

# Design of User Interfaces

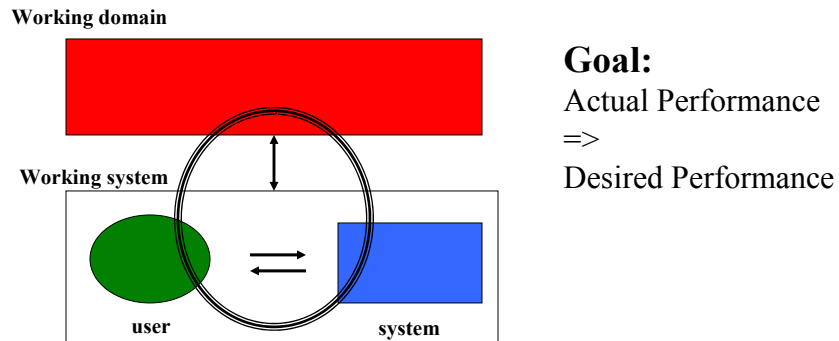
Matthias Rauterberg

GOOGLE: rauterberg

2005



## What is User-System Interaction about?

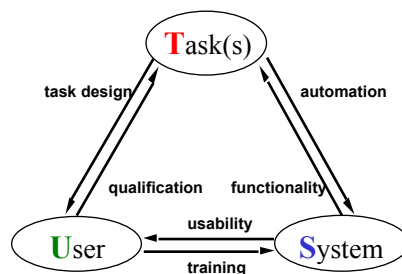


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## The Basic Triangle: T-U-S



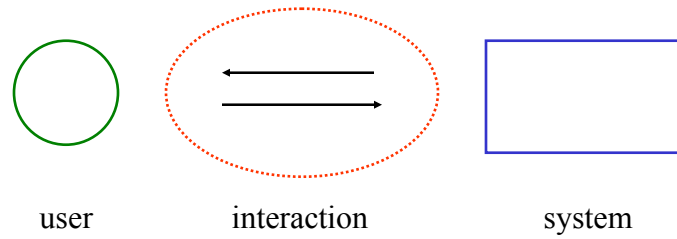
- user-oriented requirement analysis
  - know the user
  - describe the context of use
  - analyze the user's tasks
  - decide for user-system function allocation

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## Interface Design or Interaction Design?

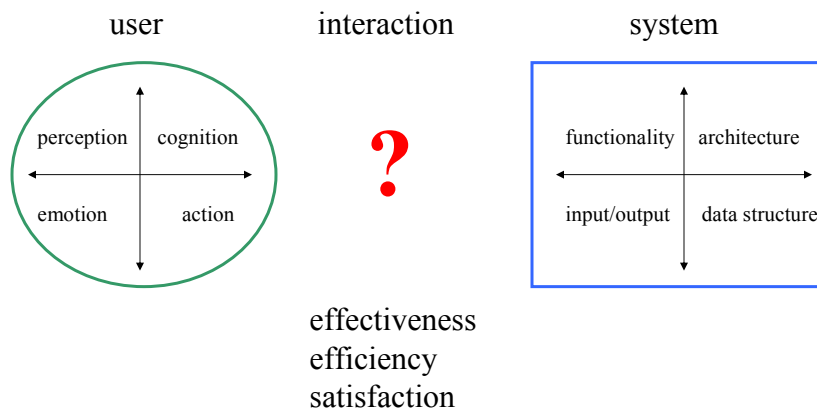


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## Challenges of USI research

