Session #2: Metaphors, organization and navigation



Metaphors in the design sense...

- a figure of speech in which an expression is used to refer to something that it does not literally denote in order to suggest a similarity
- It goes back to the all important concept from UID I:Recognition not recall.

Metaphors for user experience

- Many Reasons:
- The abstract becomes concrete
- The unfamiliar becomes familiar
- Emotions can be triggered
- Metaphors can draw attention
- Metaphors can trigger action

The Concrete:

• How are these metaphors?



Becoming Familiar:

Graphic Designers know this all to well



Emotions are stirred:





Attention is drawn:



Action is invited



On To Organization

- Organization is as important as our message
- Remember Fitts' Law?
- Left to Right....
- HCI
- Let's take a look:

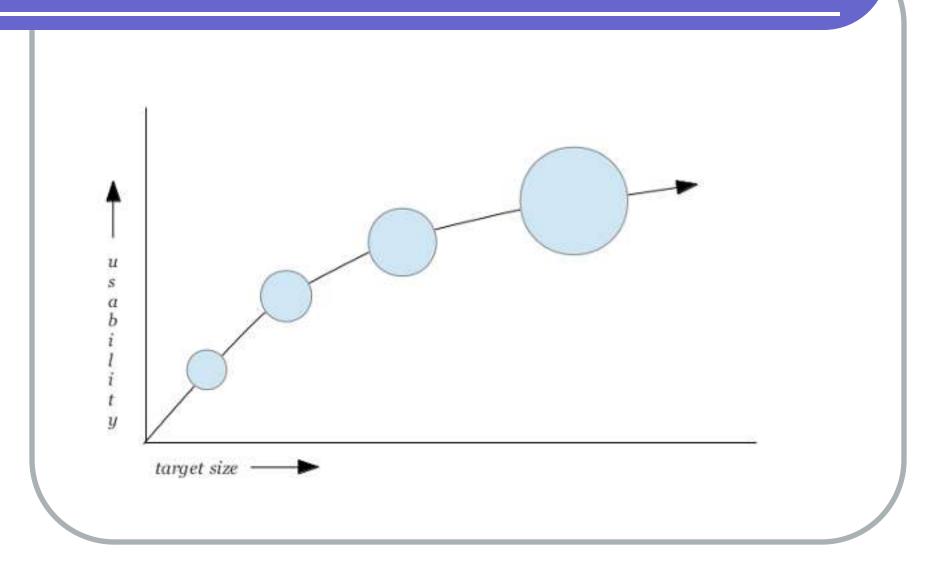
Fitts' Law

- First with Fitts:
- How many sites recognize this?
- How many mobile apps
- Will you use it in your case studies?
- How can you judge how important it is?
- Let's look at a couple of examples

Site1: Craigslist



Size: Overrated?



Site2



So we've talked about size...

- Now what about flow.
- Does Fitts' include the natural motion of moving a mouse left to right
- Let's look at a demo.

Fitts Demo....more than size and distance?

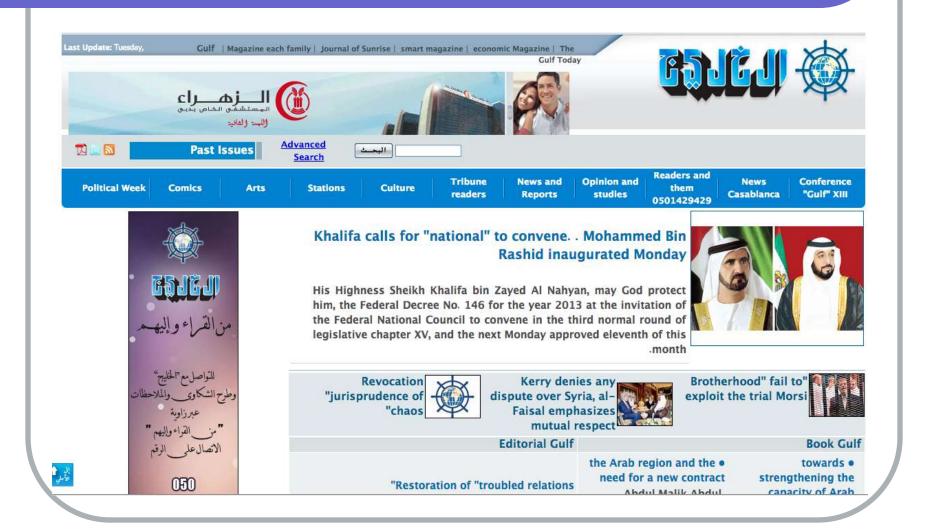


Al Khaleej Newspaper

Right to Left



Now translated left to right:



Navigation

- How do we judge?
- Can we find things fast?
- Can the layman find things fast what is the level of frustration

Zut Alors!



Frys Electronics, et al



Summary

- So this week...
- Metaphors
- Organization
- Navigation