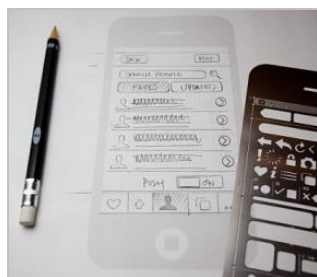
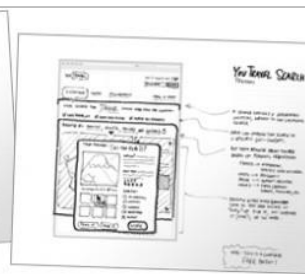
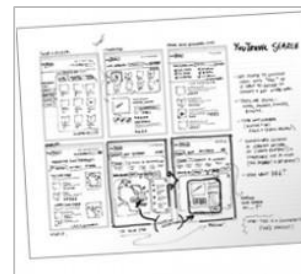


# CMSC434

Introduction to Human-Computer Interaction

Week 14 | Lecture 23 | May 5, 2016  
In-Class Activity: TA07

Jon Froehlich  
@jonfroehlich



# Assignments

## IA09 UI Design: Grades Released Today

- Most students did quite well.
- Points taken off for not analyzing four examples, not providing justification about perceived beauty, and not analyzing some elements (*e.g.*, typography, iconography) of a design

## TA06 Interactive Prototype II: Due Today

- Finish implementing all tasks
- Refine old ones.

## TA07 Interactive Prototype III: Due 5/12

- Polish/iterate on tasks and UI
- Prepare video to show during final exam slot on 5/12

## IA10 Sketchbooks: Due 5/13

- Take photos of selected sketchbook pages and submit PDF to canvas
- Should take you ~10 mins

## IA11 Assessment: Due 5/13

- **Assessment 1:** peer assessment of your contribution to group work (also includes self-assessment)
- **Assessment 2:** assessment of this class, how we spend lecture time, favorite assignments, what we could do differently to improve learning and learning environment, etc.

**Where Do You Want to Go?**[Take Evaluations](#)[View Past Results  
\(Summer 2014 & Forward\)](#)[View Past Results  
\(Fall 2007 - Spring 2014\)](#)

**SPEAK UP**  
**SPREAD THE WORD**  
**TRANSFORM COURSES**  
**SHAPE YOUR UNIVERSITY**



CourseEval Response Rate: **12/48**

# Today

We'll be doing two main things today.

1. I want to provide feedback on TA06 prototypes.
2. I want you to work with your teams to ideate and plan your TA07 videos

# TA07 Final Prototype and Video

<http://cmssc434-s16.wikispaces.com/TA07+Interactive+Prototype+v3>

There are three primary goals to this assignment:

- first, to polish and finalize the graphic and interaction design of your semester project;
- second, to gain experience creating a video that helps motivate and depict your interactive application; and,
- third, to show the design evolution of your project from your initial ideas, to the sketches and storyboards, to the paper and mid-fidelity prototypes, and finally to the current incarnation: the interactive prototype.

