Lecture 01 Worksheet

Activity I: What is a human? Computer? Interaction?

Think about what is meant by each of the following terms in HCI. For each, draw and label the first example(s) that come to your mind.

HUMAN:

COMPUTER:

INTERACTION (e.g. what’s the largest interactive surface in your house?):
Activity II: First interface design

1. Find a partner

2. Between you and your partner, each of you should do **ONE** of the following in the space below:

   **A.** Create directions for a friend (imagine they live in the city)
   Explain how to get from this room, to XXX [some location in the city you know, moderately unknown/obscure].

   -----------OR-------------

   **B.** Draw a map of the city for a friend who has just moved to Vancouver for the first time, and wants to be able to get around easily via transit. Get as far as you can in time available.
Activity III: Understanding designers’ choices

1. Think of an object you interact with daily—look around you for inspiration.

2. Describe the object in terms of its properties (shape, colour, size, materials…).

3. Why did they choose to make it like that? List the values and constraints that you think the designer had to work with, as well as the functional requirements they were trying to support.

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<th>Values</th>
<th>Constraints</th>
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Functions

4. Discuss. What worked well about the design choices? What didn’t? How would you fix that?
Activity IV: Good and Bad Interfaces Around You

1. Think of: a [technological] interaction from last week that irritated you

2. Draw it, any way you like:

3. Write / diagram exactly **HOW** it failed for you.

4. Now, dig deeper: write / diagram **WHY** it failed as best you can.

5. Set down your pencil/pen.