




BAB 2: DASAR DESAIN INTERAKSI

CAPAIAN PEMBELAJARAN

Mahasiswa mampu memahami hal-hal yang perlu disiapkan terlebih dahulu sebagai dasar sebuah desain interaktif yang perlu terus digali untuk pemenuhan setiap interaksi prototipe antarmuka.

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BAB 2: DASAR DESAIN INTERAKSI

AGENDA

- Introduction
- What is Design?
- The Process of Design
- User Focus
- Navigation Design
- Screen Desain and Layout
- Iteration and Prototyping





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INTRODUCTION

- IM K berfokus pada pemahaman
- Desain interaksi tidak terbatas hanya pada:
 - perancangan sistem interaktif saja. **Mengapa demikian?**
 - apa yang dihasilkan, tetapi lebih kepada proses "memahami dan memilih" (*understanding and choosing*).

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WHAT IS DESIGN? Definisi Desain

- Design?
"achieving goals within constraints"

trade off

- Aturan utama "design"

1. memahami komputer;
2. memahami manusia

understand the materials

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WHAT IS DESIGN? Definisi Desain

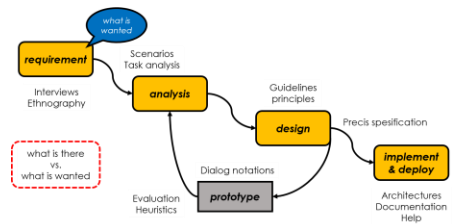
- Human error/operator error

human error/operator error

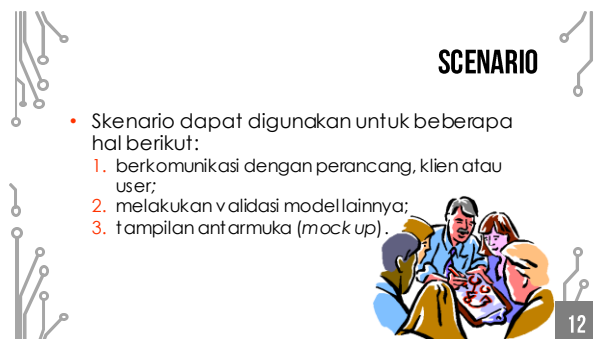
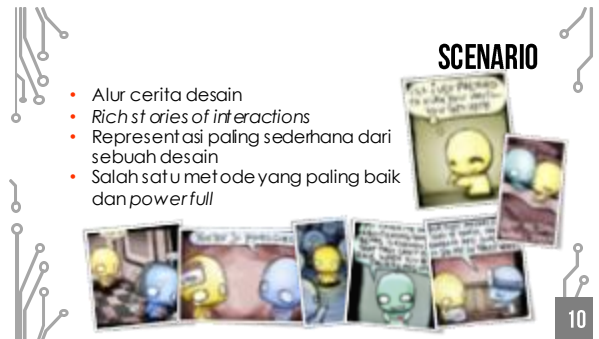
bad installation/bad design
an interface

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THE PROCESS OF DESIGN Proses Desain



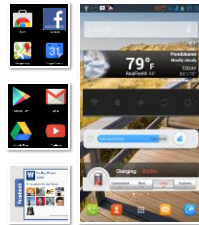
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NAVIGATION DESIGN

- Widget
- elemen dari GUI
- menampilkan informasi sebuah aplikasi
- pengaturan dapat diubah oleh pengguna
- instruksi tunggal

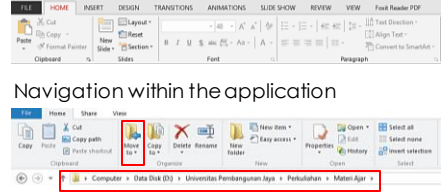


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NAVIGATION DESIGN

- Screens/Windows
- Navigation within the application

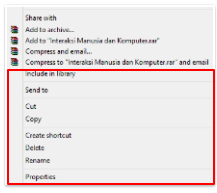


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NAVIGATION DESIGN

- Environment



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SCREEN DESIGN & LAYOUT

PRINSIP DASAR
DESAIN TAMPILAN & KELUARAN



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SCREEN DESIGN & LAYOUT

- Tools untuk tampilan
- *Grouping and structure*

Billing details:		Delivery details:	
Name:		Name:	
Address: ...		Address: ...	
Credit card no:		Delivery time:	
<hr/>			
Order details:			
item	quantity	cost/item	cost
size 10 screws (boxes)	7	3.71	25.97
...

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SCREEN DESIGN & LAYOUT

- *Order of groups and items*

Billing details:		Delivery details:	
Name:		Name:	
Address: ...		Address: ...	
Credit card no:		Delivery time:	
<hr/>			
Order details:			
item	quantity	cost/item	cost
size 10 screws (boxes)	7	3.71	25.97
...

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SCREEN DESIGN & LAYOUT

- *Decoration*
- *Alignment*

Alan Dix
Janet Finlay
Gregory Abowd
Russell Beale

(i)

Alan
Janet
Gregory
Russell

(ii)

Dix, Alan
Finlay, Janet
Abowd, Gregory
Beale, Russell

(iii)

sherbert	75	sherbert	75
vanilla	120	vanilla	120
chocolate	35	chocolate	35
fruit gums	27	fruit gums	27
coconut dreams	85	coconut dreams	85

(i)

sherbert	75	sherbert	75
vanilla	120	chocolate	35
chocolate	35	fruit gums	27
fruit gums	27	coconut dreams	85

(ii)

sherbert	75	sherbert	75
vanilla	120	chocolate	35
chocolate	35	fruit gums	27
fruit gums	27	coconut dreams	85

(iii)

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SCREEN DESIGN & LAYOUT

White space

A	B	C	E
D			F

(a) space to separate

A	B	C	E
D			F

(b) space to structure

A	B	C	E
D			F

(c) space to highlight

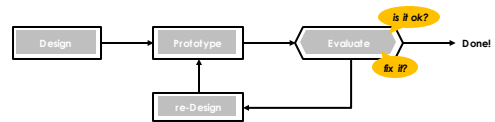
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SCREEN DESIGN & LAYOUT

- User action & control
 - [Entering information](#)
 - [Knowing what to do](#)
 - [Affordances](#)
- Appropriate appearance
 - [Presenting information](#)
 - [Aesthetics & utility](#)
 - [Making a mess of it: color & 3D](#)
 - [Localization/Internationalization](#)

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ITERATION & PROTOTYPING



Bagaimana caranya agar metode prototipe dapat berjalan?

1. memahami kesalahan yang muncul dan memperbaikinya; dan
2. mengawalinya dengan cara yang baik.

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