

## CT318 Human Computer Interaction Semester 1 2023-2024

### Week Two Tasks:

**Read and review/view core materials posted on Canvas in Module One: Design.**

- IDF (Donald Norman):
  - *The Future of HCI: When you come to a fork in the road, take it!*
  - *What is User Centred Design?*
  - *Principles of Interaction Design*
- IDF: Dieter Rams: *Ten Timeless Commandments for Good Design*
- CT318 Lecture 2: Design
- **Questions on IDF Papers:**
  - According to Norman, why is design more than constructing pleasurable objects?
  - What does Norman's paper say about design education?
  - Which "fork" in the road would you take?
  - "Design can be the foundation for the entire university": do you agree?
  - What is User Centred Design?
  - What are Norman's (six) principles of Interaction Design?
  - Which do you think is most important and why?
  - What are Dieter Rams' Commandments for Good Design?
  - Which is your "favourite"?
  - How are these design commandments relevant to software (web/app) design?



### Week Two Activities:

- **Identify your own examples of good and bad designs and post this to the Good/Bad Designs Discussion Board**
- **How do your examples align with Rams' commandments and principles? Outline your rationale for your selection.**
- **Review the Discussion Board: ask and answer any relevant questions!**