AN INTRODUCTION TO

HUMAN MACHINE INTERFACE

CONVERSATION TAKEN FROM "HER"

Samantha: Is that weird? You think I'm weird?

Theodore: Kind of.

Samantha: Why?

Theodore: Well, you seem like a person but you're just a voice in a computer.

Samantha: I can understand how the limited perspective of an unartificial mind might perceive it that way. You'll get used to it.

[Theodore laughs]

CONVERSATION TAKEN FROM "HER"

Samantha: Is that weird? You think I'm weird?

Theodore: Kind of.

Samantha: Why?

Theodore: Well, you seem like a person but you're just a voice in a computer.

Samantha: I can understand how the limited perspective of an unartificial mind might perceive it that way. You'll get used to it.

[Theodore laughs]

NEVER FORGET

People ⟵————————————————⟶ **things**

1. **People** tend to "humanise" **things**.

2. **People** have a limited perspective when perceiving **things**.

3. **People** get used to **things**.

People ⟷ things

People tend to "humanise" **things**.

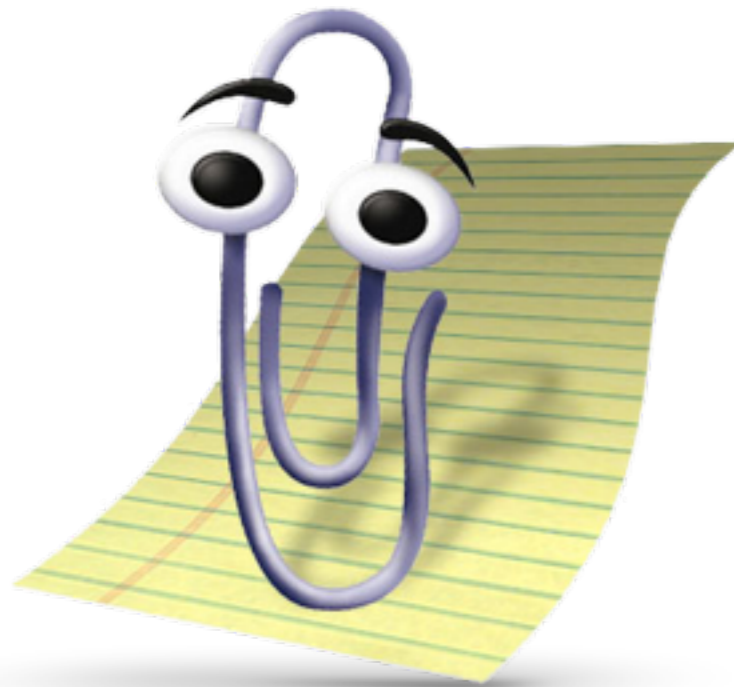# People ⟷ things

People tend to "humanise" **things**.
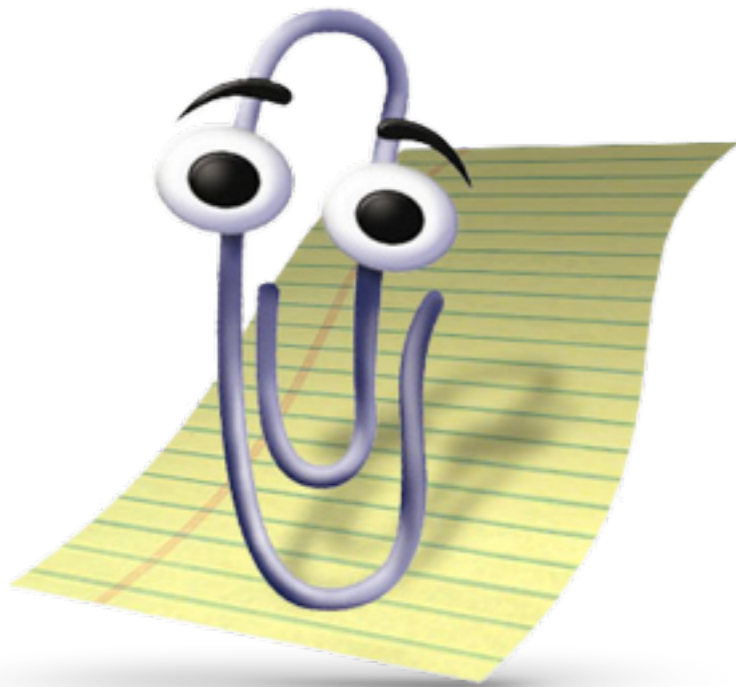
"Famous for being <u>one of the worst user interfaces ever deployed</u> to the mass public. "

"<u>He stopped users to ask them if they needed help with basic tasks</u>, like writing a letter or making a spreadsheet."

Link to the article

People ⟷ things

People tend to "humanise" **things**.

"As the Microsoft employee Chris Pratley has written, Clippy was "optimized for first use": amusing the first time you encountered him, and <u>frustrating</u> after that. "

"He was a puppet who <u>only knew one script and kept repeating it</u>, at you, throughout the workday."

Link to the article

People ←——————————————→ **things**

People tend to "humanise" **things**.
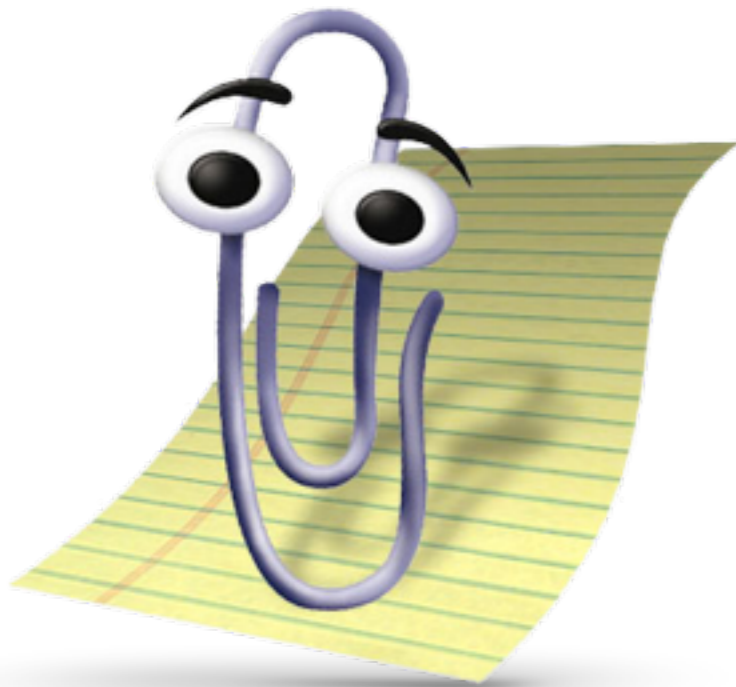
"We did a bunch of focus-group testing, and the results came back kind of negative. Most of the women thought <u>the characters were too male</u> and that they were leering at them."

[Link to the article](#)

People ⟷ things

People have a limited perspective when perceiving **things**.

People can perceive just few **things** at a time.

People ←——————————→ **things**

People have a limited perspective when perceiving **things**.

People can perceive just few **things** at a time.

I II III IV V VI

I II III   IIII IIIII IIIIII

People ←——————————————→ **things**

People have a limited perspective when perceiving **things**.

There's a small portion of **people** eyesight that actually sees sharp image called "FOEVAL VISION".

MANGO'S WEBSITE
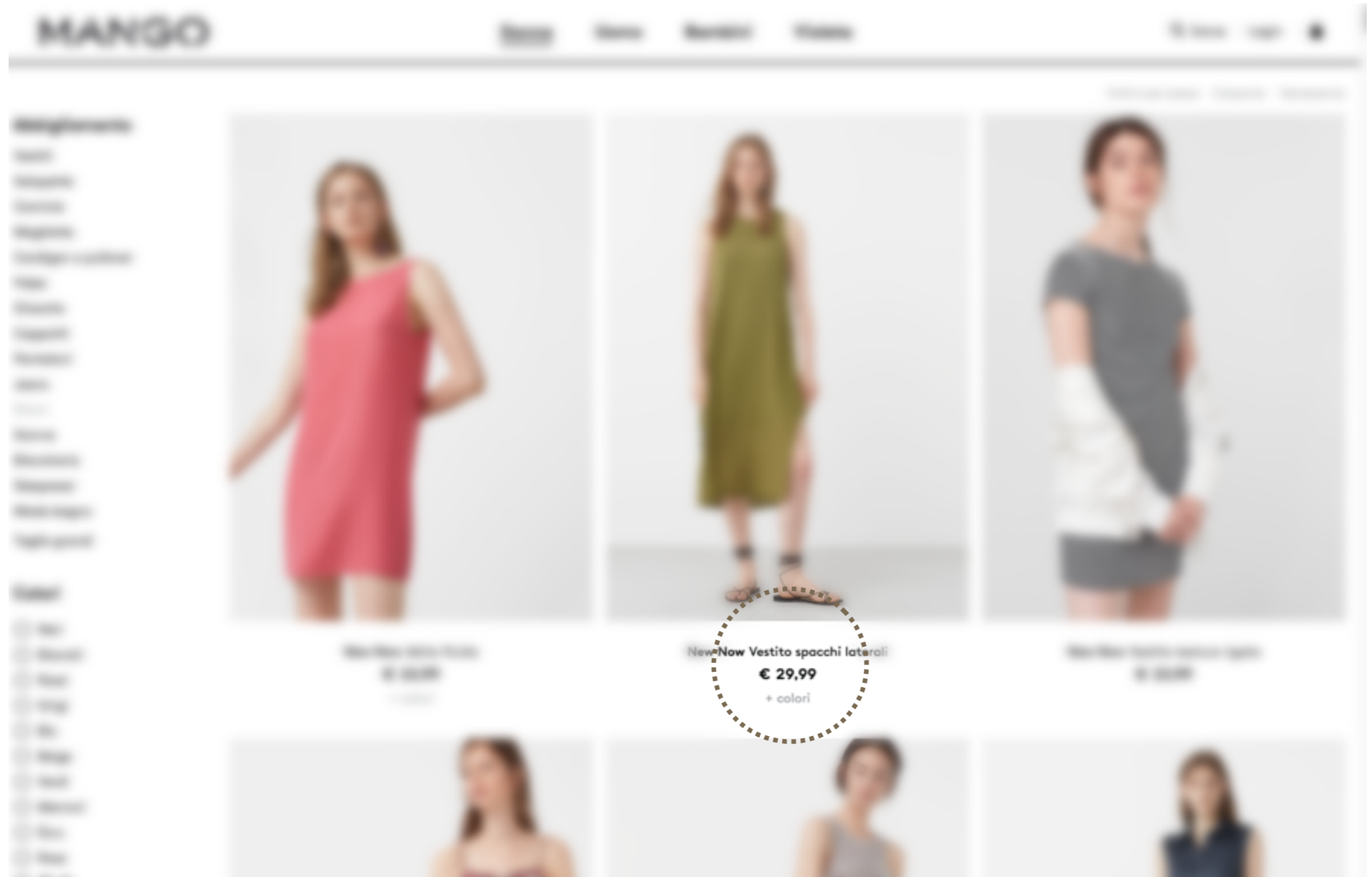
People ⟷ things

People get used to **things**.
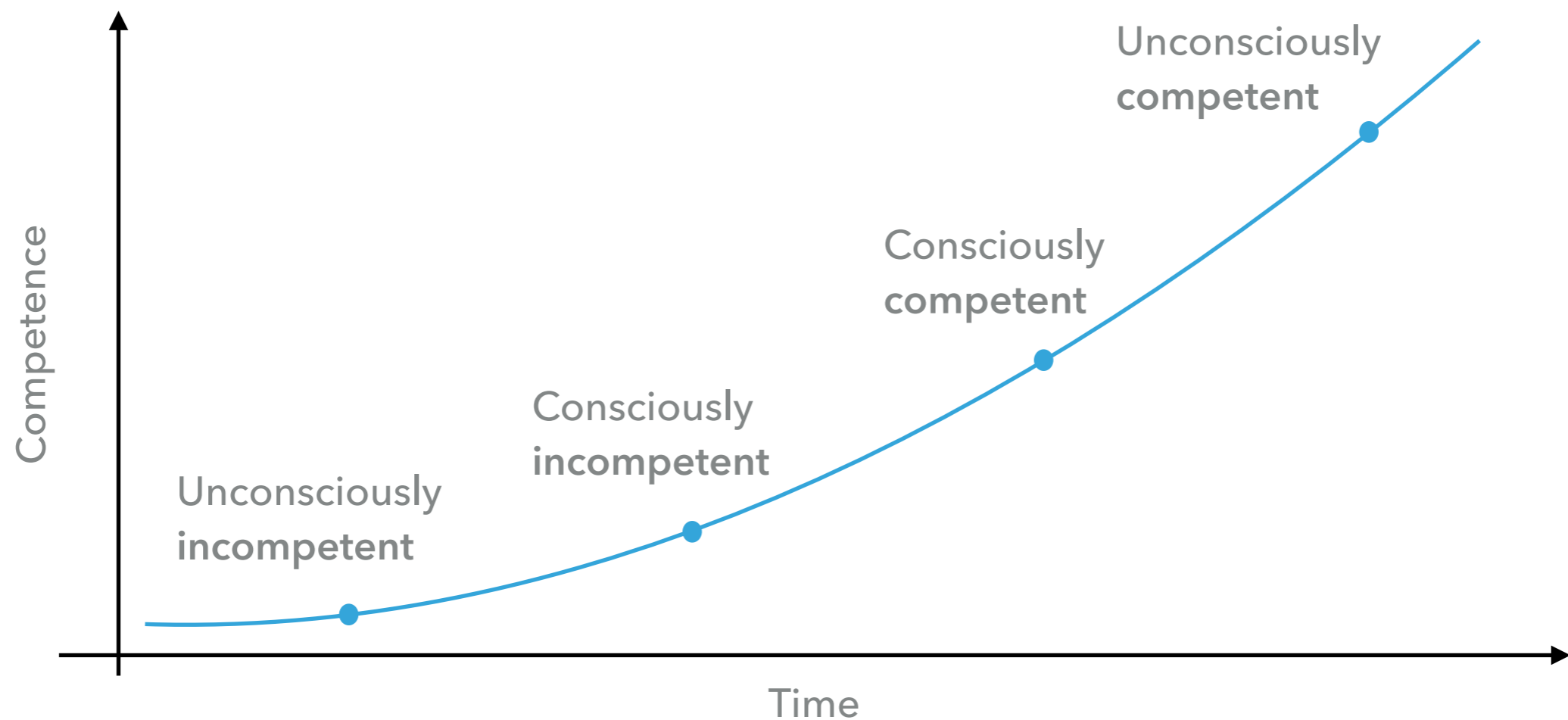
Use granny as beta tester
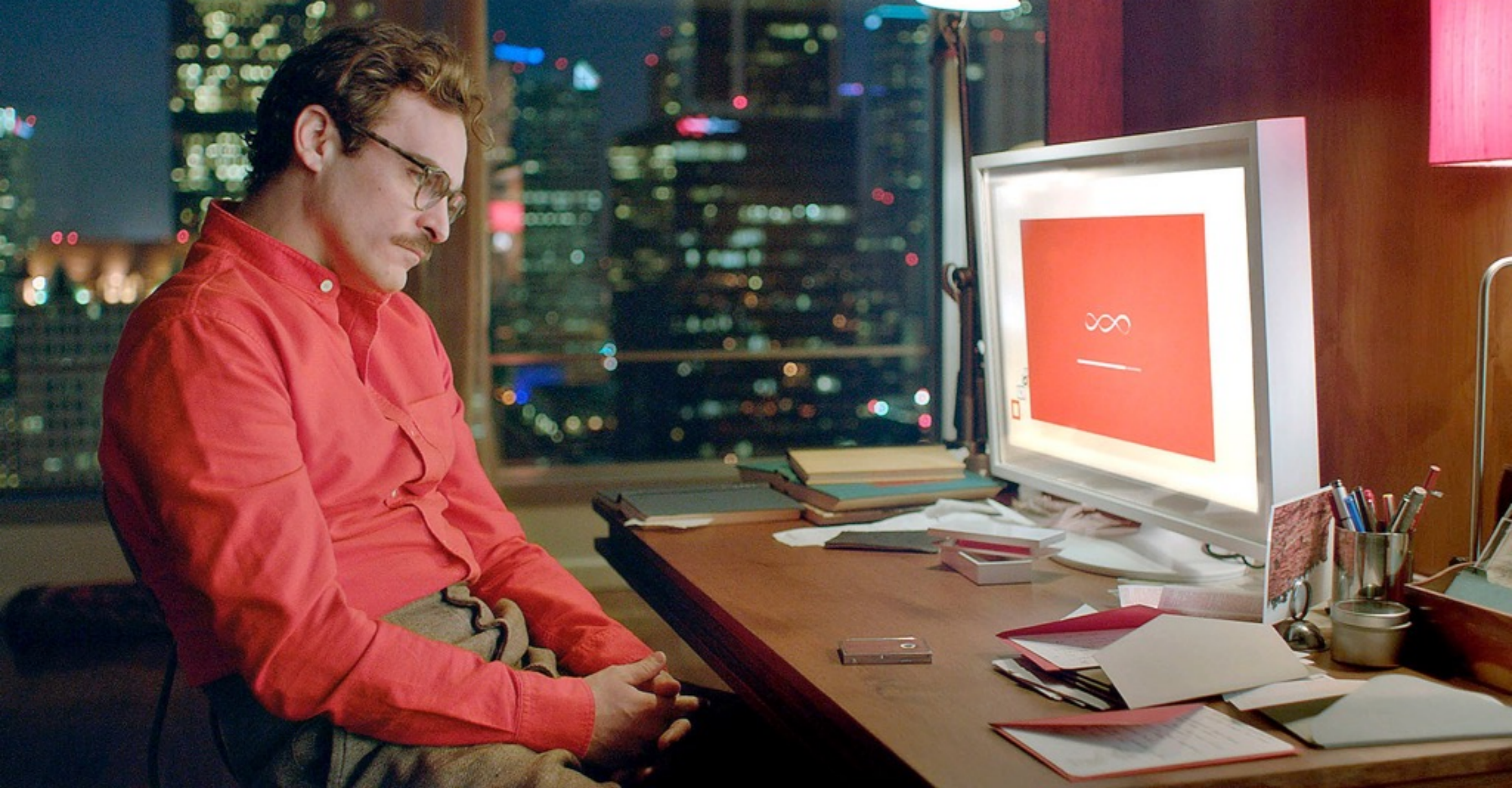
HMI: MOBILE APPLICATION