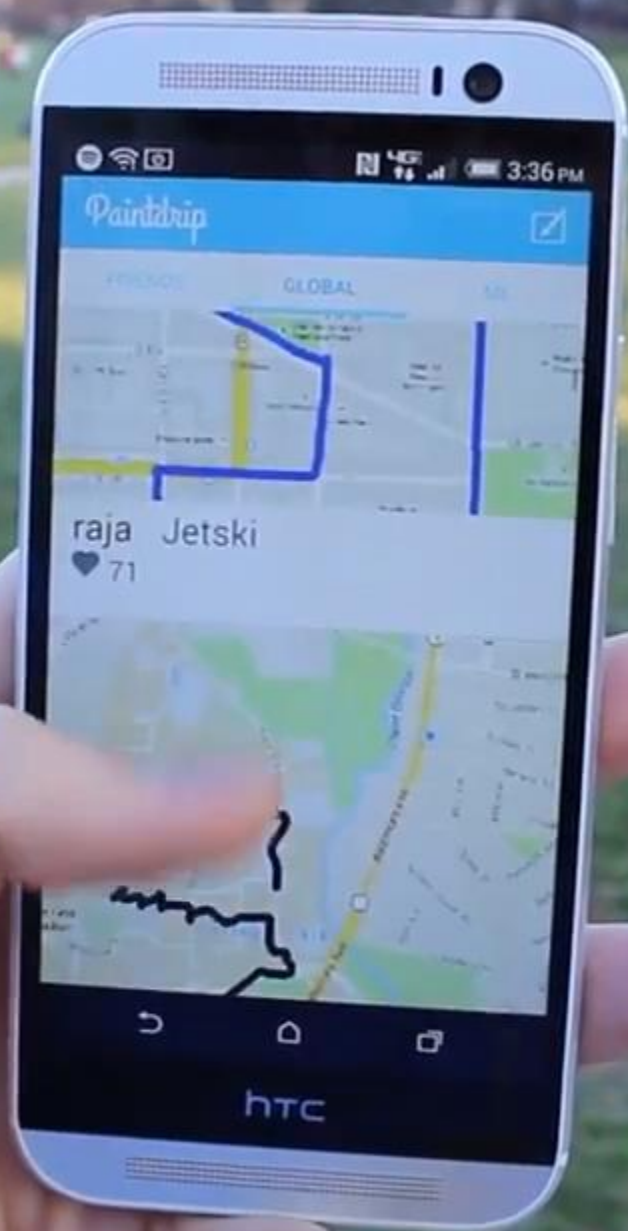
## Two Quick Examples



# TASK 1: CHECKING GRADES







# Animation Resources

# Useful IxD Animation Links

**The Art of UI Animation:** a fun overview of modern IxD animation patterns w/examples

<http://markgeyer.com/pres/the-art-of-ui-animations>

**Val Head's List of Animation & UX Resources:** val is a IxD animation consultant

<http://valhead.com/ui-animation/>

# Google's Material Design Animation Guidelines

**Authentic Motion:** describes Google's principle of authentic motion in UI animation  
<https://www.google.com/design/spec/animation/authentic-motion.html>

**Meaningful Transitions:** describes how animation can be used to smoothly transport users between navigational contexts, explain changes in arrange of UI elements, and reinforce visual hierarchy  
<http://valhead.com/ui-animation/>

**Delightful Details:** describes how an app can delight a user when animation is used in ways beyond the obvious (but is not distracting)  
<https://www.google.com/design/spec/animation/authentic-motion.html>

**Responsive Interaction:** describes how animation can provide timely, logical, and delightful reactions to user input  
<https://www.google.com/design/spec/animation/authentic-motion.html>

**Material Design Examples:** a blogger maintained collection of inspiring animations based on Google's Material Design Guidelines  
<https://www.google.com/design/spec/animation/authentic-motion.html>

# Animation Design Galleries

**All the Right Moves Screencast:** a screencast series of UI animation reviews & tutorials

<https://vimeo.com/channels/alltherightmoves/121803800>

**Use Your Interface:** a library of transitional interface & interaction design patterns

<http://useyourinterface.com/>

**Illusion of Life:** gallery of .gifs about the 12 traditional animation principles

<http://the12principles.tumblr.com/>

**Six UX:** video recordings (not screen recordings!) of UI animations on a screen

<http://sixux.com/>

**Capptivate:** focuses on native app animation

<http://capptivate.co/>

# Academic Papers

Baecker, R., Small, I., & Mander, R. **Bringing icons to life.** *CHI'91*.

<http://dx.doi.org/10.1145/108844.108845>

Bodner, R., & MacKenzie, I.S. **Using animated icons to present complex tasks.** *CASCON'97*.

<http://dl.acm.org/citation.cfm?id=782014>

Chang, B., & Ungar, D. **Animation from cartoons to the user interface.** *UIST'93*

<http://dl.acm.org/citation.cfm?id=974941>

Lasseter, J. **Principles of traditional animation applied to 3D computer animation.** *SIGGRAPH '87*

<http://dl.acm.org/citation.cfm?id=37407>

Lee, J.C., Forlizzi, J., & Hudson, S. **The kinetic typography engine: an extensible system for animating expressive text.** *UIST '02*.

<http://dx.doi.org/10.1145/571985.571997>

Thomas, B. H. & Calder, P. **Supporting cartoon animation techniques in direct manipulation graphical user interfaces.** *Inf. Softw. Technol.* 47, 5 (2005), 339-355. 44.

