

# LE02: 21/02/2020

**Master in Informatics and Computing Engineering**  
**Database and Web Applications Laboratory**  
**Instance: 2019/2020**

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## Lecture #2 :: 21/02/2020

### Goals

By the end of this class, the student should be able to:

- Understand the concept of User-Centered Design in Interaction Design.
- Describe each stage of Interaction Design Process.
- Understand how and when to use Design Patterns.
- Learn best practices in Interaction Design.

### Content

- What is Interaction Design?
- Interaction Design Process
- User Centred Design
- IxD, UX and UI
- Interaction Design Dimensions
- Mental Models
- Interaction Design Principles
- User Interface Elements
- Design Patterns
- What do Interaction Designers Do?
- Wireflows

### Bibliography

- Dix, A., Finlay, J., Abowd, G. D., & Beale, R. (2004). *Human-Computer Interaction*, Third Edition. Pearson.
- Cooper, A., Reimann, R., Cronin, D., & Cooper, A. (2007). *About face 3: The essentials of interaction design*. Indianapolis, In: Wiley Pub.
- Preece, J., Rogers, Y., & Sharp, H. (2015). *Interaction Design: Beyond Human-Computer Interaction*, Fourth edition. John Wiley & Sons, Ltd.
- Kalbach, J. (2007). *Designing Web Navigation*. Sebastopol, CA: O'Reilly Media, Inc.
- Saffer, D. (2010). *Designing for Interaction — Creating Innovative Applications and Devices*.

Berkeley, CA: New Riders.

- Morville, P., Rosenfeld, L., Arango, J. (2015). *Information Architecture: For the Web and Beyond*, 4th Edition, O'Reilly Media.
- Moggridge, B., & Atkinson, B. (2007). *Designing interactions*. Cambridge, Massachusetts: MIT Press.
- Tidwell, J. (2005). *Designing Interfaces*, Second Edition, O'Reilly Media.

## Materials

- Andreia Pinto de Sousa, *Introduction to Interaction Design*, [Illustrations presented in class](#), February 2019
- Interaction Design Foundation <https://www.interaction-design.org>, last accessed in February 2019
- Nielsen Norman Group [Wireflows: A UX Deliverable for Workflows and Apps](#), last accessed in February 2019
- Nielsen Norman Group [Usability 101: Introduction to Usability](#), last accessed in February 2019
- Nielsen Norman Group [10 Usability Heuristics for User Interface Design](#), last accessed in February 2019
- Nielsen Norman Group [Severity Ratings for Usability Problems](#), last accessed in February 2019
- Jenifer Tidwell, *Designing Interfaces*, last accessed in February 2019
- UI Patterns, [UI Patterns](#), last accessed in February 2019
- Martijn van Welie [wellie.com](http://wellie.com), last accessed in February 2019

## Summary

- An introduction to Interaction Design, by Andreia Pinto de Sousa. Principles, Patterns, and Usability.<sup>1)</sup>

— LBAW, 2019/20

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<sup>1)</sup>

*Introdução ao Design de Interação, Princípios, Padrões e Usabilidade.*

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