TIPS AND EXAMPLES

KEY CONCEPTS

"Physic"

"Logic"

"Emotive"

Space & Color
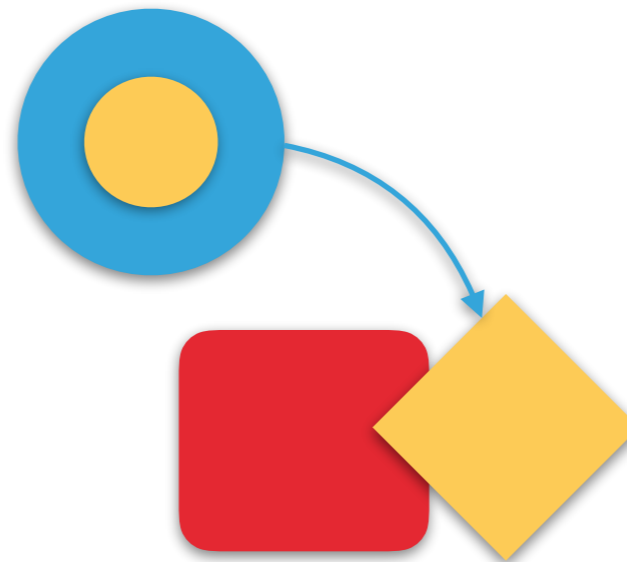
Evolution

Feeling

SPACE – EVERY PIXEL COUNTS
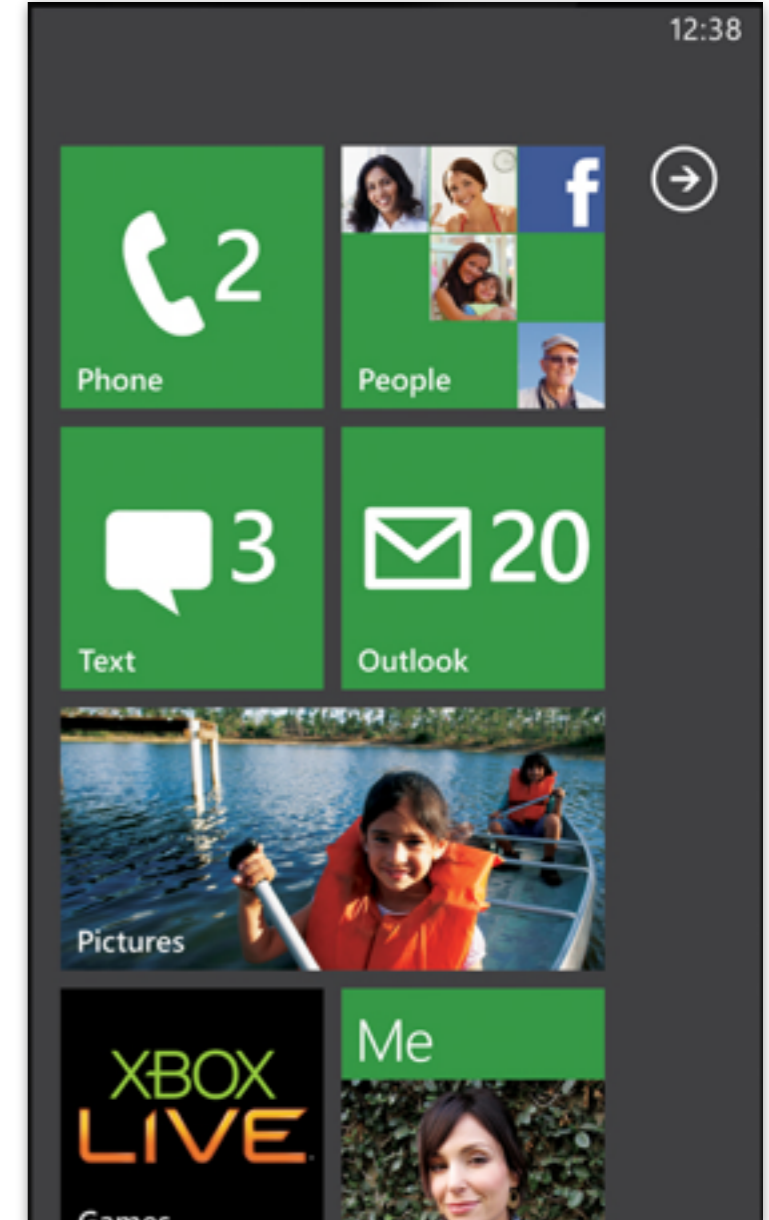
iOS   Android   Windows Phone

SPACE – EVERY PIXEL COUNTS

iOS   Android   Windows Phone
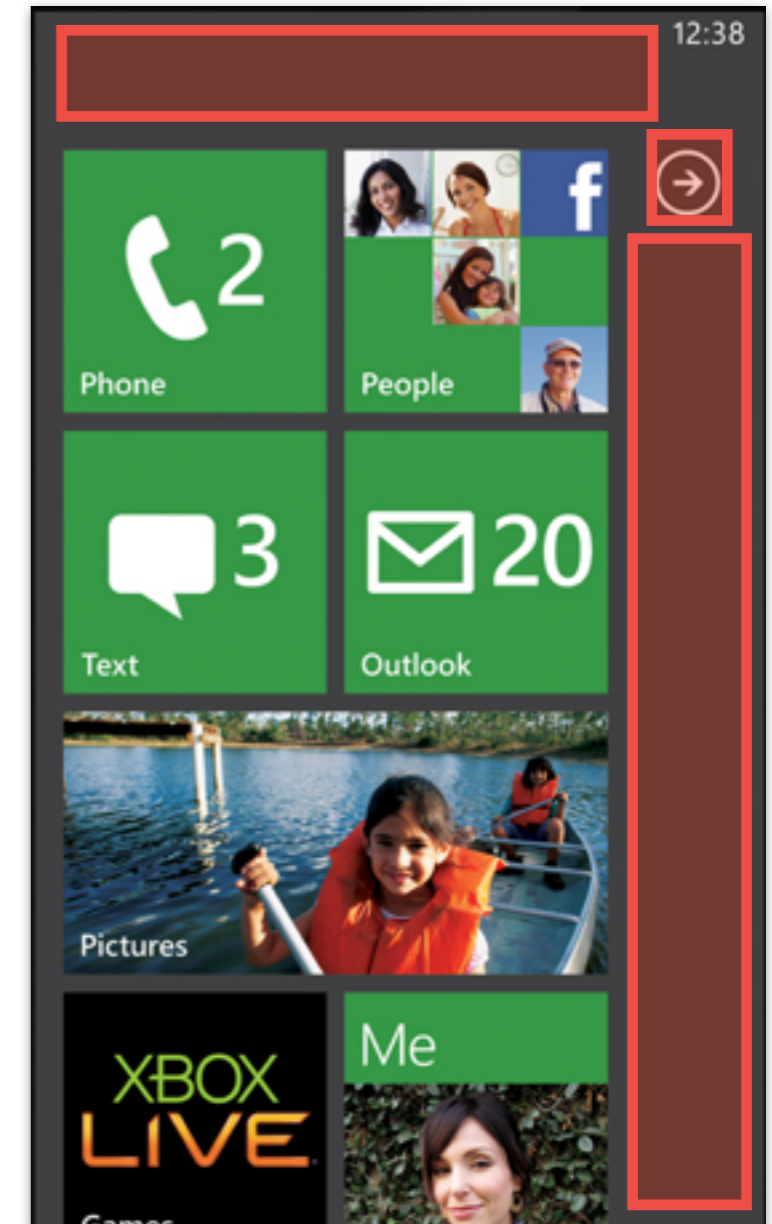
SPACE – EVERY PIXEL COUNTS
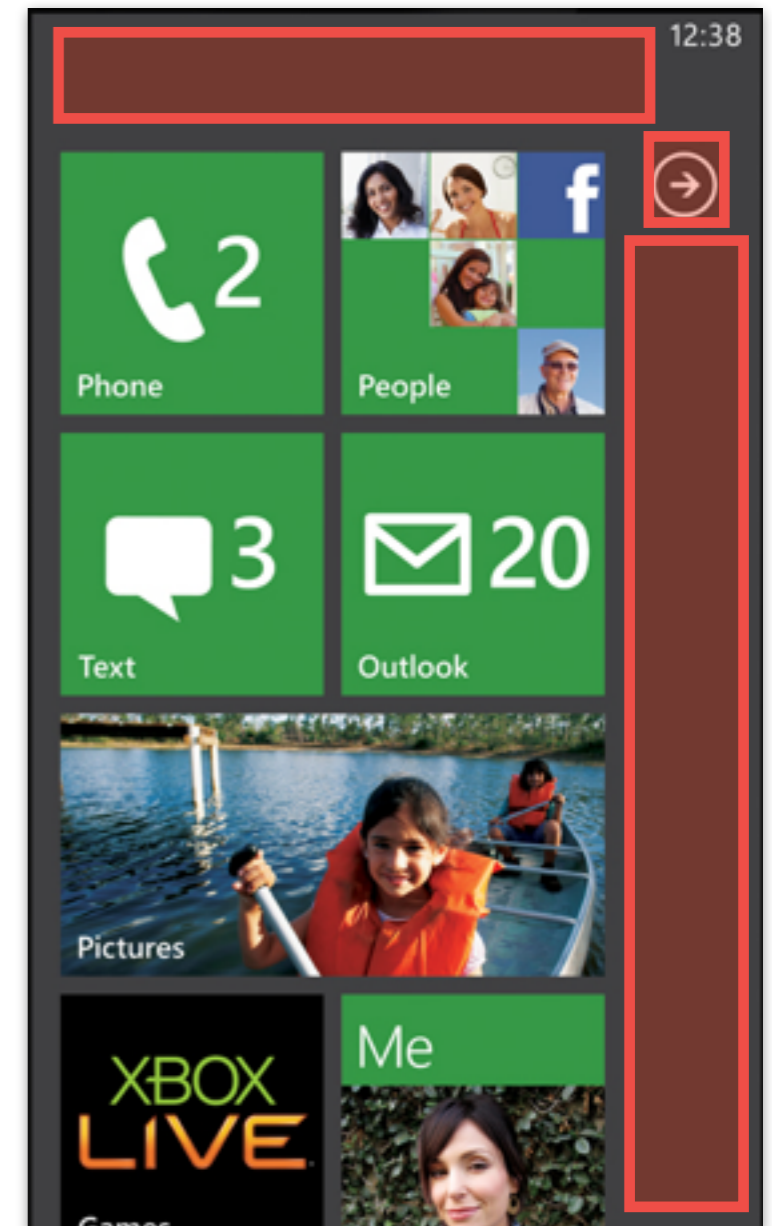
Windows Phone

