

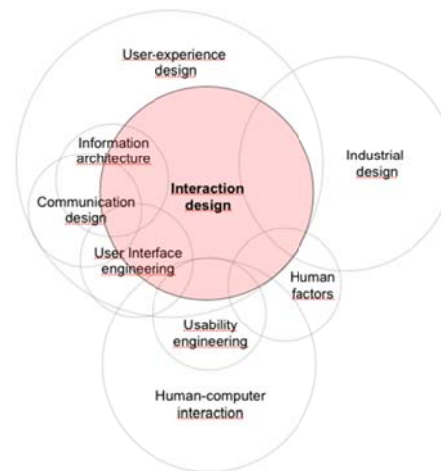
Exercise 1

Hinweise zum Übungsbetrieb:

Jede Woche Montags erscheint ein neues Übungsblatt zur vorangegangenen Vorlesung. Sie haben eine Woche Zeit um das Übungsblatt zu bearbeiten und in UniWorx abzugeben. Sie erhalten keine Bonuspunkte für die Klausur aber eine individuelle Korrektur Ihrer Abgabe. Am Montag der Abgabe, also in diesem Fall am 16.05. wird in der Übung die Lösung besprochen.

Task 1:

In the video you saw during the lecture, Gillian Crampton Smith talks about the languages of Interaction Design. Explain in your own words what she means by the languages of Interactions.



Task 2:

In figure 1 you see a schematic view on “Interaction Design”. Explain the characteristics of “Interaction Design” and your role, as a computer scientist with the background of mediainformatics, in this context.

Task 3:

Bill Buxton once stated: „Great Design is as much about prospecting in the past as it is about inventing the future“. Explain this quote.

Task 4:

Which steps does the iterative design process include? Explain the idea behind this process. From the lecture, from which scientists do you know that they developed products using this approach?

Task 5:

Douglas Engelbart developed a conceptual Framework. Explain in your own words what this framework was all about and name problems.

Task 6:

Explain the concept of WYSIWYG. Name two examples for WYSIWYG Editors as well as two examples for editors, which don't use the concept of WYSIWYG.

Submission

Submit your solution as PDF or TXT to UniWorx (<http://www.pst.ifi.lmu.de/uniworx>).

Deadline: 16.05.2011 10:00am