

BILL VERPLANK



ART

aspect that relates to conceptual information.

DESIGN

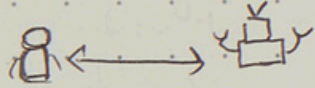
relates the object to an intended purpose

CRAFT



quality of its execution

try and understand what people are thinking about it.

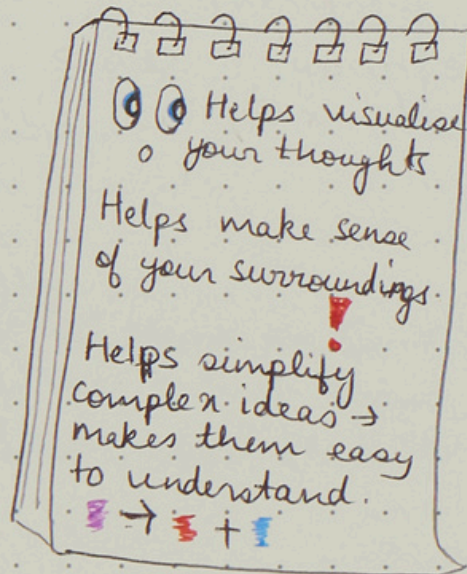


Haptics -
Force feedback

Decides when you are in control & when the machine is in control

~~Felt~~
→ Feels more direct or ← intimate if you can feel it

The IMPORTANCE of sketchbooks.



The 3 questions of IxD ↓

HOW DO YOU...

How do you do?

What are you doing to the world?

As designers, you put things between people & the world of ideas
(World of engineering)

How do you feel?

How do you sense the world?

Engage your 5 senses

Art world
(World of art)

How do you KNOW?

Media

Hot formal

Cool Cartoon

It should match the medium

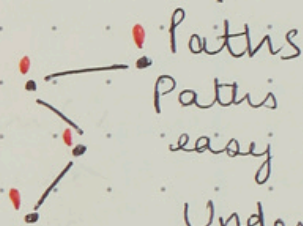


Types of systems

Maps

Maps help people visualise & make things easier to understand.

More complex



Paths

Paths are simple & easy to follow & do. Understood & used quickly.

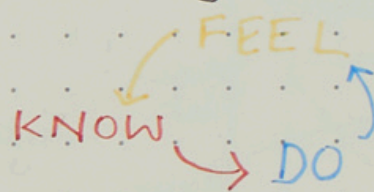
A map is important to see what has gone wrong, It bridges paths. People spend more time on it

MULTI-TOUCH INTERFACES

On a mobile phone, buttons & handles become the tap & drag features.



Interaction is a cycle →



SYSTEMS -

Controller needs feedback to know whether what they're testing is working or not. ? → □

CONTROL → Think: What can you control in a system?

is a PARADIGM