SPACE – EVERY PIXEL COUNTS – FACEBOOK
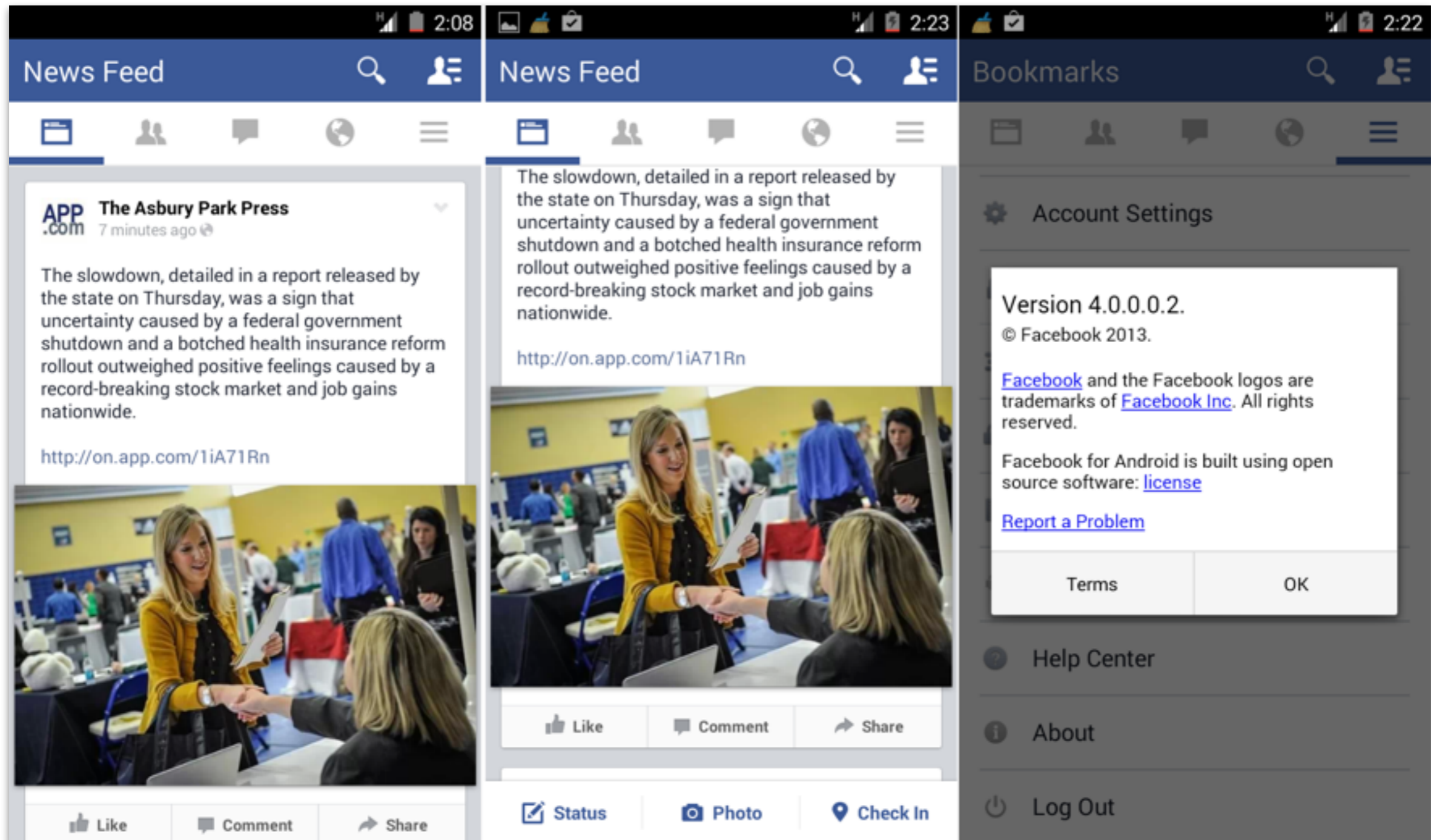
SPACE – EVERY PIXEL COUNTS – TWITTER

SPACE – EVERY PIXEL COUNTS

COLOR – BASIC RULES

Uniform color palette

High contrast for

text over background

Use colours to

express intentions

Text

John Cena

Click

Don't click
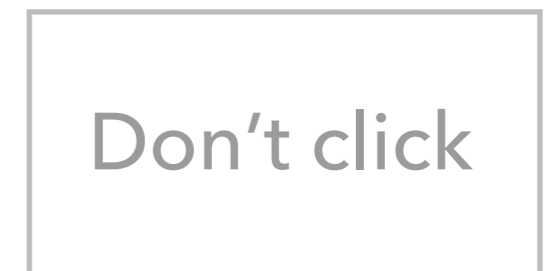
COLOR – BASIC RULES

Colors help the user to understand how the space is arranged
