Welcome to Interface Aesthetics!
OUTLINE

What is aesthetics?
What is design?
What is this course about?
INTRODUCTION

Why interface aesthetics?
Why interface aesthetics?
Technology as part of everyday culture, so that it’s beautiful and intriguing, so that it has emotive as well as functional qualities.

[Moggridge, 2006]
INTRODUCTION

If we only design the function of something, not what it also communicates, we risk our design being misinterpreted. Worse, we waste an opportunity to enhance everyday life.

[Moggridge, 2006]
INTRODUCTION
Designing for a new broad spectrum of people
Phases in the adaptation of technology [Liddle, 2006]

- Enthusiast phase
  "Exploit me!"

- Professional phase
  "Help me work!"

- Consumer phase
  "Enjoy me!"
Aesthetics in HCl
Aesthetics in HCI

Visual attractiveness of a web site affected users’ enjoyment as well as their perceptions of ease of use and usefulness.

[van der Heijden, 2003]
Aesthetics in HCI

Aesthetics is a strong determinant of the pleasure the user experiences during the interaction.

[Hassenzahl, 2004]
Does aesthetics have an effect on the user’s performance?
Aesthetics and usability [Ben-Bassat, Meyer, Tractinsky, 2006]

<table>
<thead>
<tr>
<th>usability</th>
<th>aesthetics</th>
</tr>
</thead>
<tbody>
<tr>
<td>low</td>
<td>low</td>
</tr>
<tr>
<td></td>
<td>mid</td>
</tr>
<tr>
<td></td>
<td>high</td>
</tr>
<tr>
<td></td>
<td>high</td>
</tr>
</tbody>
</table>
Manipulating aesthetics [Ben-Bassat, Meyer, Tractinsky, 2006]

“low aesthetics” system

“high aesthetics” system
Results of the study by Ben-Bassat et al.
The more beautiful, the higher the perceived usability.

More aesthetic systems were perceived to be slightly more usable.

[Ben-Bassat, Meyer, Tractinsky, 2006]
Usable things appear more beautiful

High usability systems were always judged as more aesthetic.

[Ben-Bassat, Meyer, Tractinsky, 2006]
Perceived usability and aesthetics are positively correlated.
Fast judgment on aesthetics and usability

Importance of first impressions in shaping users’ attitudes towards interactive systems.

[Ben-Bassat, Meyer, Tractinsky, 2006]
No positive aesthetics effect on performance

Performance with low aesthetic systems was slightly better than with high aesthetic systems.

[Ben-Bassat, Meyer, Tractinsky, 2006]
Aesthetics has a positive effect on perceived usability, but not on performance
Limitations?
Manipulating aesthetics [Ben-Bassat, Meyer, Tractinsky, 2006]

“low aesthetics” system

“high aesthetics” system
Limitations
- Limited aspect of aesthetics
- Nature of the task
- 150 engineering students
What is aesthetics?
What is aesthetics?
The philosophical study of beauty and taste.

Examines what makes something beautiful, sublime, ugly, disgusting, cute, fun, etc.
Your top 10 beautiful objects
Please write them down on the Post-Its.
Aesthetics in design
Three levels of human processing
Visceral level
Behavioral level
Reflective level

[Norman, 2004]
Visceral level
What nature does. Physical features, look and feel, dominate.
Visceral design is about initial reactions. “I want it!” And then you might ask, “What does it do?”
The principles underlying visceral design are consistent across people and cultures. If you design according to these rules, your design will always be attractive even if somewhat simple.
Behavioral level
Behavioral design is all about use. Appearance doesn’t really matter. Performance does. What usability practitioners focus on.
Expectation driven. Positive affect results from feeling in control. Lack of control and mismatch between expectations and actual experiences produces negative affect.
Reflective level
It is all about message, about culture, and about the meaning of a object or its use.
REFLECTIVE DESIGN

What owning it means for us. Concerned with reflective self-image.
Conscious and aware of emotional feelings. It uses the rich history of prior experiences, one’s own self image, and personal meanings to evaluate any experience.
### Visceral
- What nature does
- Immediate reaction
- Look and feel dominate
- Consistent across people and cultures
- Sub-conscious

### Behavioral
- All about use
- Performance matters
- Appearance doesn’t matter
- Expectation driven
- Usability
- Sub-conscious

### Reflective
- All about the message
- Reflective self-image
- What owning it means for us
- Rich history of prior experiences
- Conscious and intellect driven
HCI as both a research and design discipline

The field is analytical, capable of finding fault, but not capable of actual design. We need to become designers, not just analyzers.

