

User Interface Design

Tutorial #2

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Conceptual Models

Conceptual models can be classified in terms of activities. Give two other ways of classifying them.

Give three conceptual models based on activities.

Give an example for each of your conceptual model above.

What is the conceptual model a 3D video game like Quake is based on?

Interaction

What is the difference between Interaction Mode and Interaction Style?

Implementation / Prototyping

Why do we build prototypes instead of implementing straight away?

Why are hand-drawn (paper) prototypes good in early stages of design?