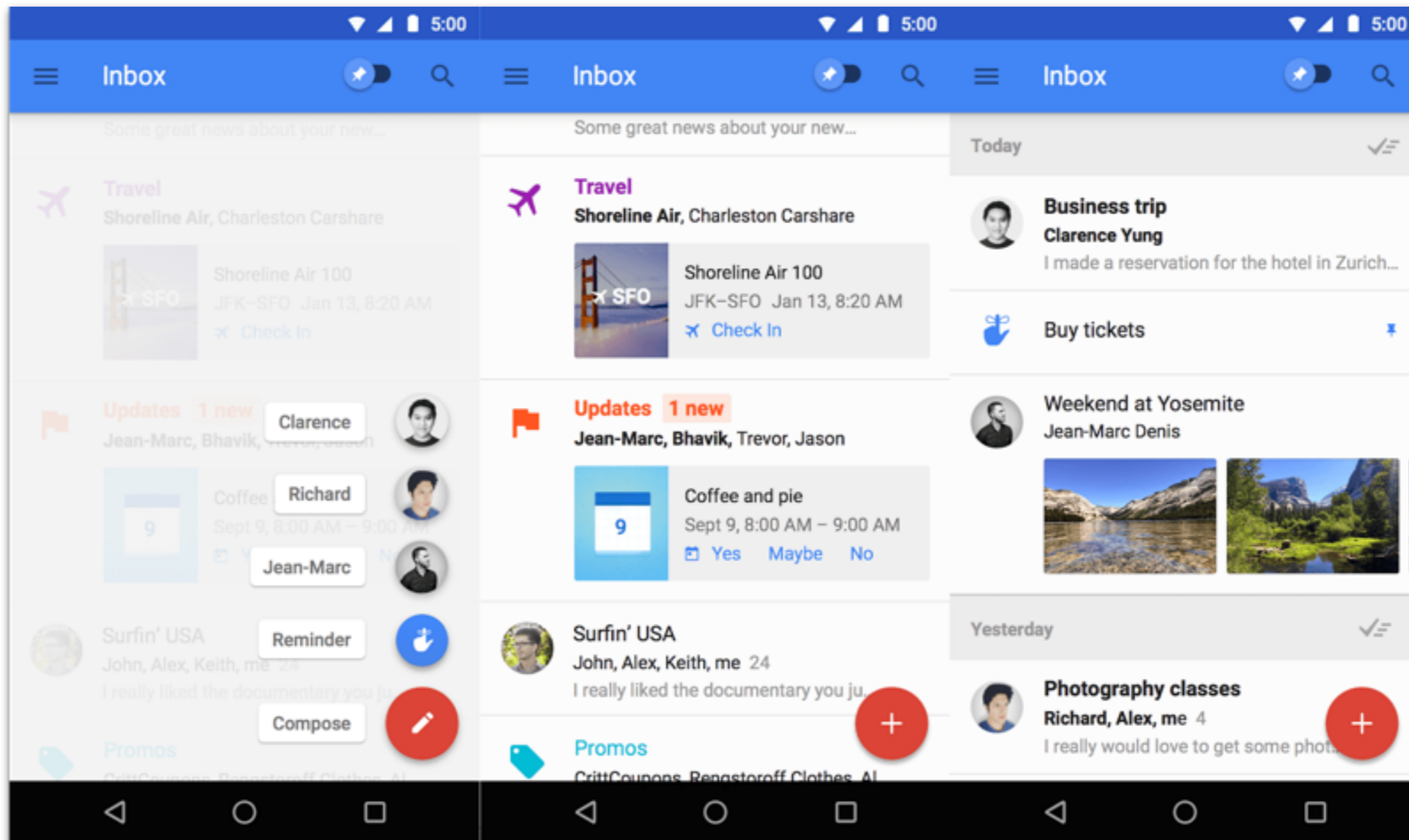
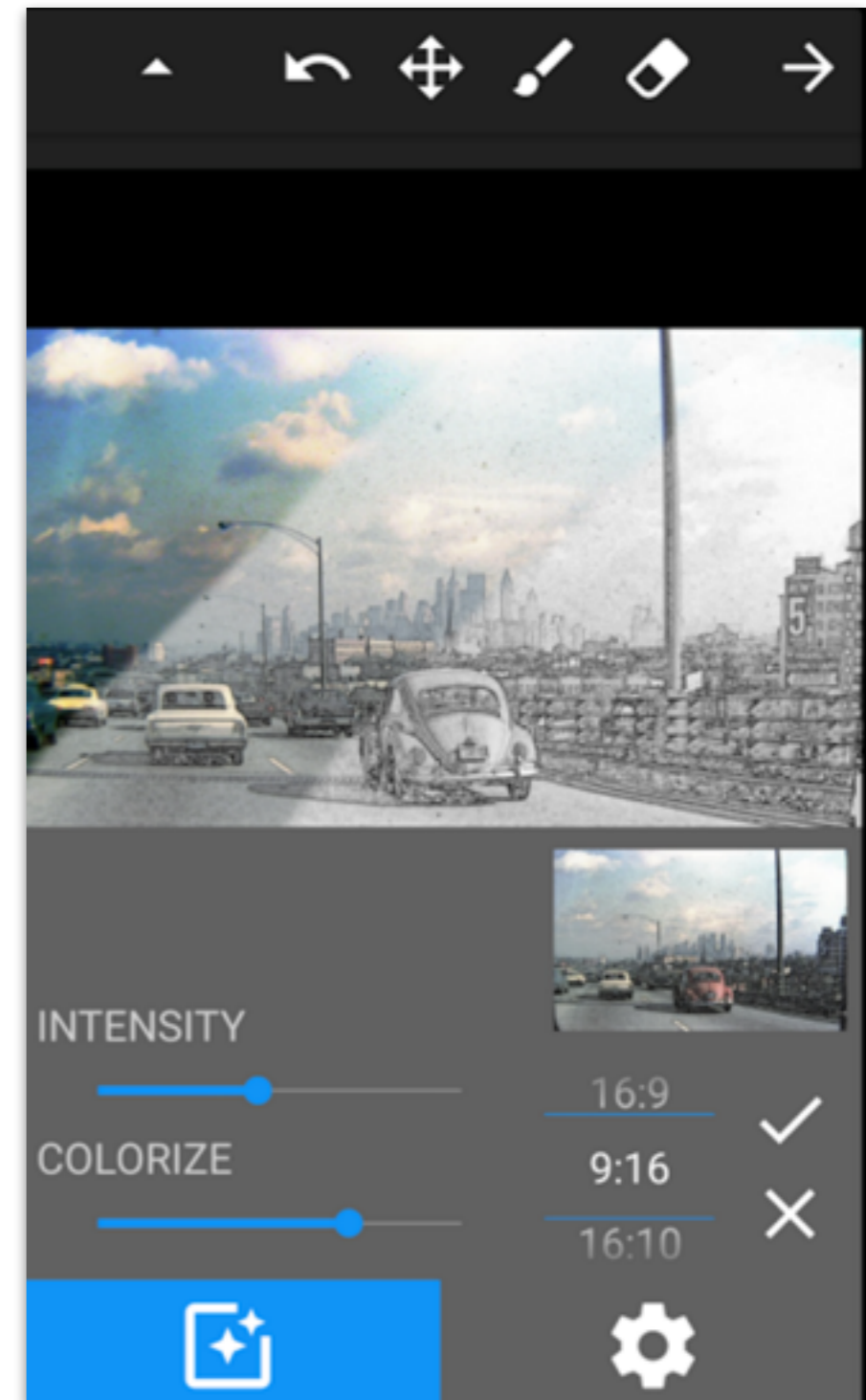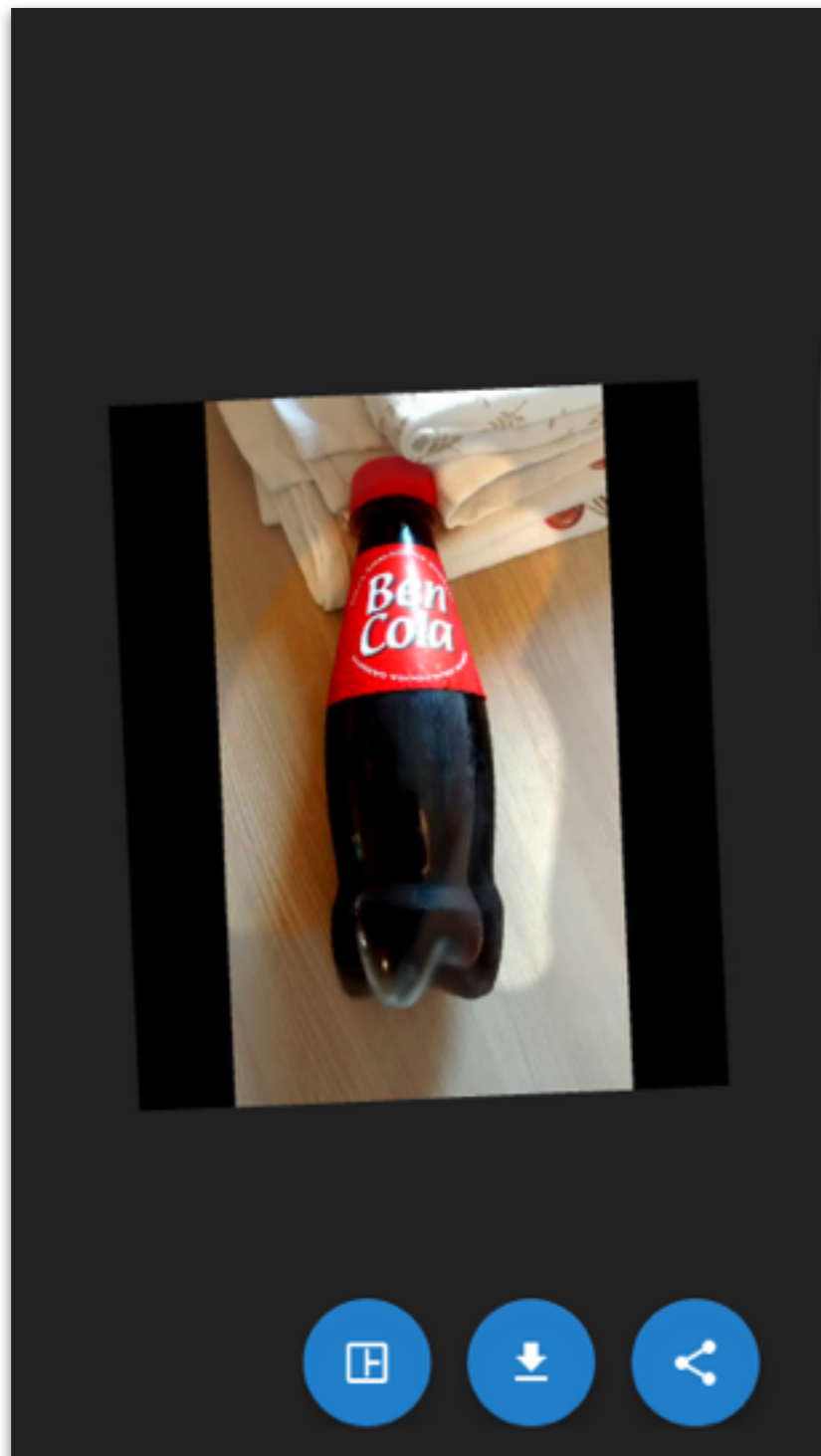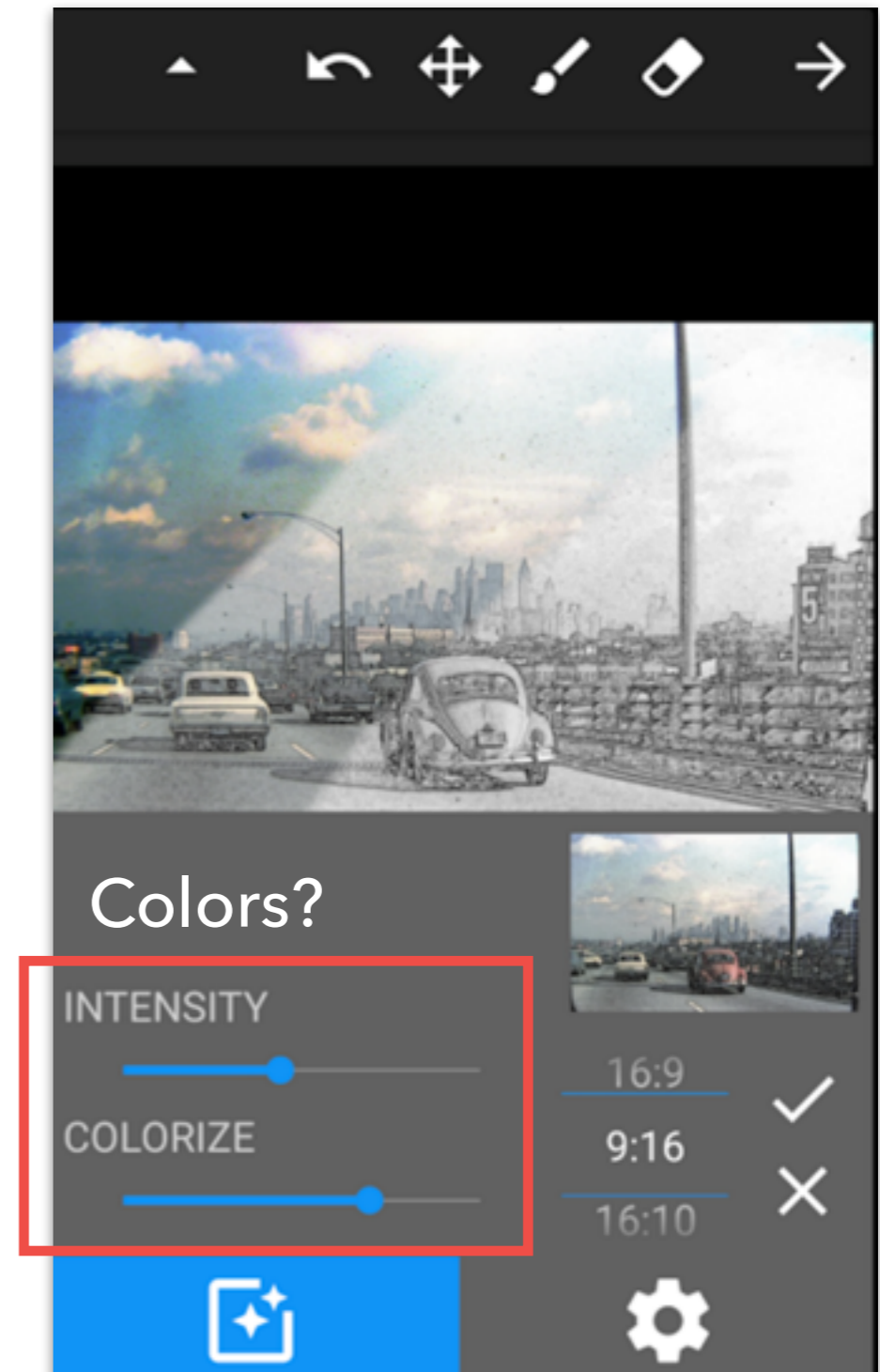# MOBILE APPLICATION EXAMPLE
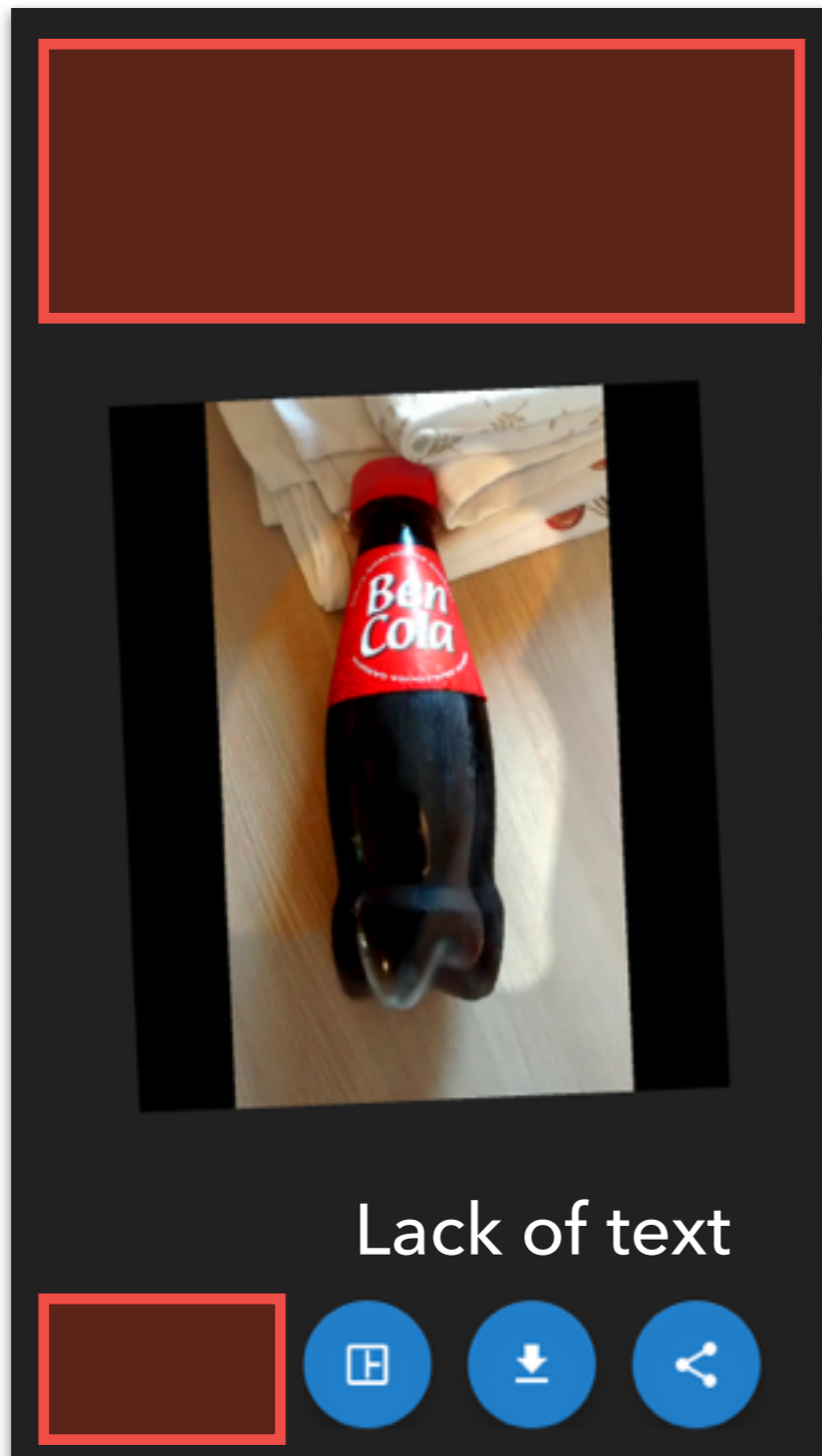
MOBILE APPLICATION EXAMPLE
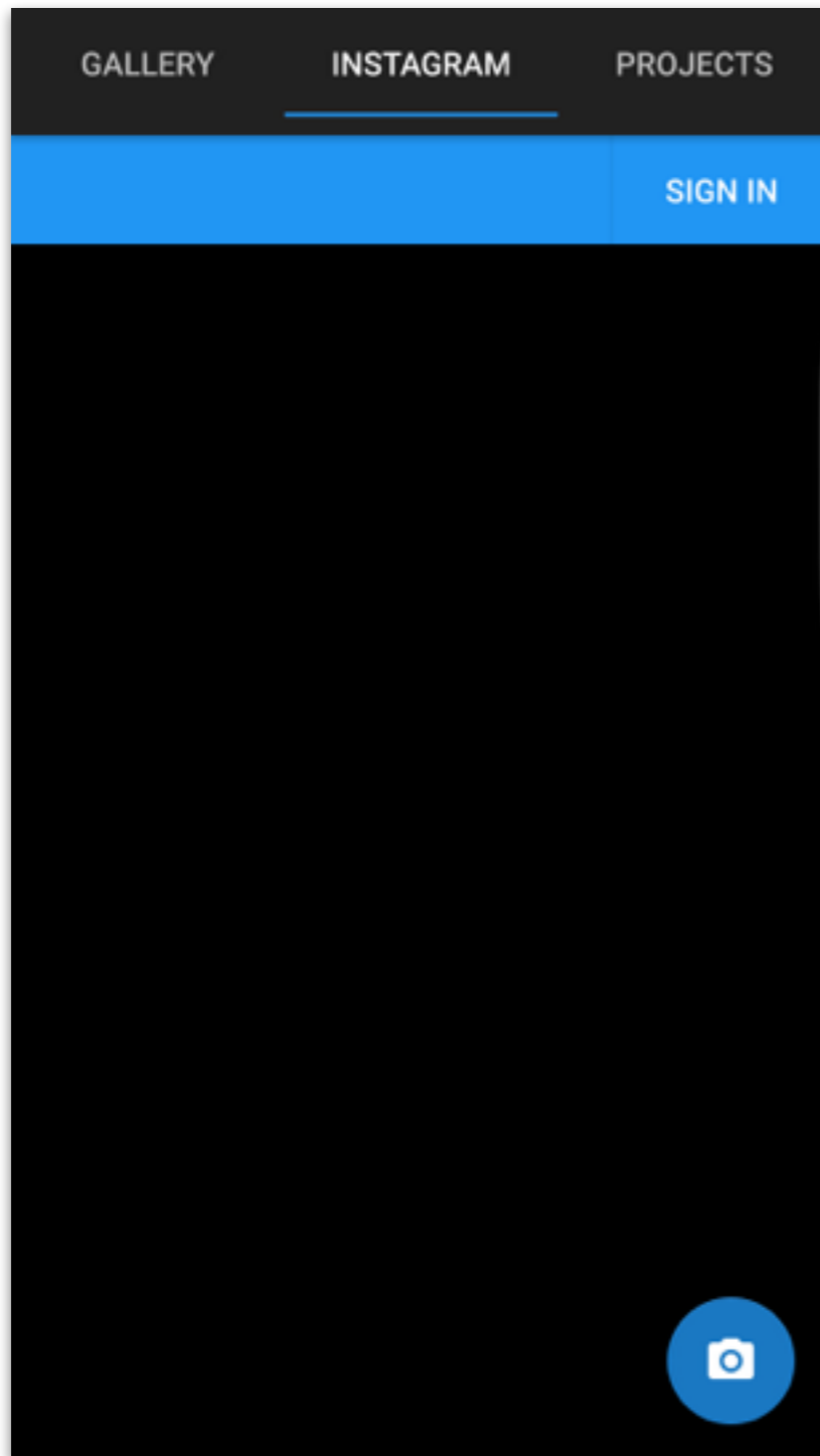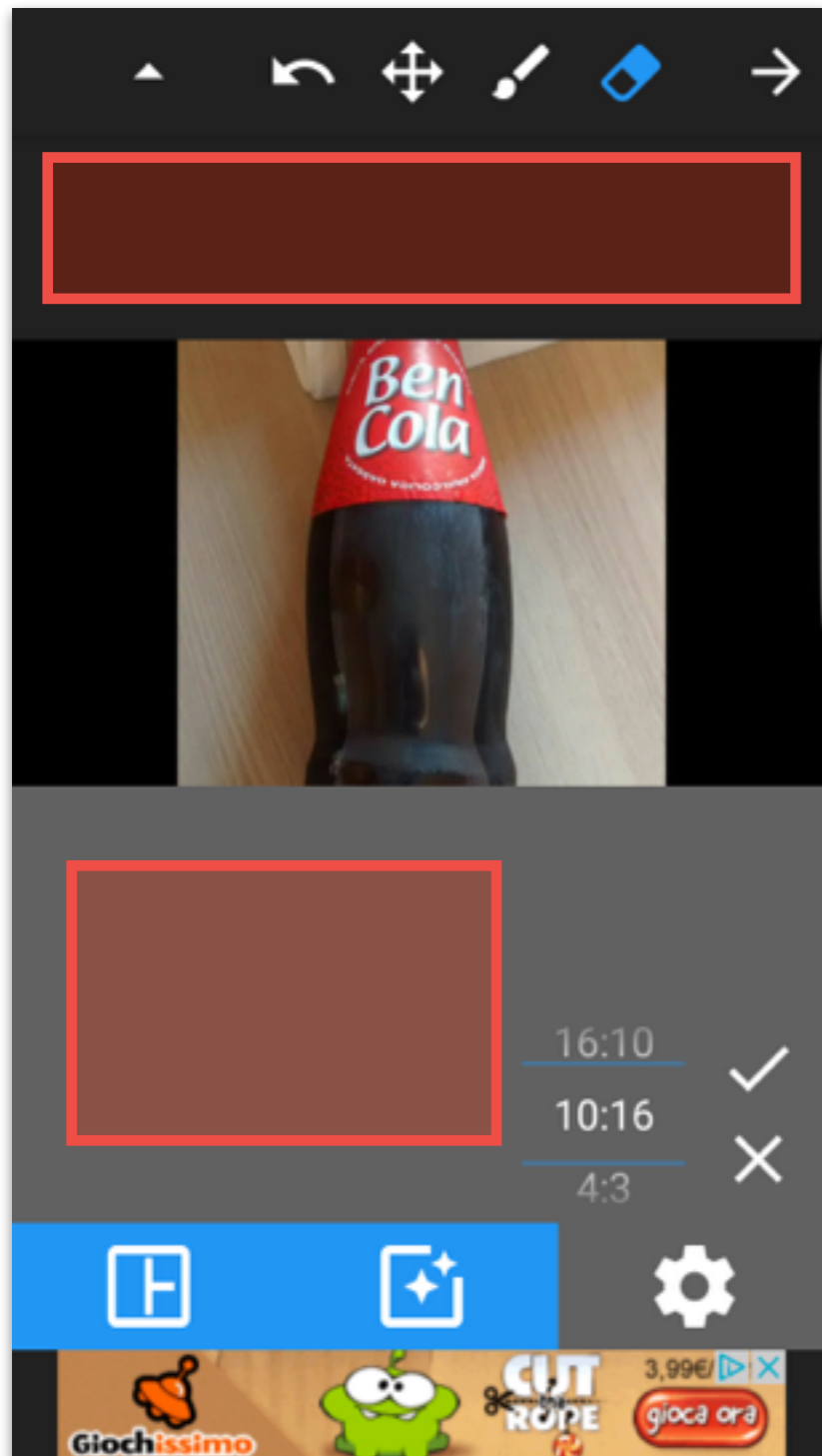
MOBILE APPLICATION EXAMPLE
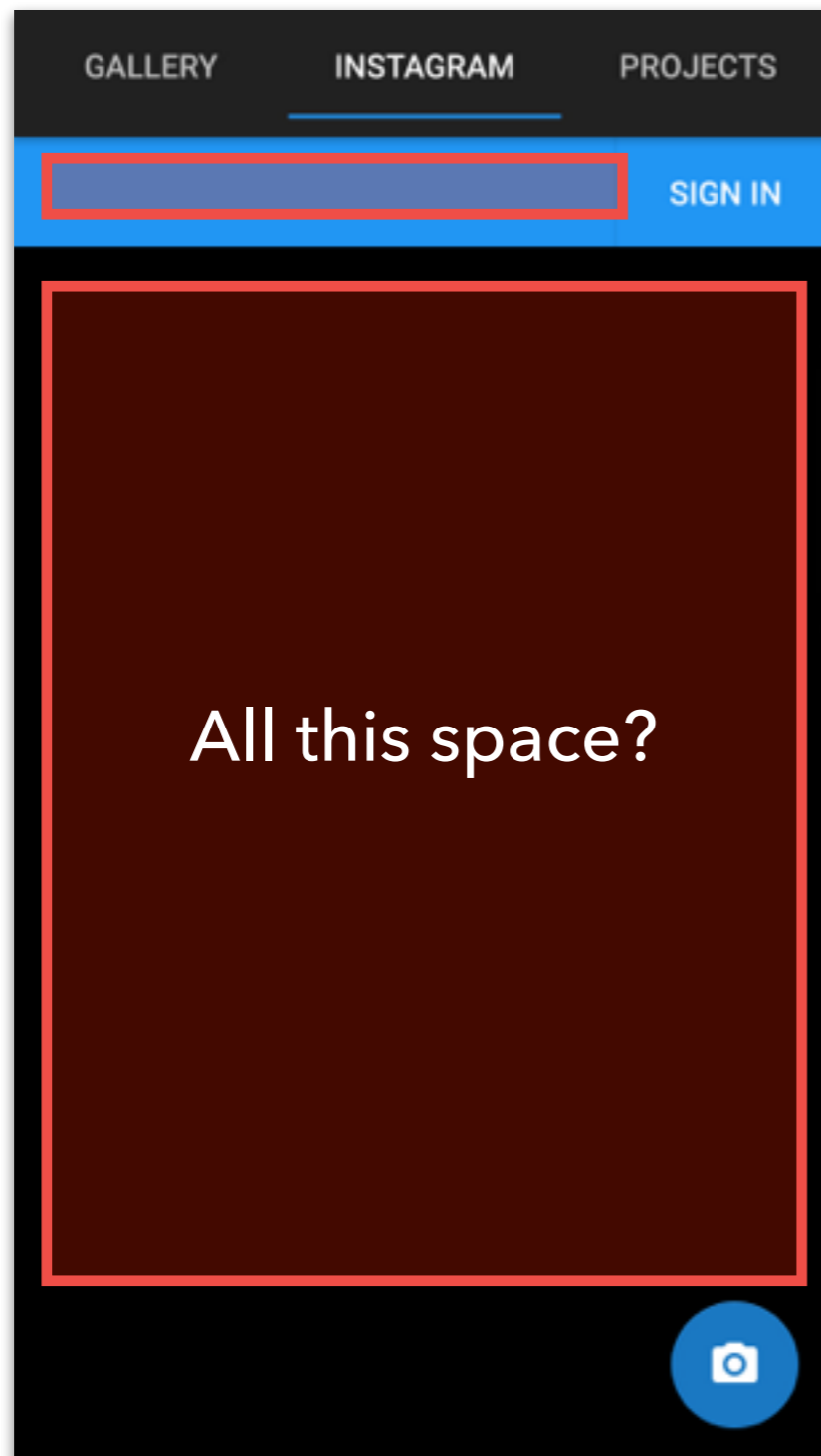
MOBILE APPLICATION EXAMPLE