[Norman, 2004]
What is design?
Design

Verb: The process of originating and developing a plan for a product, structure, or component.

Noun: The final plan or the result of implementing that plan.
Design in different disciplines [adopted from Moggridge, 2006]
Design in different disciplines [adopted from Moggridge, 2006]
Design
Content vs. container
The content is important but...
There is what you say and how you say it

[Paul Watzlawick, 1922]
You cannot not communicate

[Paul Watzlawick, 1922]
Design as communication

Design is a conversation between designer and user, even though the designer is no longer present once the user enters the scene.

[Norman, 2004]
Conceptual models [Norman, 2004]
Design affordances
Messages from designer to user, attracting attention to the set of desired possible actions.

[Norman, 2004]
Artists and designers are trained to use the language of implicit meanings to add a rich communicative element over and above direct functional communication.

[Moggridge, 2006]
Good designers learn the rules before they start breaking them.
Good design comes from the successful synthesis of a solution that recognizes all the relevant constraints, and the nature of the constraints defines the difference between design disciplines.

[Moggridge, 2006]
Core design skills
1. Synthesis
2. Frame/reframe
3. Envision alternatives
4. Choose best approach
5. Visualize and prototype
Iterative non-linear process
Like a pinball game.
“Elements of Design Process” [Moggridge, 2006]
“Elements of Design Process” [Moggridge, 2006]
Design is never done
GRiD Compass computer: first sketch [Moggridge, 1980]
Design challenges change all the time
“Hierarchy of complexity” [Moggridge, 2006]

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ecology</td>
<td>The interdependence of living things, for sustainable design</td>
</tr>
<tr>
<td>Anthropology</td>
<td>The human condition, for global design</td>
</tr>
<tr>
<td>Sociology</td>
<td>The way people relate to each other, for the design of connected systems</td>
</tr>
<tr>
<td>Psychology</td>
<td>The way the mind works, for the design of human-computer interactions</td>
</tr>
<tr>
<td>Physiology</td>
<td>The way the body works, for the design of physical man-machine systems</td>
</tr>
<tr>
<td>Anthropometrics</td>
<td>The sizes of people, for the design of physical objects</td>
</tr>
</tbody>
</table>
What this course is about
Technology as part of everyday culture, so that it’s beautiful and intriguing, so that it has emotive as well as functional qualities.

[Moggridge, 2006]
Design in different disciplines [adopted from Moggridge, 2006]
Designed affordances as communication devices
Landscape of novel UI design approaches.
How to communicate meanings through design
Look at design principles.
Course schedule

- Introduction: 3/05
- Tangible media: 3/12
- Ambient media: 3/19
- Augmented reality: 4/02
- Typography / Iconography: 4/09
- Color: 4/16
- Layout: 4/23
- Synthesis: 4/30
- Exhibition: 5/07

Beyond screen

Graphic design basics
Final course exhibition
Your “artifact” and “poster” to be exhibited and critiqued at the course exhibition on May 7th, 2007, open to public.
The course format
Lectures, in-class exercises, and discussions
The course is NOT about
How to use tools, implementing “working prototypes,” or a complete graphic design course.
Week 2
Tangible user interfaces
Homework will be used for in-class design exercises
Homework for week 2
Think about an object from your childhood

Describe its aesthetic quality (form, functionality, colors, texture, smell, etc.)

Post your entry on the course blog
Announcement
Two “tangibles” talks on Tuesday this week

Hayes Raffle
Jeevan Kalanithi

12:30PM 360 HMM March 6
Thanks!