Interaction Design: Hello User

Presentation “Intro to Interaction”
Discussion about what makes a interface good or bad

Practical Stuff - how to make a GUI:

- mouse:
  - buttons
  - sliders
  - checkboxes
- keyboard:
  - text input
  - arrow keys
  - key combos (i.e. ‘ctrl’+‘s’)
- touch:
  - array of points
  - gesture (recording interaction clips + analysis)
- 3D gestures:
  - depth buffer
  - skeleton
  - gesture (recording interaction clips + analysis)

GUIs in different environments:
- Processing
- Maya
- Unity
- Python (standalone) - PyQt

Final Project - an ongoing conversation between human and machine (collaboration):
- Interactive Art Experience
- Productivity Tool for Maya
- Games
- Data Visualization
- Hooking multiple things together (i.e. Maya + Unity)

Rubric (30 points total)
(5) Ease of Interaction - can someone just walk up and know how to use it?
(5) Creativity - needs to be interesting and original
(5) Complexity - something that couldn't have easily been done by hand
(5) Completion - finish what you said you would do in your proposal
(2) Comments & Docstrings - document your code
(8) Presentation - organization, mechanics, delivery, relating to your audience