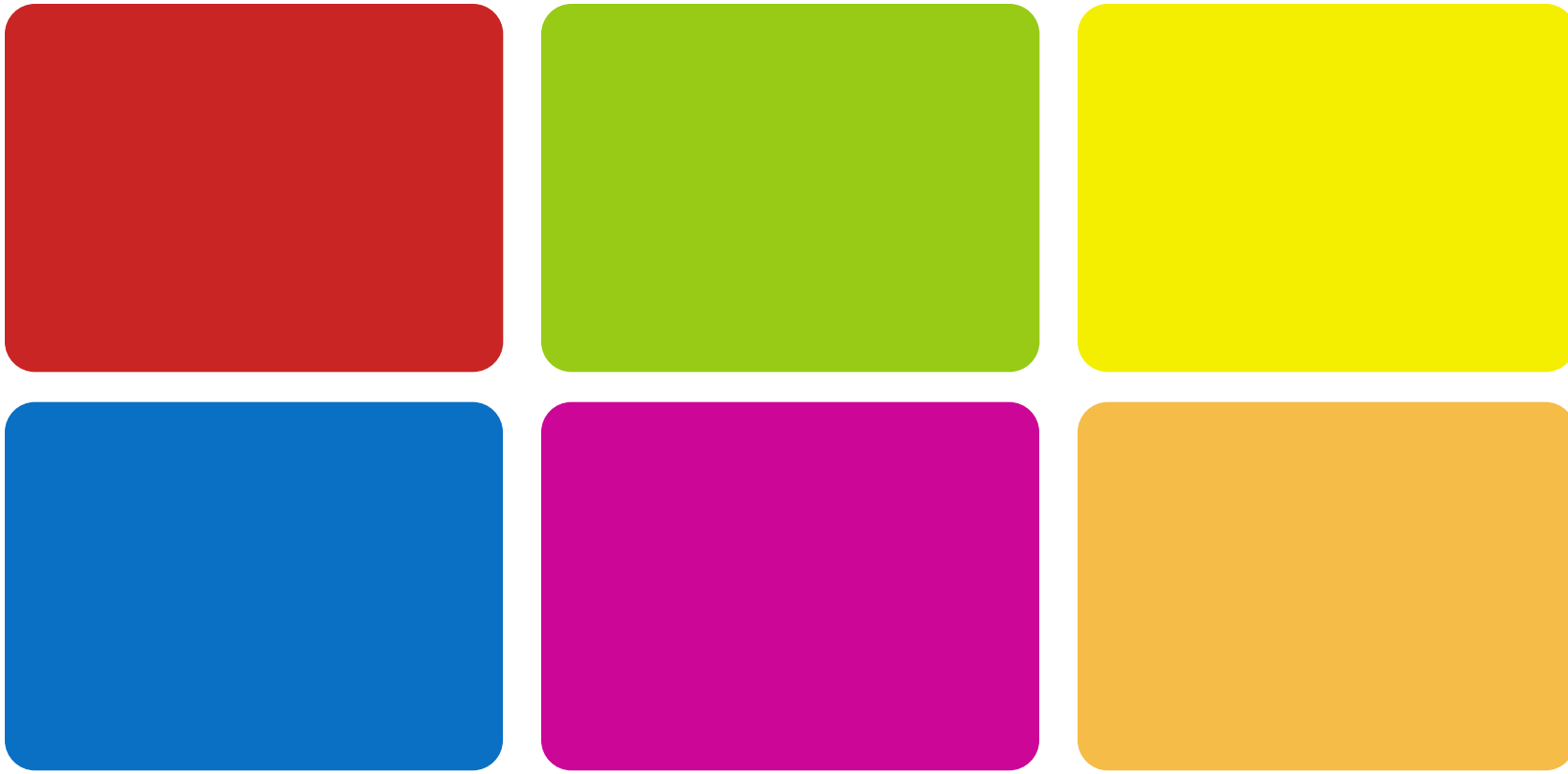
<http://www.sciencedirect.com/science/article/pii/S0950584904001326>

Thomas, B.H. and Calder, P. **Applying cartoon animation techniques to graphical user interfaces.** *ACM Trans. Comput.-Hum. Interact.* 8, 3 (2001), 198-222. 45.