MOBILE APPLICATION EXAMPLE

MOBILE APPLICATION EXAMPLE

1. It doesn't exit the "settings" section if you press out of the settings frame.

2. You need to press another tab in order to change layout.

3. After pressing ✓ the tab still doesn't close.

4. Maybe upper and bottom bars should be one in the position of the other.

MOBILE APPLICATION EXAMPLE
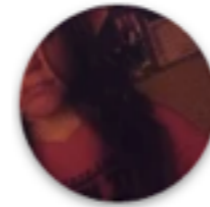
Reagin Jones March 3, 2015

★ ★ ★ ★ ★

Horrible I could not figure out how to work it and what ever i clicked it did the total opposite

Lala Smith October 18, 2014

★ ★ ★ ★ ★

Dum app It wouldn't apply the effect I choose for my picture and its not easy to use and the picture your editing is very small to even see what to do with it... dont download this app.

stevini russell June 8, 2014

★ ★ ★ ★ ★

Takes for ever to load Your picture takes for ever to load and the app is slow it needs a fix up really bad it doesn't have directions to tell u wats wat and how you use it it is all confusing hope this advise help don't download you will wast your time ;-)
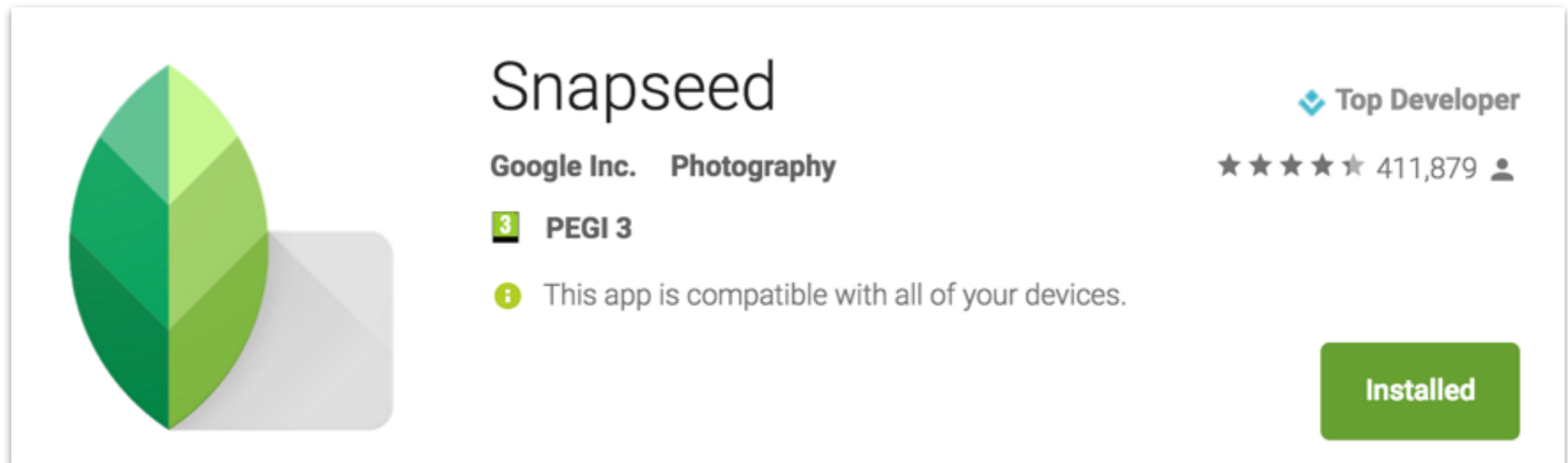
Erin Koch December 19, 2013

★ ★ ★ ★ ★

Same as the rest Don't like it. Doesn't do anything special to stand out from the other photo editing apps

MOBILE APPLICATION EXAMPLE
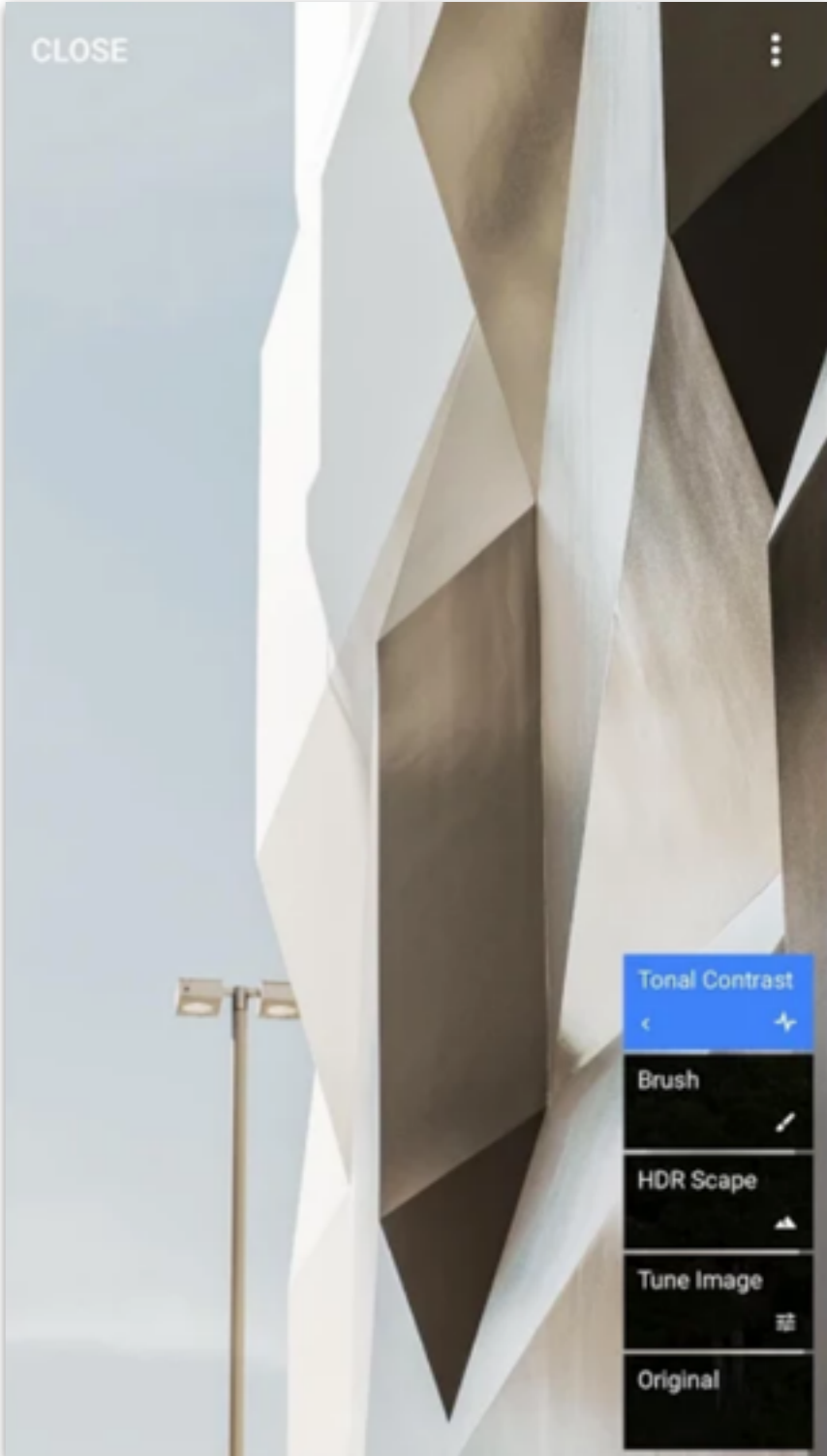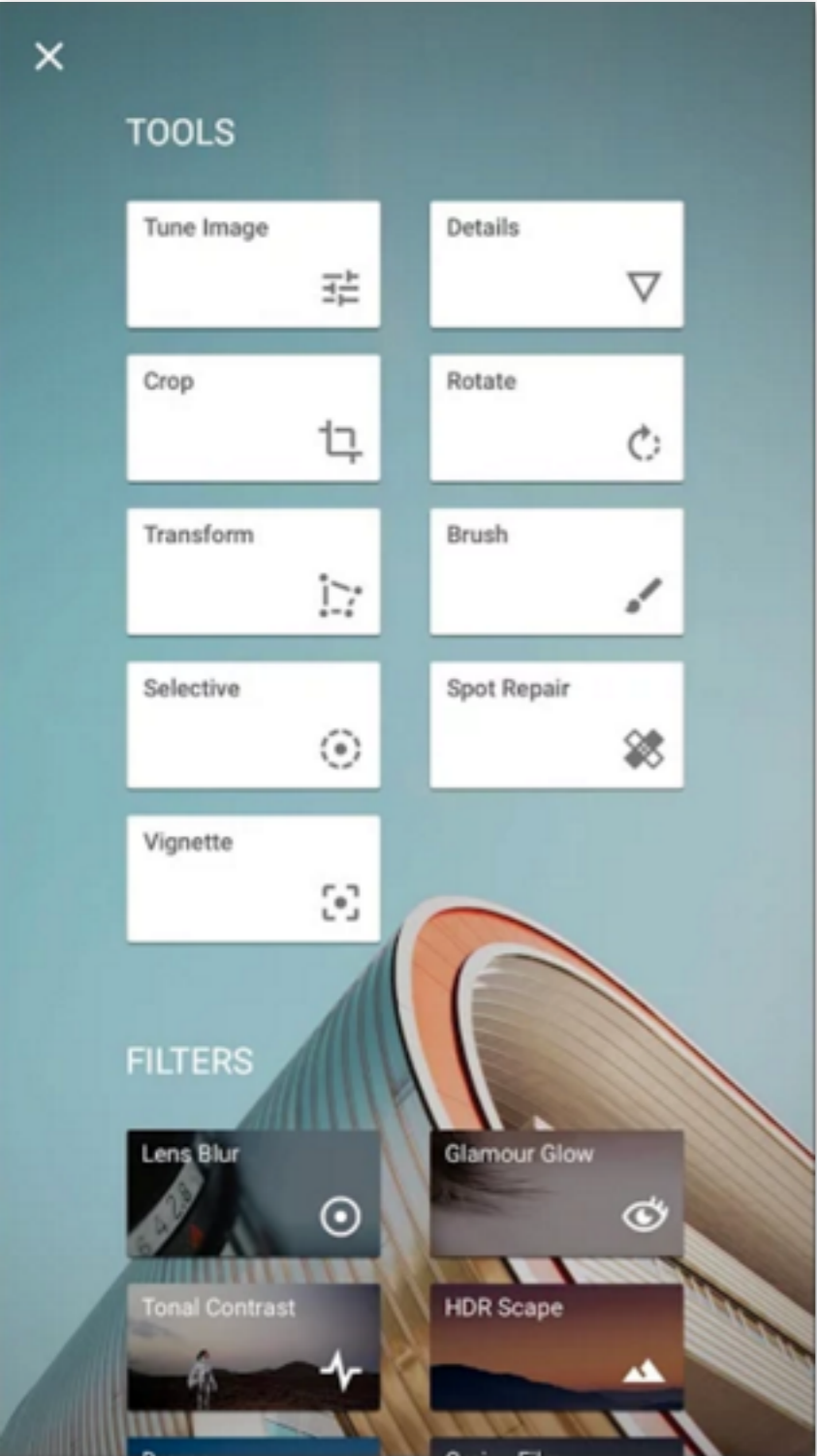
MOBILE APPLICATION EXAMPLE

MOBILE APPLICATION EXAMPLE

1. Once-a-time operations on the top

2. Frequently asked operation on the bottom

3. Takes advantage of the whole screen

4. Hidden menu

5. Hidden controllers

MOBILE APPLICATION EXAMPLE

EVOLUTION – GUIDE THE USER

There must be a match between the purpose (what the user wants to do) and the interface (what the user can do).

The best way is to design the interface following the application logic flow.

Manage correctly space, color and animations to guide the user.

EVOLUTION – GUIDE THE USER

We already know what FOEVAL VISION is. **People** have a limited perspective when perceiving **things**.

If you want to communicate the user something happening logically in your application, it's not sufficient to write it as text.

You have to take advantage of <u>space, color and animations.</u>

EVOLUTION – GUIDE THE USER

If your application is frozen doing some busy stuff, make sure the user is aware that it's still working.

If you want to alert the user about something very important, use space and colours to make it evident.

