Apa itu IMK?
Human-computer interaction is a discipline concerned with the design, implementation and evaluation of interactive computing systems for human use and with the study of major phenomena surrounding them.

ACM SIGCHI
to Interaction Design

- Designing interactive products to support people in their everyday and working lives
  - Sharp, Rogers and Preece (2002)

- The design of spaces for human communication and interaction
  - Winograd (1997)
Tujuan

• mengembangkan produk yang ‘usable’, aman, menunjang produktivitas

• usability :
  • mudah dipelajari
  • efektif digunakan

• melibatkan pengguna dalam proses desain

• memberikan pengalaman yang menyenangkan (UX)
Yang harus dilakukan

untuk mengjasilkan sistem komputer yang memiliki usability yang baik:

• **pahami** faktor-faktor yang menjelaskan bagaimana pengguna menggunakan teknologi
• **kembangkan** alat atau tehnik untuk membangun sistem yang sesuai dan dapat digunakan
• **capailah** interaksi yang efektif dan aman
Mengapa dibutuhkan?
Adding more than 150 files is not recommended. Windows may fail to add all selected files. Continue?

Yes  No  Help
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8) Age:

9) Female

Male
You are about to overwrite the original file. Go ahead?

OK
Ok to not save game?
Failed to check out file. An error occurred while accessing the library. The error was: No error occurred. Try again?

[Yes] [No]
Thank you for your interest in browsing out catalog! It's Easy and it's Efficient! Adobe Acrobat Reader 4.0 uses a 'Pointing Finger' with a 'W' for a mouse pointer whenever you encounter an area where a 'Selection' can be made. When the catalog index page appears, you will notice that the 'Pointing Finger' will appear when you pass over an index item (Product Type) that is selectable. If you click on an item, the pages related to that product will be downloaded to you. Each page has been modularized so that typical download times with a V.90 modem will not exceed 60 seconds with the average download time less than 20 seconds. Depending on your Browser, you may not see a timeline, just be patient and the pages will appear. In some cases another index page will appear requiring further selection. The same process should be followed. Using the pager in Acrobat Reader is easy and efficient and in a short time you will be an expert at it. To return to the previous index, simply click your Browser 'Back' button. Two other configurations of mouse pointers are also used by Acrobat Reader. An 'Open Hand' for moving the page around and a 'Magnifier' for zooming in and out while viewing the page. You may select either one from the tool bar at the upper part of the screen. Please carefully jot down the Model Numbers of interest so that they can be entered accurately in the on-line ordering system.
Opt Out Confirmed

You should receive no further eMail from Parsons Technology. A confirmation eMail will be sent to your eMail address.

[Undo]  [Continue]
Visibility and Affordance

- **Visibility** is the mapping between a control and its effect.

- **Affordance** of an object is the sort of operations and manipulations that can be done to it.

- The important factor for design is **perceived affordance** – what a person thinks can be done with an object.
USER ACTIONS | THE TELEPHONE INTERFACE | SYSTEM FEEDBACK
--- | --- | ---
1 | | |
2 | | |
3 | | |
4 | | |
5 | | |

1. No dialling tone
2. Dialling tone
3. Nothing
4. Clicks, whirrs and beeps
5. Rapid series of tones
6. Ringing sound
7. Nothing
8. Continued ringing sound
9. Answer machine
10. Person answers
Aktivitas

• cermati handphone anda pada fungsi berikut:
  • mengeset forwarding call
  • cara redial
• coba tuliskan proses interaksi yang terjadi secara detail
You said: Do you know about designer furniture?

The designers we choose and who choose us come from all over the world. Some work from the studio in Älmhult, Sweden, where IKEA first began. But wherever they are, they share our common goal to create beautiful, functional home furnishings at a price that

Which product would you like to know the designer for?
Psychology

2000BC

1950

1990

2030

human abilities

Slide idea by Bill Buxton
Where is the bottleneck?

system
performance
HCI

Organizational & Social Issues

Design

Task

Technology

Humans
Articulate:
- who users are
- their key tasks

Methods:
- Task centered system design
- Participatory design
- User-centered design

Evaluate
- Psychology of everyday things
- User involvement
- Representation & metaphors

Brainstorm designs
- Participatory interaction
- Task scenario walk-through
- low fidelity prototyping methods

Refined designs
- Graphical screen design
- Interface guidelines
- Style guides
- Usability testing
- Heuristic evaluation
- high fidelity prototyping methods

Products:
- User and task descriptions
- Throw-away paper prototypes
- Testable prototypes

Completed designs
- Alpha/beta systems or complete specification

Field testing
Map of Human Computer Interaction

Use and Context

Social Organization and Work
Human-Machine Fit and Adaptation

Application Areas

Human
- Human Information Processing
- Language, Communication and Interaction
- Ergonomics

Computer
- Input and Output Devices
- Dialogue Techniques
- Dialogue Genre
- Computer Graphics
- Dialogue Architecture

Evaluation Techniques
Example Systems and Case Studies
Implementation Techniques and Tools
Development Process
Design Approaches