It probably won a prize

- Aim
 - To be able to analyse and compare the designer and the user models of devices

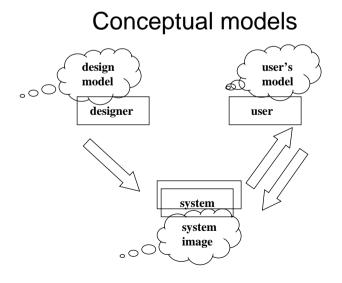
Technological aspects of Donald Norman: The Design of Everyday Things by Jens Kaasbøll

Qualities of devices

- Aesthetic
 - Pleasing to look at and sense in general
- Technologic
 - Adhering to accepted principles of good technical solutions
 - Simple manufacturing
- Learnability
 - Promotes quick learning
- Usability
 - Causing desirable effects
- Durability
 - Tolerates long term intended use
- Robustness
 - Tolerates improper use
- Safety
 - Not causing undesireable effects

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When simple things need instruction, it is a certain sign of poor design

- Visibility
 - The shape of the device signals its proper use
 - What about blind people?
- Mapping
 - Immediately understandable relation between symbols and operation
 - Iconic symbols
 - Visual similarity
 - Conventional symbols
 - Learned system of representation
 - Arbitrary letters and shapes
- Feedback
 - The device signals the result of the operation

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Mappings should be unambiguous



Changing gears

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Describe the design model and the user model



What are the consequences of the choice of

	Material	Structure	Mechanics
Aesthetic			
Technologic			
Learnability			
Usability			
Durability			
Robustness			
Safety			
		I	9





Faucet 3 12



Faucet 4

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Mappings (clockwise)







Preventing the user from making mistakes

- Lockin
 - Keeping a process going
 - Preventing prematurely closure
- Lockout
 - Prevents an event from occurring





Open cover

- Unscrew lid
- Insert nozzle in tank opening
- Hang up nozzle
- Insert lid
- Close cover
- Start engine and drive away

Forcing a sequence

No interlock

- Unscrew lid
- · Put tank lid on car roof
- · Insert nozzle in tank opening
- Hang up nozzle •
- Close cover •
- 16 Start engine and drive away ٠

How does an ATM guard against user errors?



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