Warning! You cannot undo this action

✕ Warning! You cannot undo this action

⚠ Warning! You cannot undo this action

EVOLUTION – GUIDE THE USER

About animations, remember that

▸ The average visual reaction to unexpected event is from 600–900 milliseconds

▸ Depending on users concentration level blink rate varies from 3 to 50 blinks per minute

▸ average blink speed is about 300–400 milliseconds
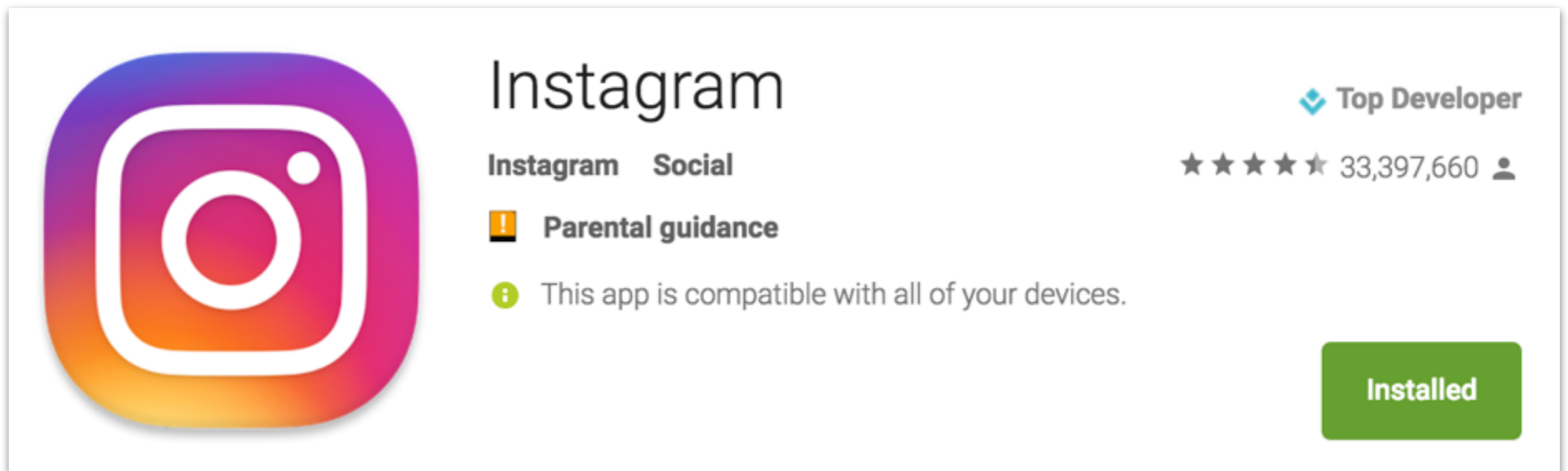
EVOLUTION – GUIDE THE USER

This means that, for <u>visual reaction to unexpected events</u> usually a human brain needs 600-900 milliseconds.

Make your animations longer then these to ensure that users won't miss it.

EVOLUTION – GUIDE THE USER

EVOLUTION – GUIDE THE USER

REST / ACTIVE

Three different designers?

ACCOUNT SUBMENU
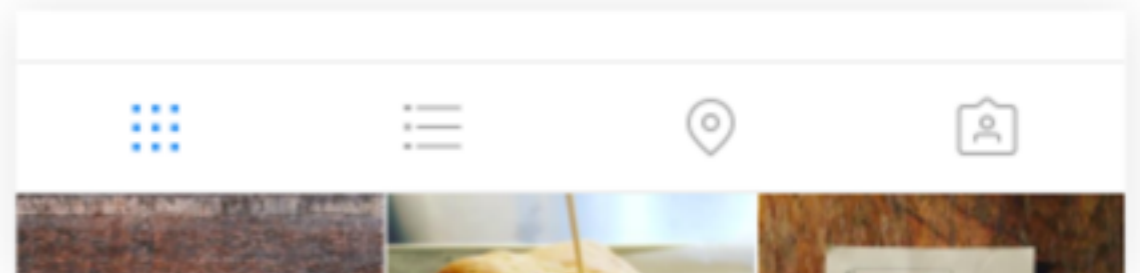
PHOTO ACTIONS

MAIN MENU

pops!!!

2 HOURS AGO
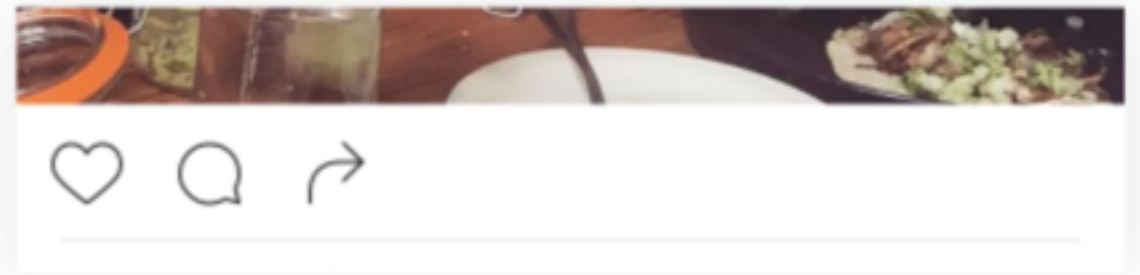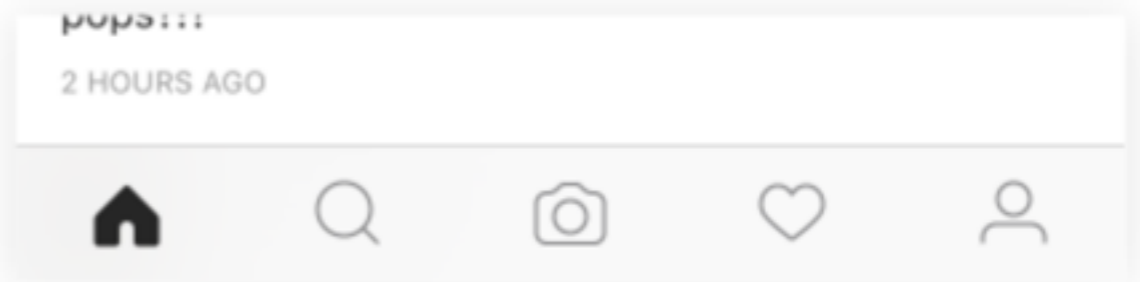
Link to the article

EVOLUTION – GUIDE THE USER

LINK

ACCOUNT DETAIL LINK

B-Tron
I have Memento-grade memory. Photos help.
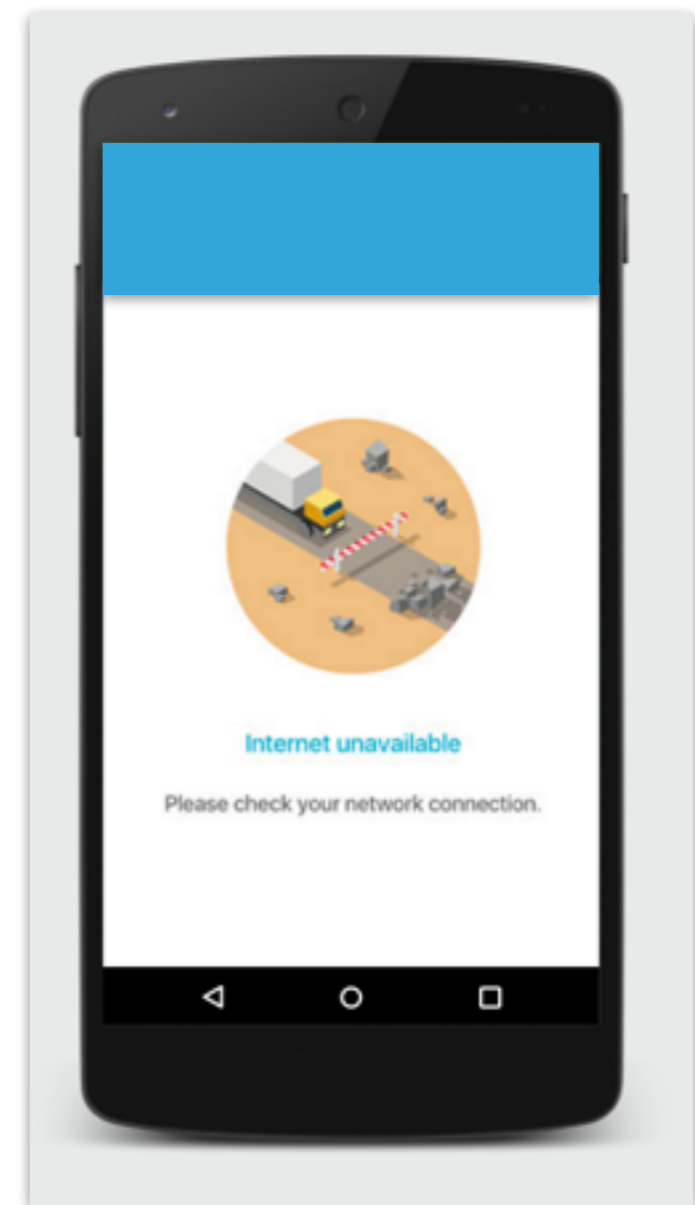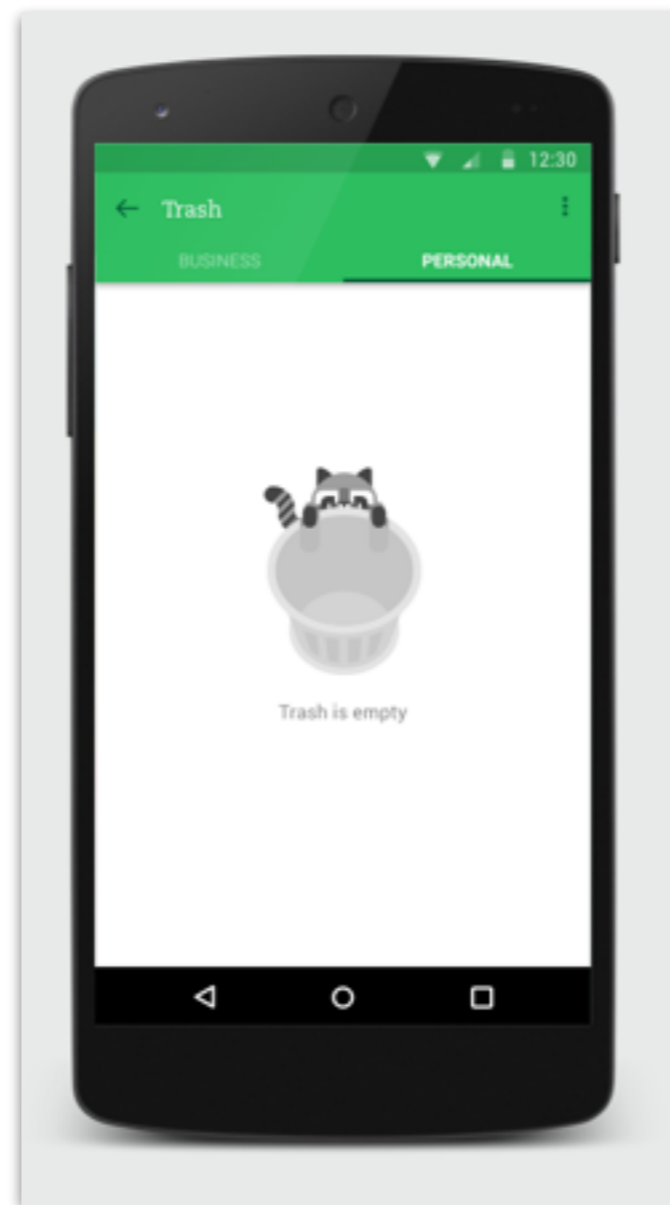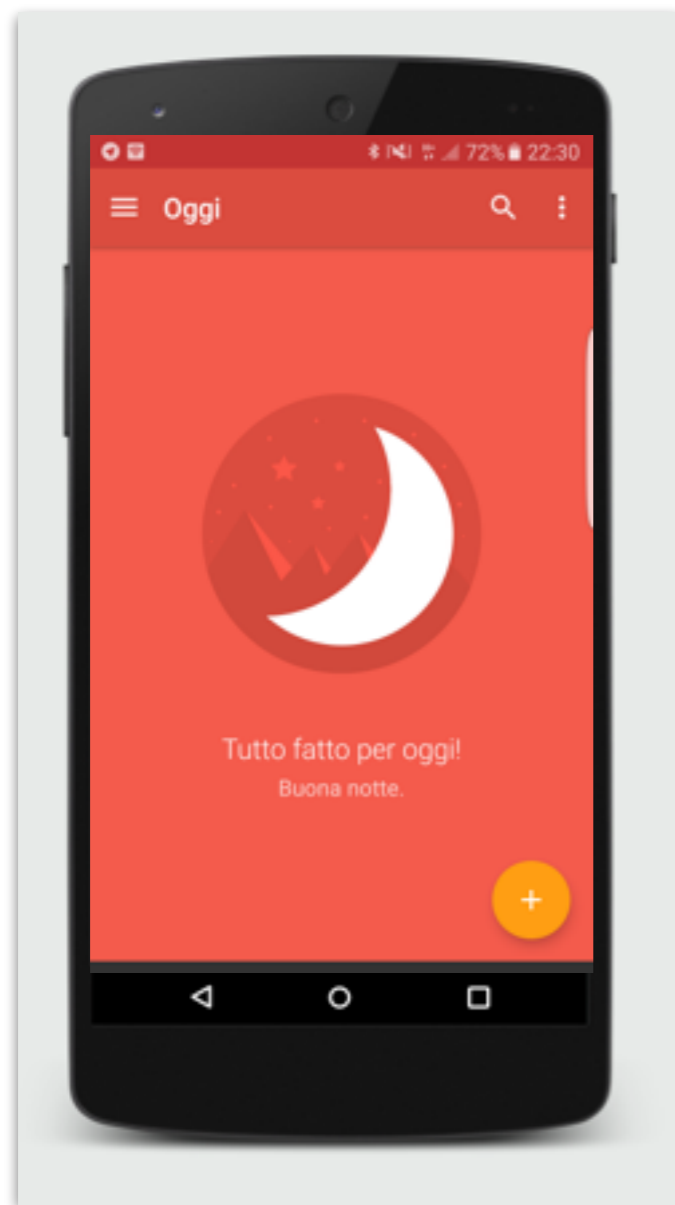ficuscreative.com

