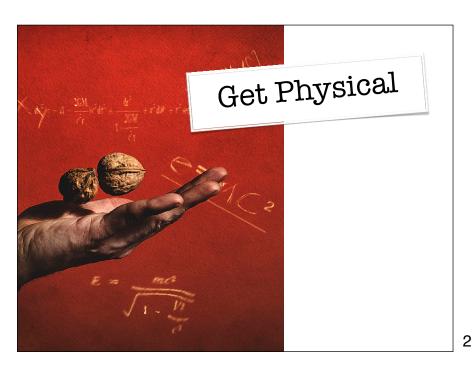


Session 4 Physicality



The Illusion of Physicality +

3

Design for Physicality

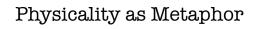
Whenever possible, add a realistic, physical dimension to your application.

- Apple HIG

Use Metaphors to Embody Physicality

5





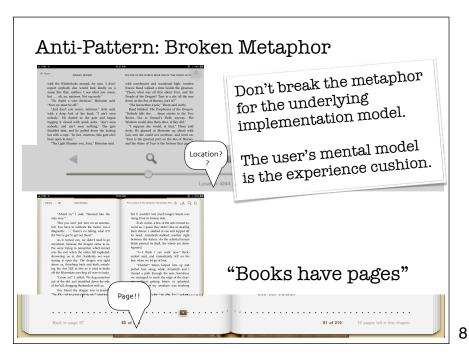


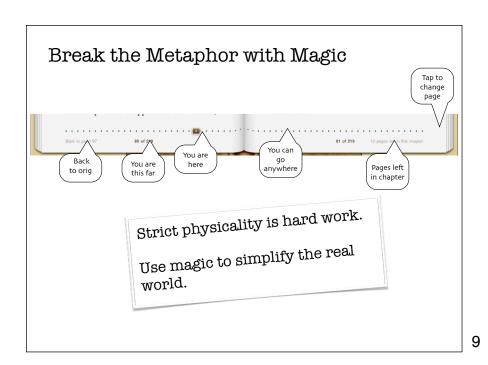
"Books have pages"

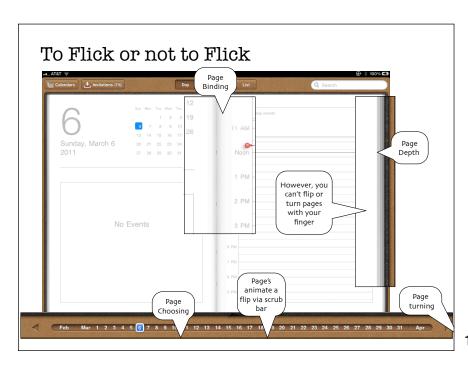
"Pages turn"

