 @ 11:59PM
- Alpha Due 3/16
- Beta Due 4/8
- Final Due 4/23 All teams will present on 4/20 or 4/22













In the Head

- Memory
- Efficient Readily available
- Requires Learning
- Ease of use at first encounter is low
- Designer has freedom better UX



■ In the World

- Information is Perceivable
- Interpretation substitutes for learning
- Less efficient if you have to stop to learn
- Ease of use at first encounter is high
- Can be ugly requires a deep skillset



- In the World
 - Knowledge Of (Easy!)
 - Declarative Knowledge
 - Facts and Rules
 - Knowledge How (Not so Easy!)
 - Procedural Knowledge
 - Tacit Knowledge







If the user doesn't have it memorized... could take a while to interpret needs

First impression could be tricky



Lack of freedom for the designer

Thoughts

• How can you as the designer improve the User's Experience armed with this knowledge?

Constraints

- In the World Natural Constraints
 - Restrict behavior
 - Physical features
 - Right tighty/lefty loosey

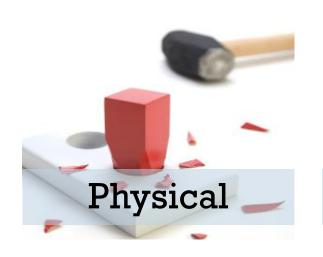
- In the Head Cultural Constraints
 - Reading in different cultures
 - Behavioral constraints/Restrictions on behavior
 - Colors

"Knowledge" in the Head & the World

Constraints Simplify Memory



Knowledge in the world: Constraints

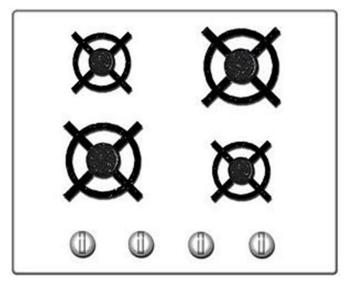




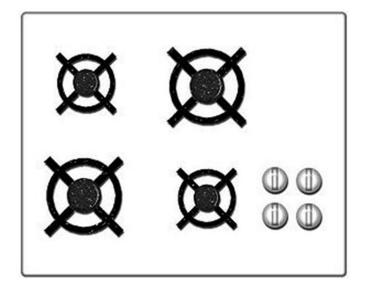




Poor mapping



Good mapping



Best: Controls are mounted directly on the item

Second Best: Controls
are as close as
possible to the object
being controlled

Third Best: Controls are arranged in the same spatial configuration as the object being controlled

Mapping



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