LOCATION LINK

sunbeam_vintage
Sunbeam Vintage >
•••

In the second example, link is black. So you need to put an arrow to suggest that it's a link. Why not the blue colour?
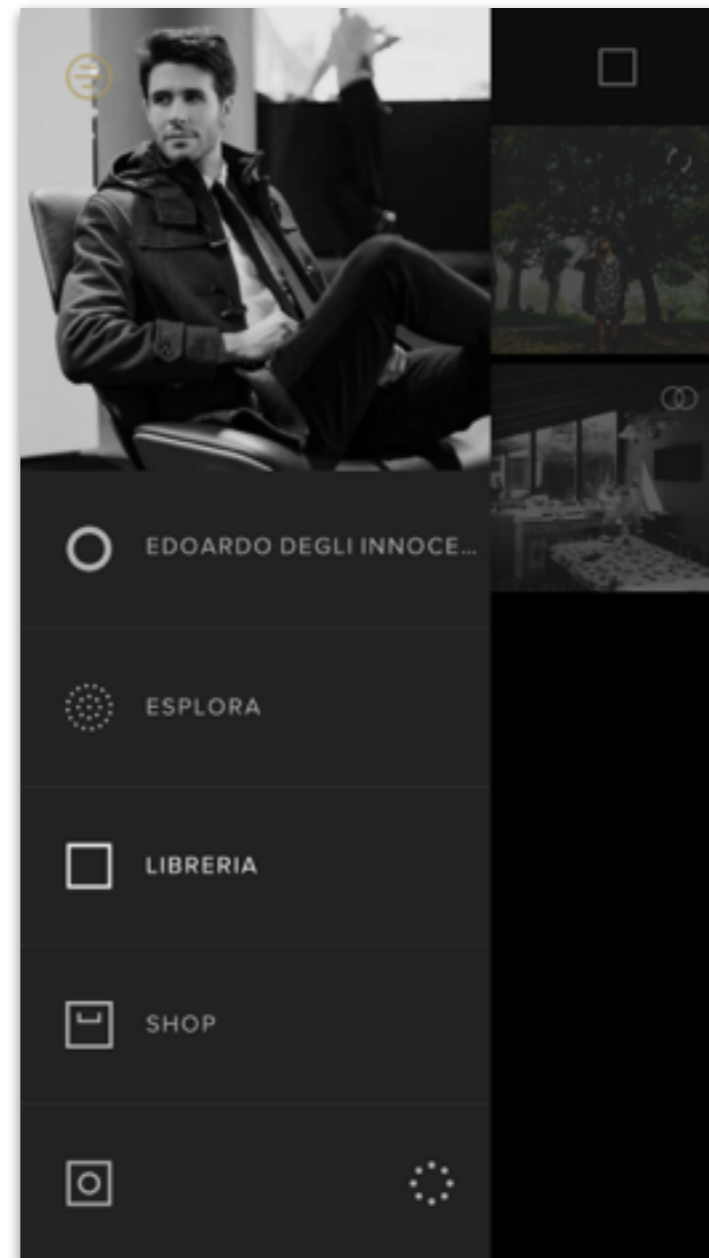
Link to the article

EMOTION – CREATE AN EMOTIONAL LINK

Make your interface expressive

EMOTION – CREATE AN EMOTIONAL LINK

Create a link with the user through his/her photo

EMOTION – CREATE AN EMOTIONAL LINK

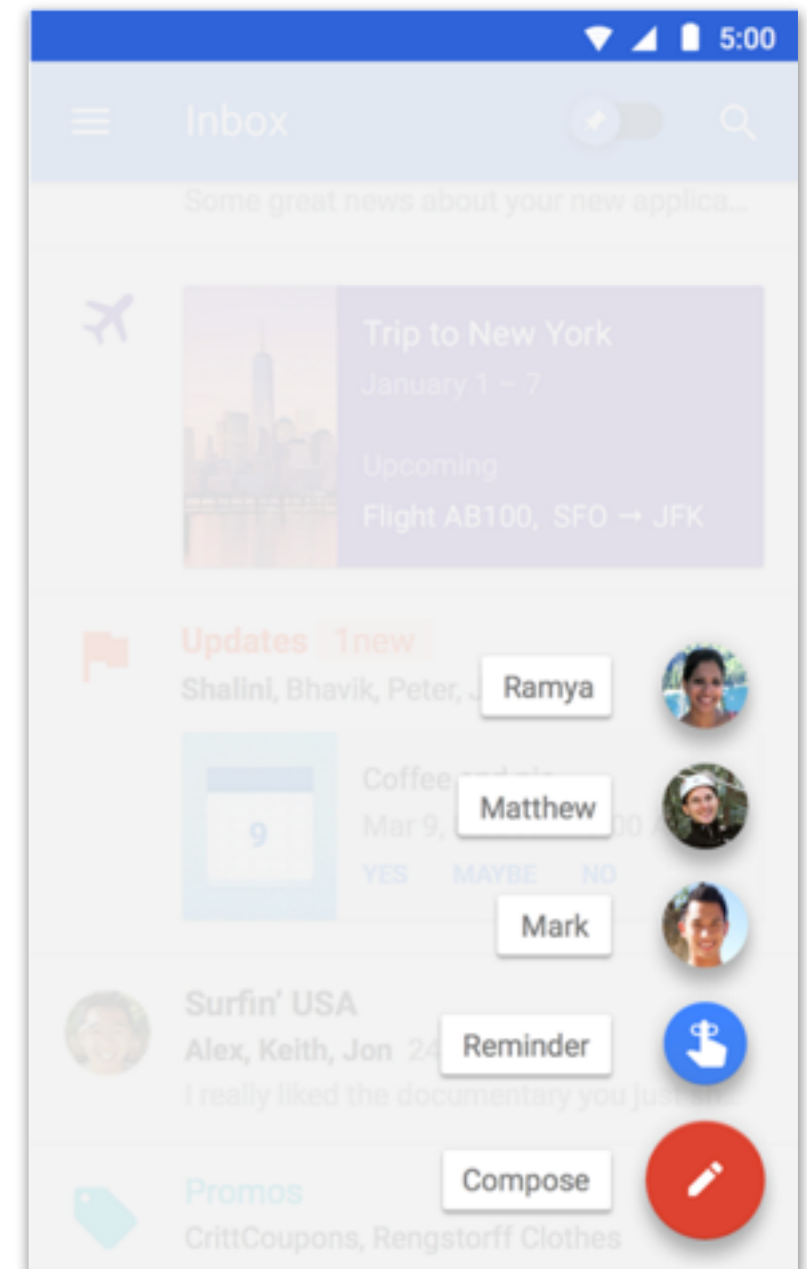Help the user in common situations. God bless UNDO button.
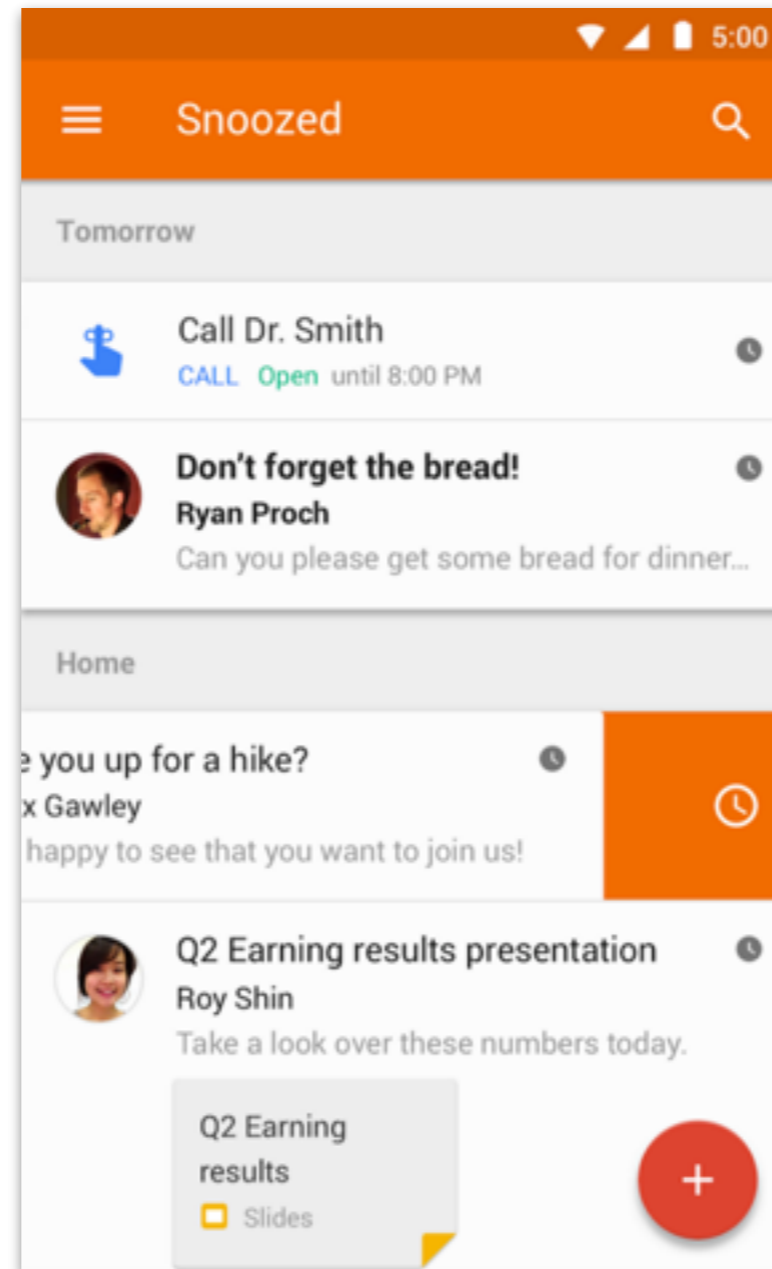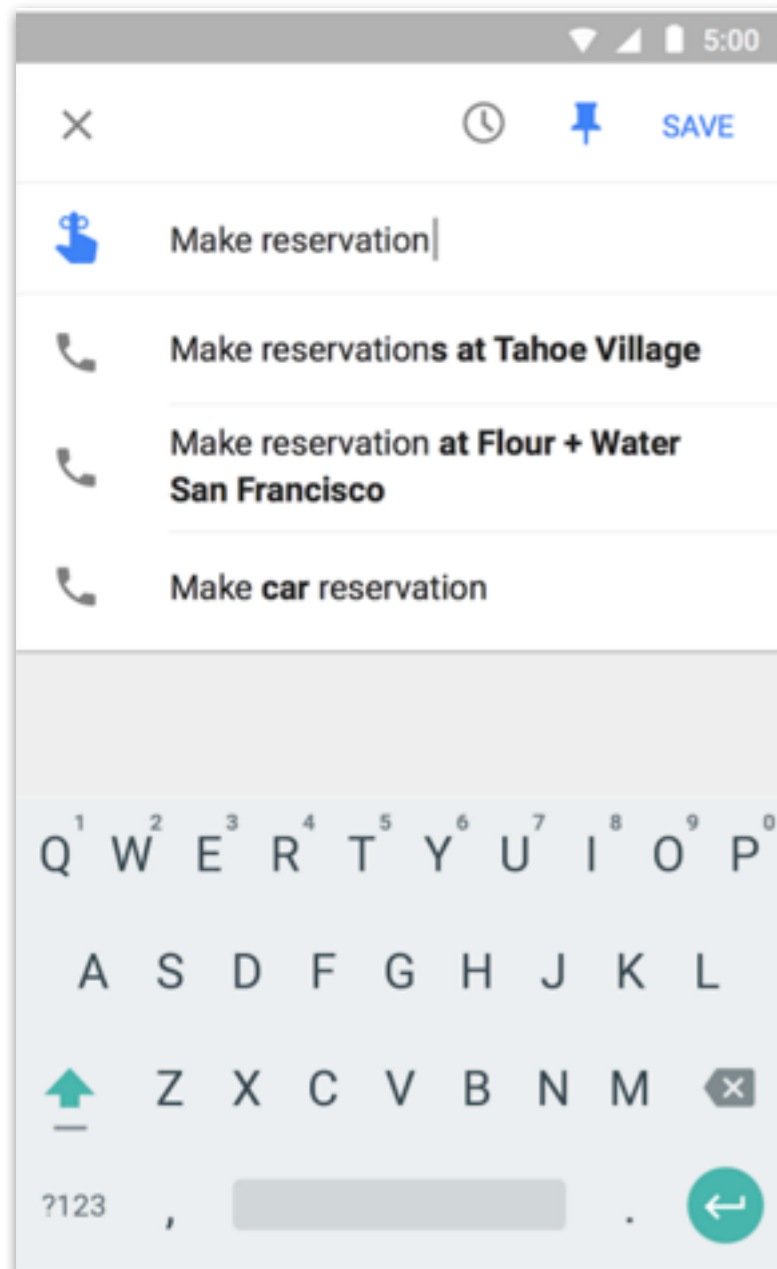

Swipes are not all the same:

