



THE **DESIGN** OF EVERYDAY THINGS

HCI & Design - Spring 2016

Derek Morrocco, Fabian Okeke, Bonnie Ding

CHAPTERS 1-3 SUMMARY

1. Psychopathology of Everyday Things
2. Psychology of Everyday Actions
3. Knowledge in the Head & World

DESIGN SPECIALTIES



INDUSTRIAL DESIGN

Form & material



INTERACTION DESIGN

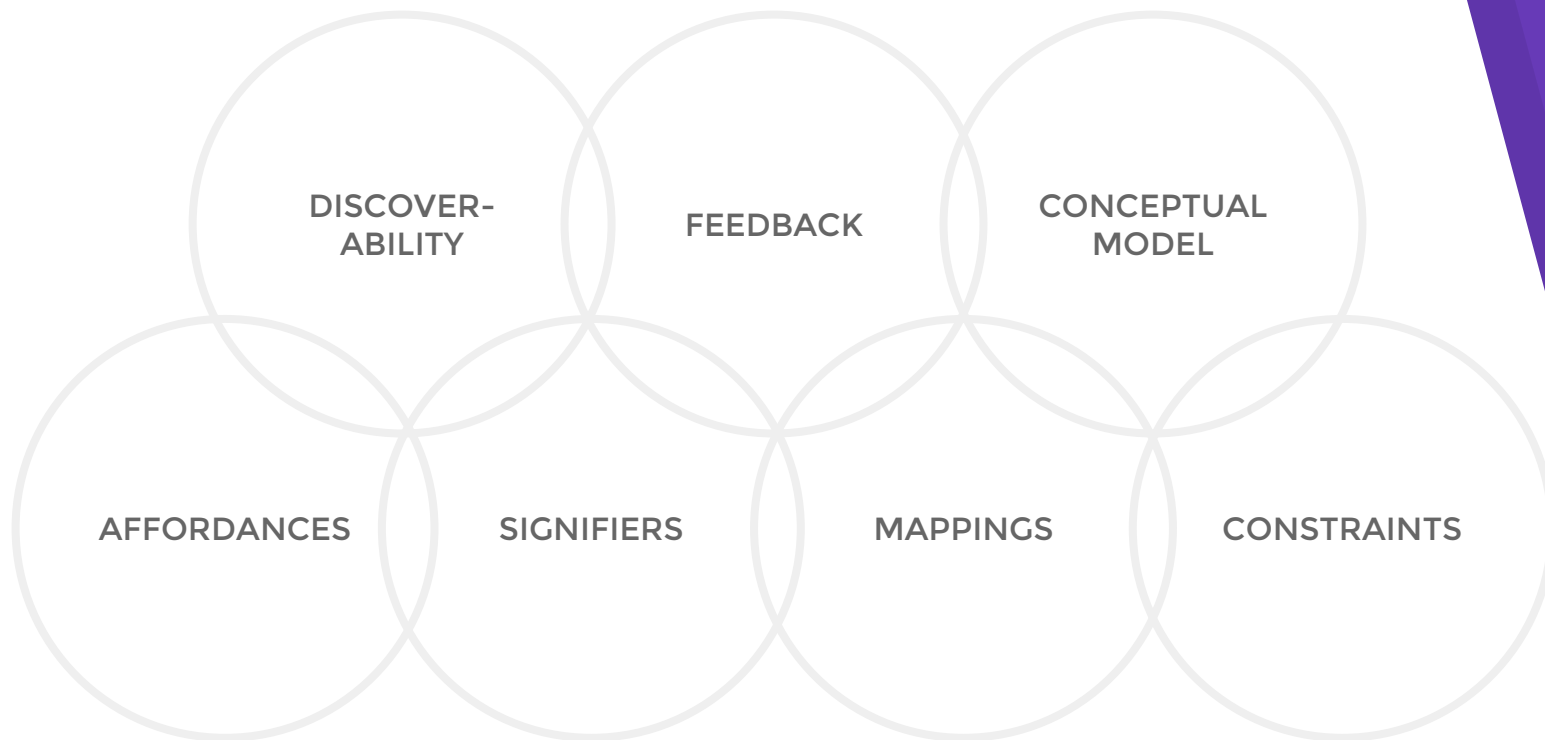
*Understandability
& usability*



EXPERIENCE DESIGN

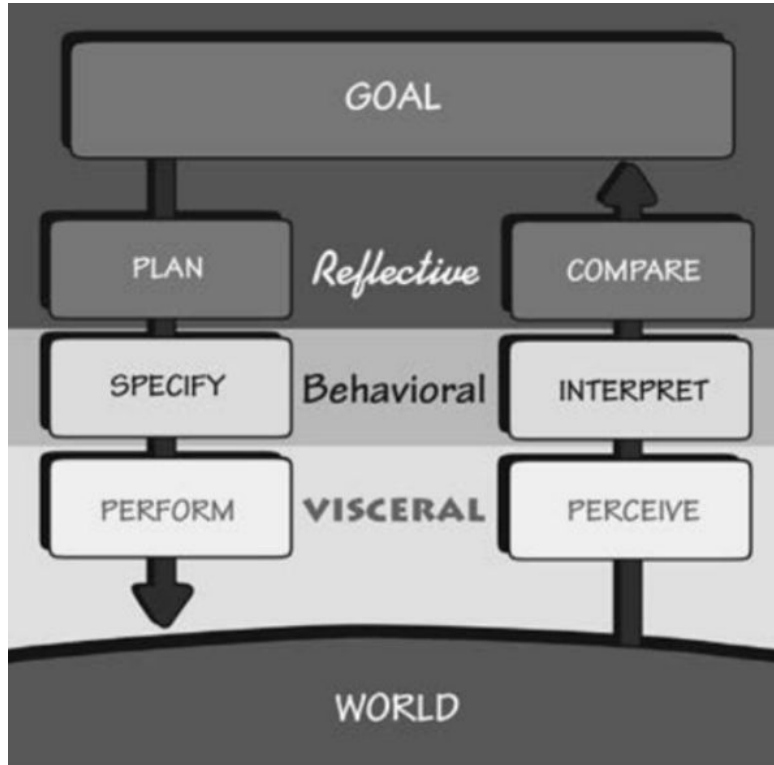
*Emotional impact
& enjoyment*

7 PRINCIPLES OF DESIGN



7 STAGES OF ACTION AND 3 LEVELS OF PROCESSING

Bridge of Execution



Bridge of Evaluation

ON ERRORS

1. **Human Errors** are really **Design Errors**.
2. Humans often blame themselves.
3. Systems should be more **Collaborative** with humans.

PRECISE BEHAVIOR FROM IMPRECISE KNOWLEDGE

1. Knowledge is both in the head and in the world
2. Great Precision is not required
3. Natural Constraints exist in the world
4. Knowledge of cultural constraints and convention exists in the head

CLASS DISCUSSION

**WHAT ARE SOME
EXAMPLES OF
GOOD DESIGN?**



**WHAT ARE SOME
EXAMPLES OF
POOR DESIGN?**



**WHAT ARE SOME
WORKAROUNDS
YOU'VE USED FOR
BAD DESIGNS?**

**SHOULD THERE BE
STANDARDIZATION OF
DESIGN?**

A decorative orange diagonal shape is located in the top right corner of the slide, extending from the top edge towards the bottom right corner.

**WHAT ARE SOME
EXAMPLES
HIGHLIGHTING
THE DIFFERENCE
BETWEEN
AFFORDANCES
AND SIGNIFIERS?**

**GIVEN THE
PARADOX OF
TECHNOLOGY,
HOW DO YOU SEE
HCI EVOLVING?**