7

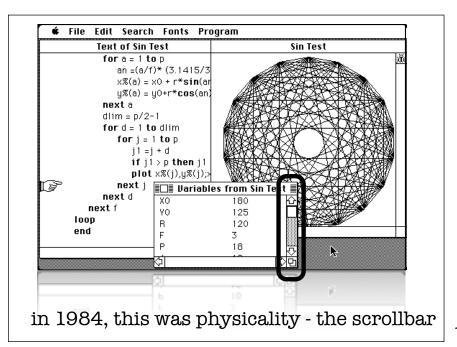
ook

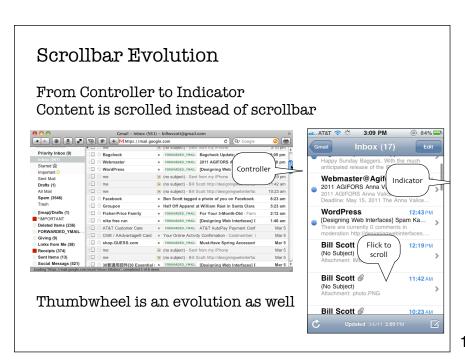




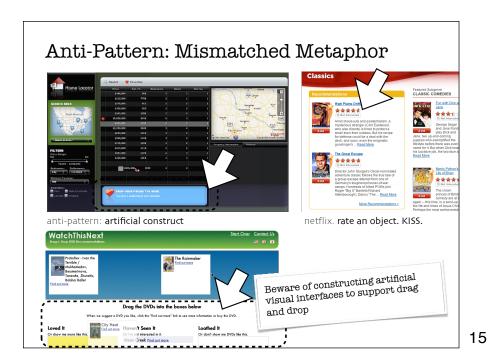


Use Directness to Simulate Physicality









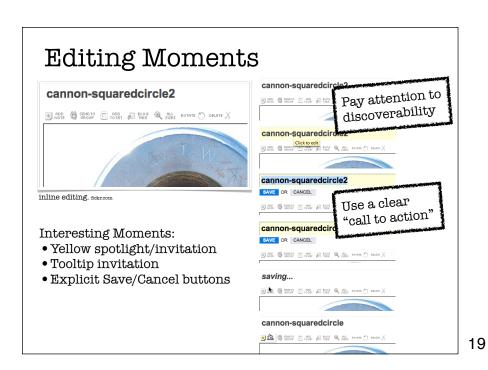


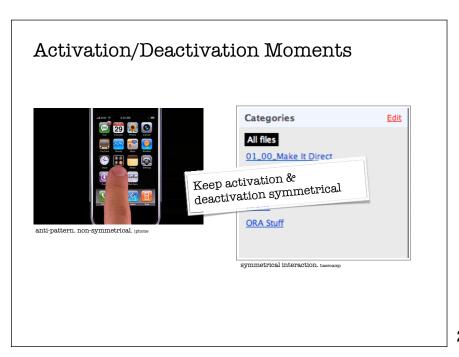
How Fat is Your Input?

	Targeting Size
Web (Pointer)	16 pixels (but accurate as 1 pixel)
Mobile/Tablet (Finger)	44 pixels*
Remote (LRUD)	44 pixels
Remote (Pointer)	44 pixels

