

# Obligatory assessment 1

Due date: February 17th, 2022

Task: Practice using HCI frameworks

A framework is an analytical tool that can be used to organize, i.e. categorize and describe, a field, a system or a body of work into conceptually distinct (and conceptually useful) categories.

A useful framework captures essential aspects of a field/system/body of work in a way that makes it easy to apply, understand and extend.

A useful framework can inform what we do, how and why we do it, and what we can expect.

Your task:

1. Take a quick look at the frameworks provided (you are welcome to look for other frameworks, however do a quick check-in with me if you would like to use other frameworks)
2. Pick 2 frameworks for a more in-depth reading
3. Apply 1 framework to a relevant design
4. Write a 1-2 page note where you explain *how* you applied the framework and your *reflection* on this process. (This could be changes you would propose to the design as a result of applying the framework, changes to the framework itself, what made the framework easy/hard to use, differences/similarities between the 2 frameworks you read and so on)
5. Be prepared to share your application of your chosen framework in class on Feb 17th.

Readings/sources/ materials

(all available in Leganto)

- Belotti et al, 2002 "Making sense of sensing systems: Five questions for designers and researchers"
- Benford, et al, 2005, "Expected, sensed, and desired: A framework for designing sensing-based interaction"
- Hornecker and Buur, 2006 "Getting a grip on tangible interaction: a framework on physical space and social interaction"
- Hummels and van Dijk, 2015 "Seven Principles to Design for Embodied Sensemaking"
- Hummels et al, 2007 "Move to get moved: a search for methods, tools and knowledge to design for expressive and rich movement--based interaction."
- Klemmer, et al, 2006 "How bodies matter: five themes for interaction design"
- Pijnappel and Mueller, 2013 "Four design themes for skateboarding"

Extra readings if frameworks tickled you interested:

- Mendoza et al 2015 "A classification of user experience frameworks for movementbased interaction design"
- Girouard et al , 2018 "Reflecting on the Impact of HCI Frameworks"