RIGHT SWIPE is associated with something positive or forward

LEFT SWIPE is associated with something negative or backward

FINAL EXAMPLES – INBOX

FINAL EXAMPLES – STICKERS APP

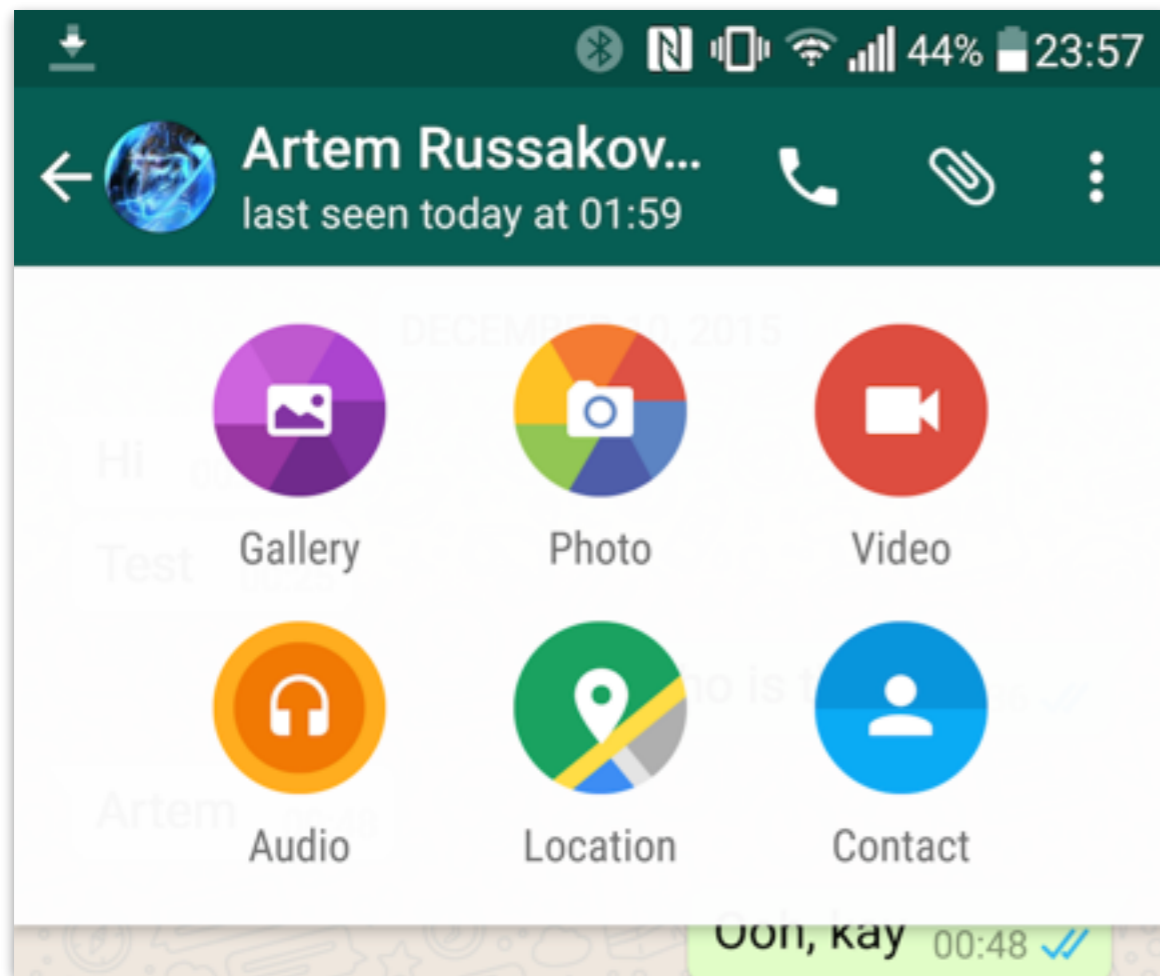Funny Stickers
Zittabyte

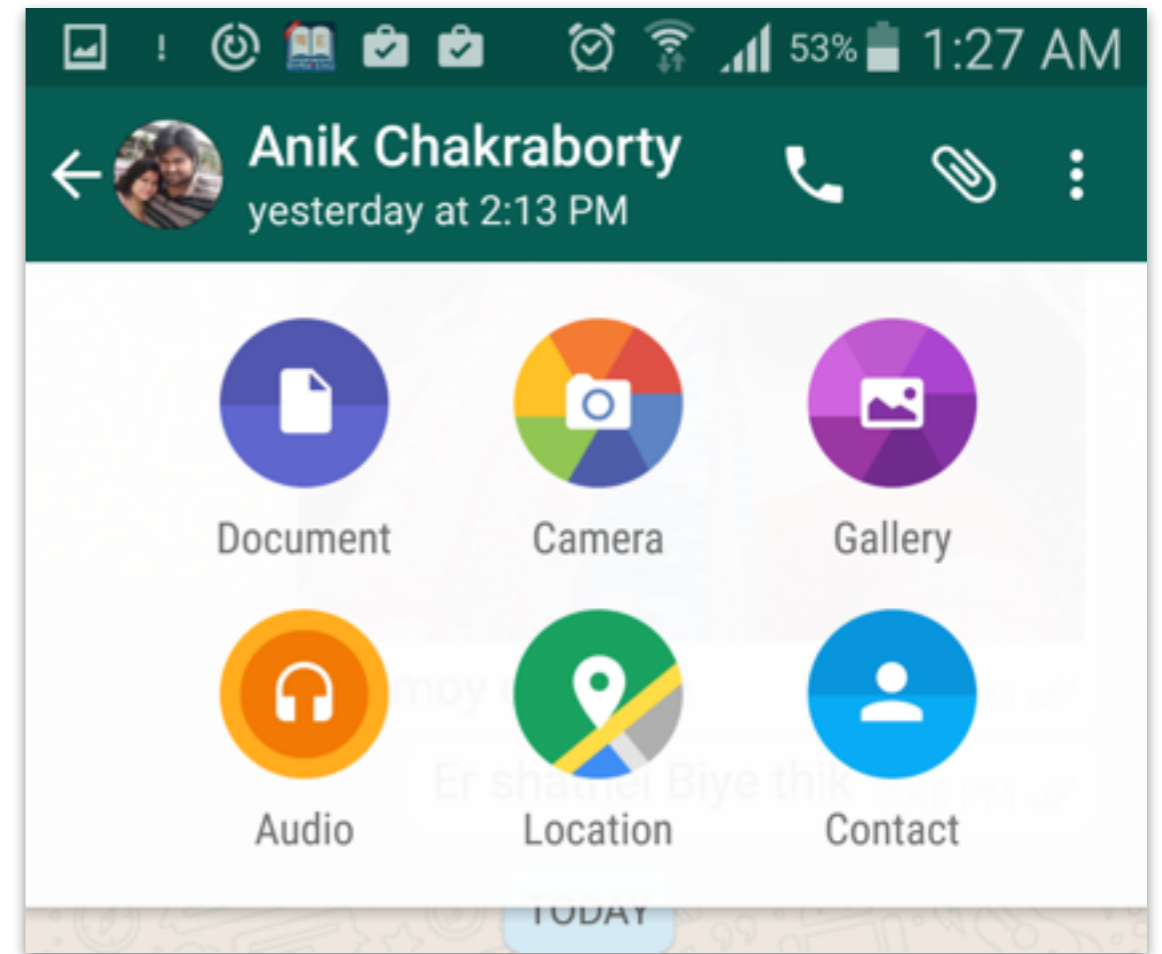Giddylizer: stickers a
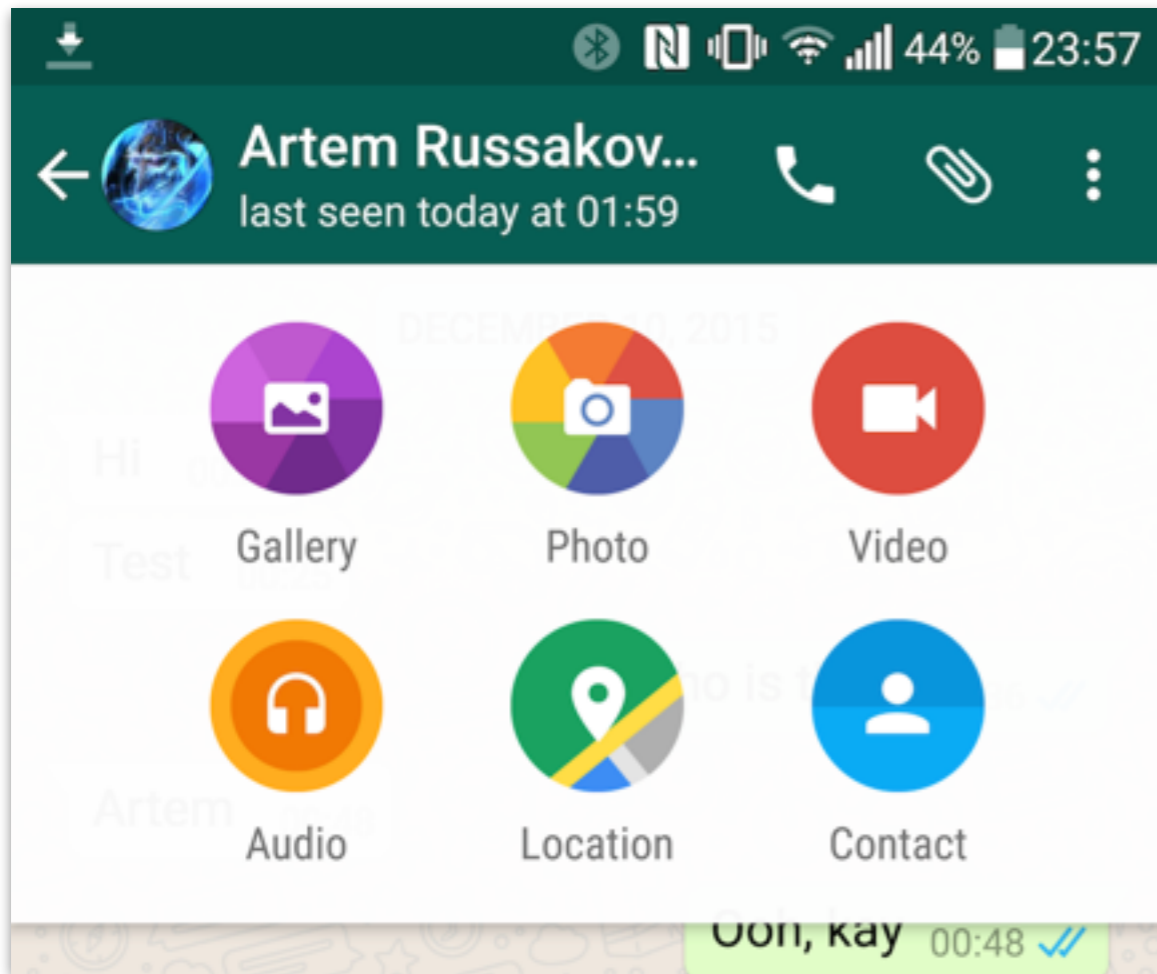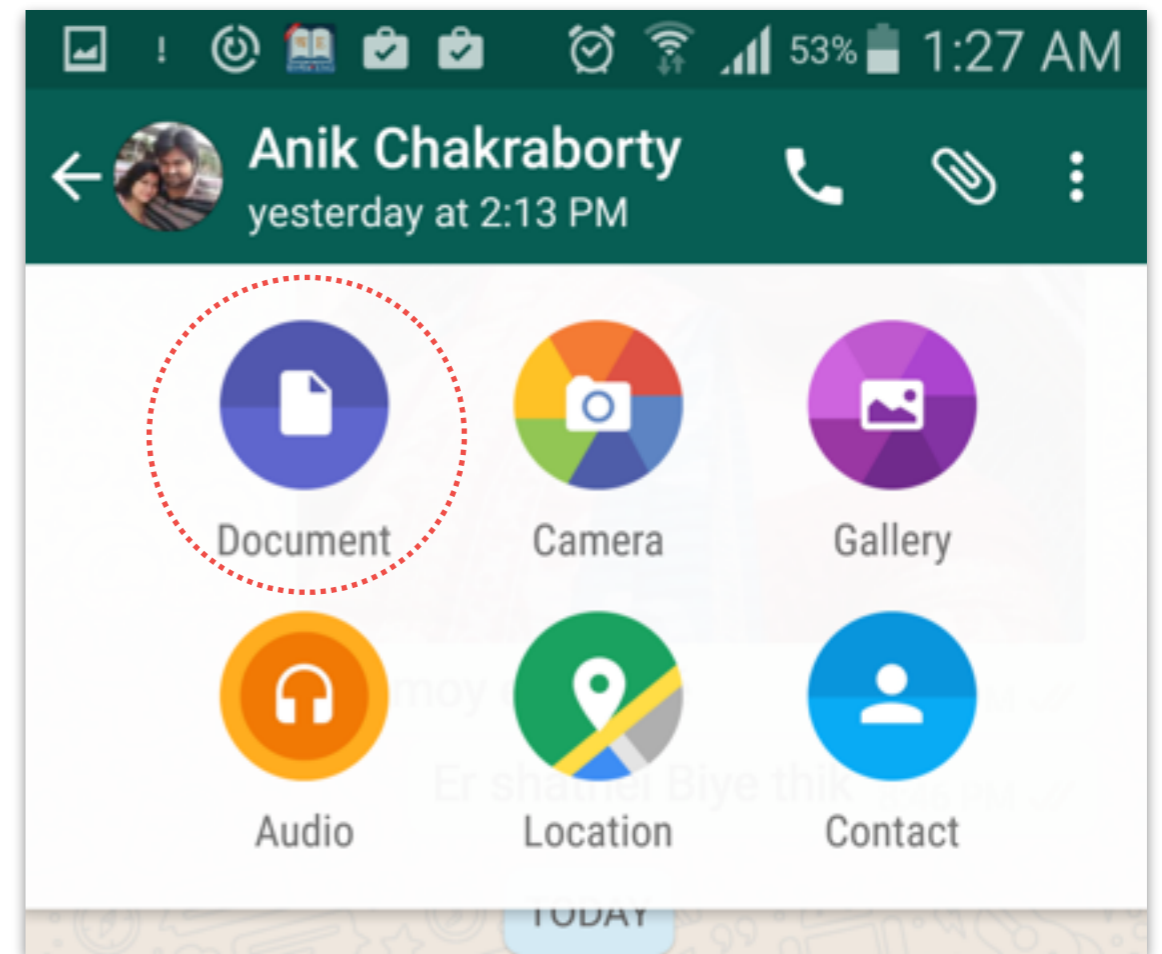Volevi

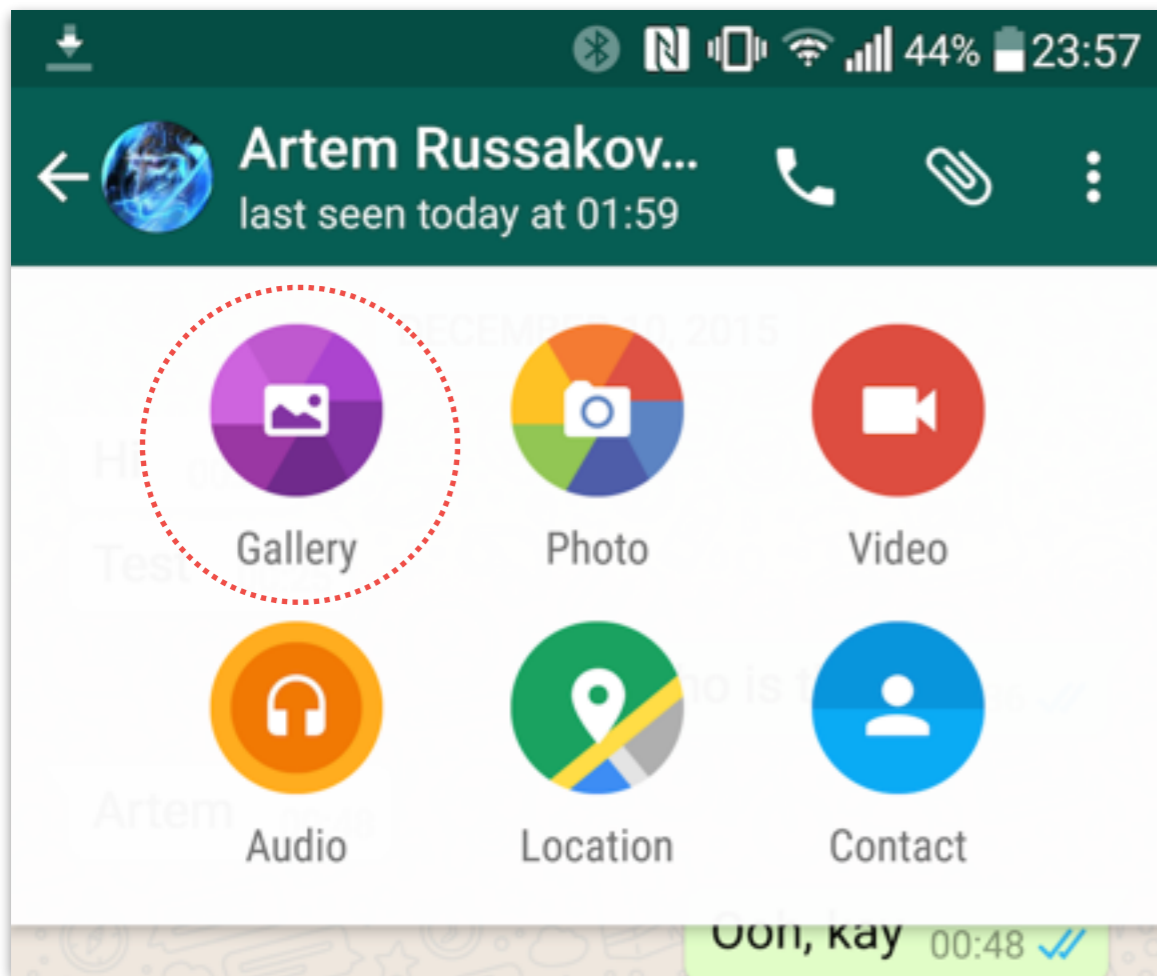Thug life photo stick
AisErr Prod

FINAL EXAMPLES – STICKERS APP

FINAL EXAMPLES – WHATSAPP

FINAL EXAMPLES – WHATSAPP

FINAL EXAMPLES – WHATSAPP

FINAL EXAMPLES – SMARTPHONE HTC

FINAL EXAMPLES – SMARTPHONE HTC

FINAL EXAMPLES – SMARTPHONE ONEPLUS X