^{*} Josh Clark's recommendation - Tapworthy







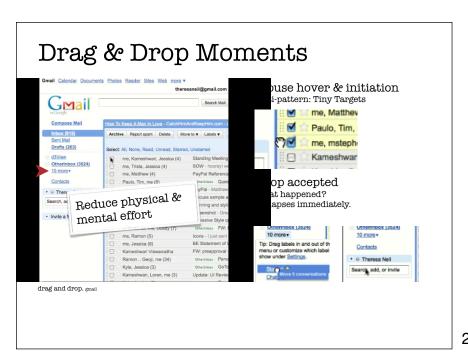


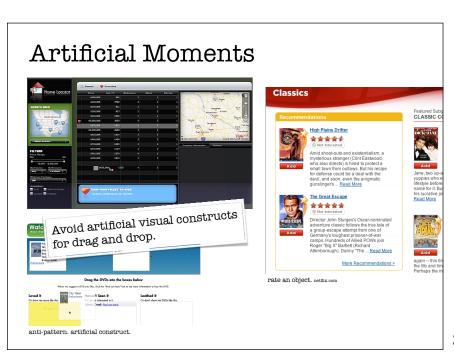
Non-Symmetrical Interaction

Text Showars

*

anti-pattern. non-symmetrical. sproutbuilder

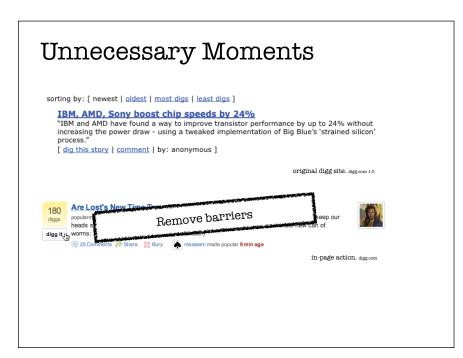


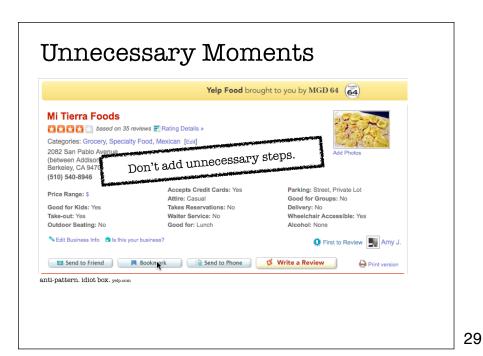


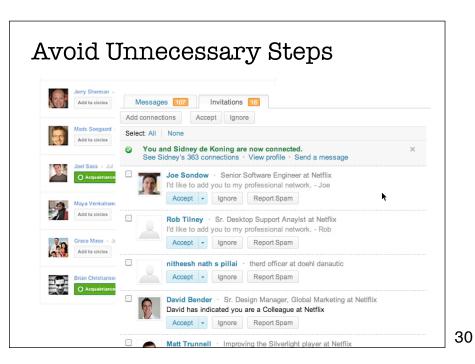


Make it Lightweight to Defy Gravity







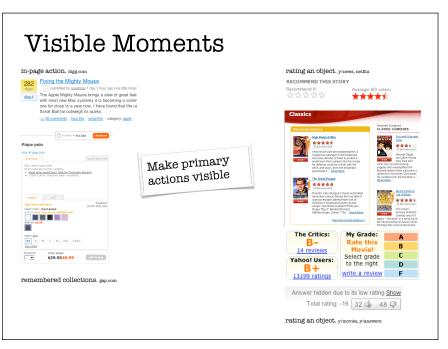


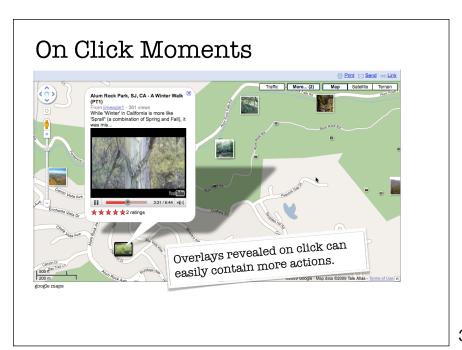
Heavy Moments

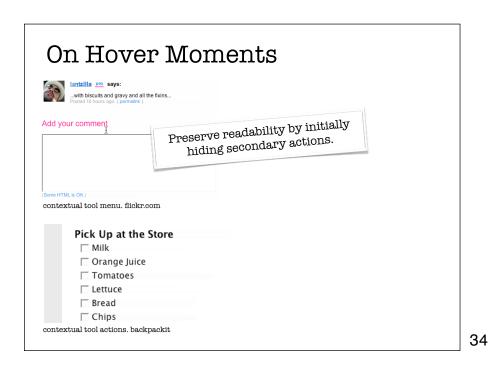
Be mindful of the "click weight."

- # of interaction steps
- Decision time
- Seek time
- Second guessing
- Wait time

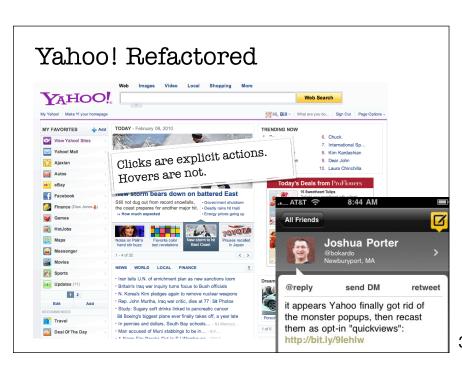
http://genesisconduit.wordpress.com/2008/07/13/click-weight/ http://www.amazon.com/Designing-Both-Sides-Screen-Collaborate/dp/0672321513



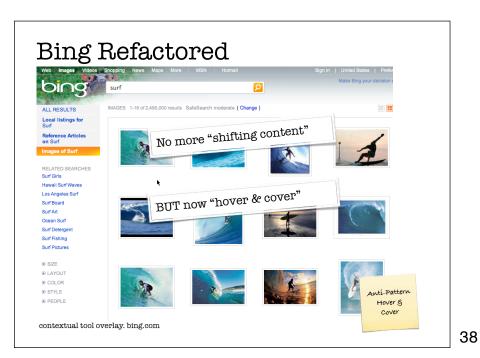


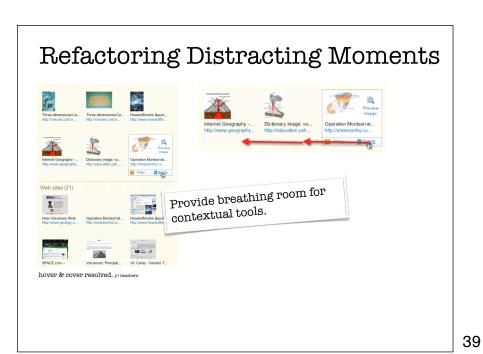


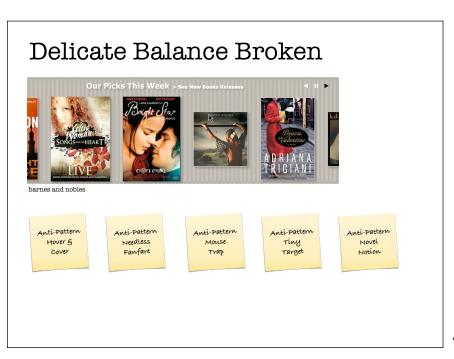












Exercise

(15 minute)

41

Present Your Favorite App That Illustrates These Principles