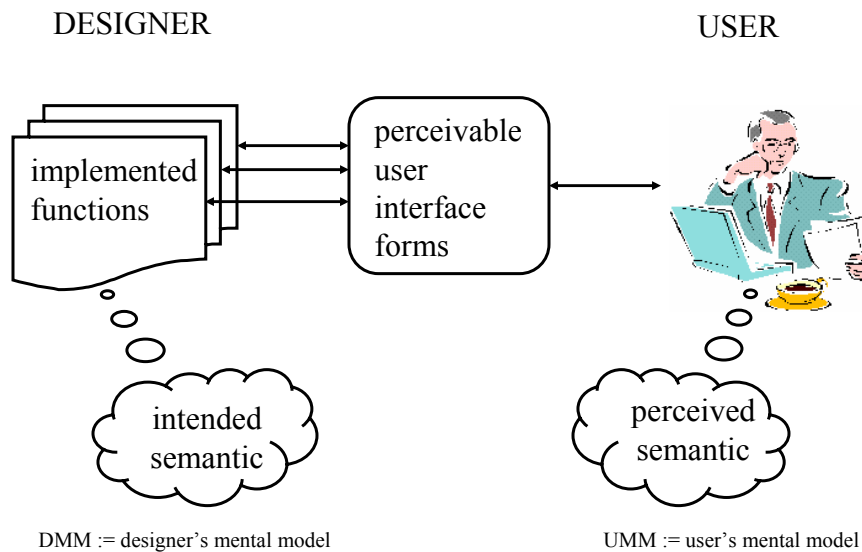
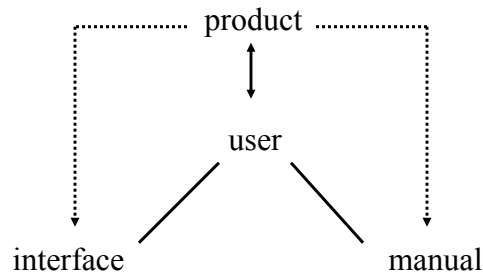


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# User-Product Relation

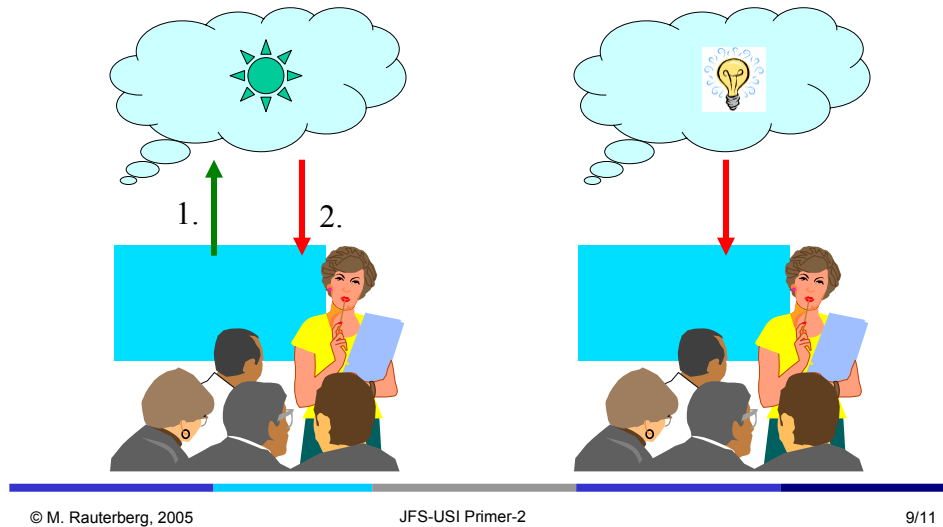


DMM := designer's mental model

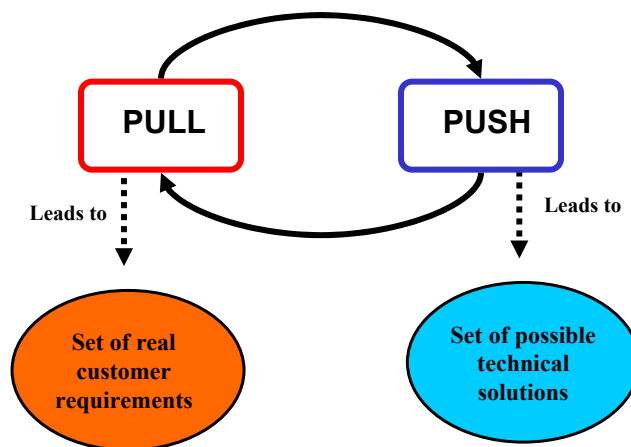
UMM := user's mental model

How to relate Function and Form, so that  $DMM \equiv UMM$  ?

## Two General Design Strategies



## From Problem to Solution or the other way round?



# How to maximize the match?