<http://dl.acm.org/citation.cfm?id=502909>

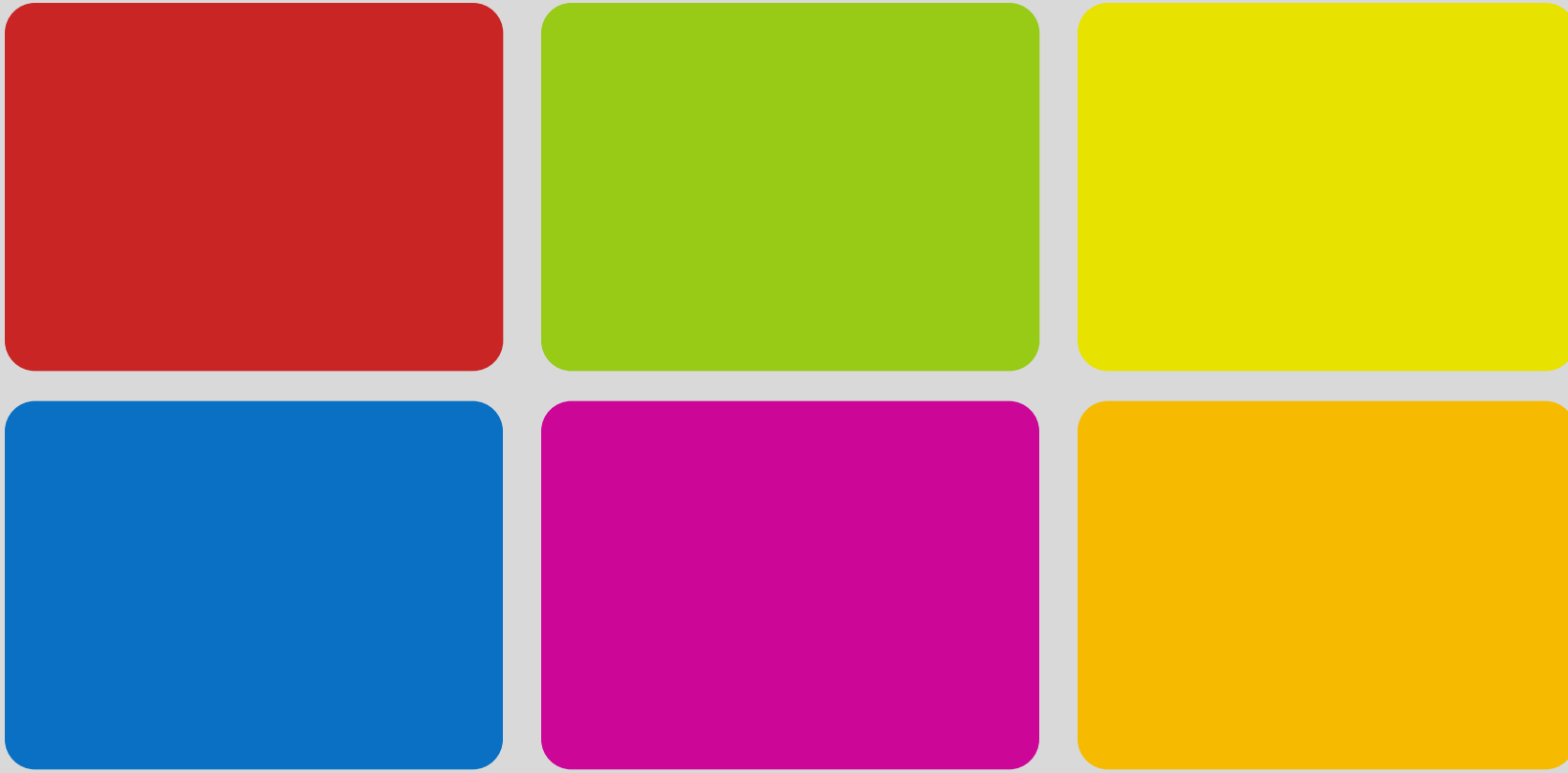
Thomas, F. and Johnston, O. (1984). **Disney Animation: The Illusion of Life.** Abbeville Press, New York, NY.

<http://www.amazon.com/Illusion-Life-Disney-Animation/dp/0786860707>

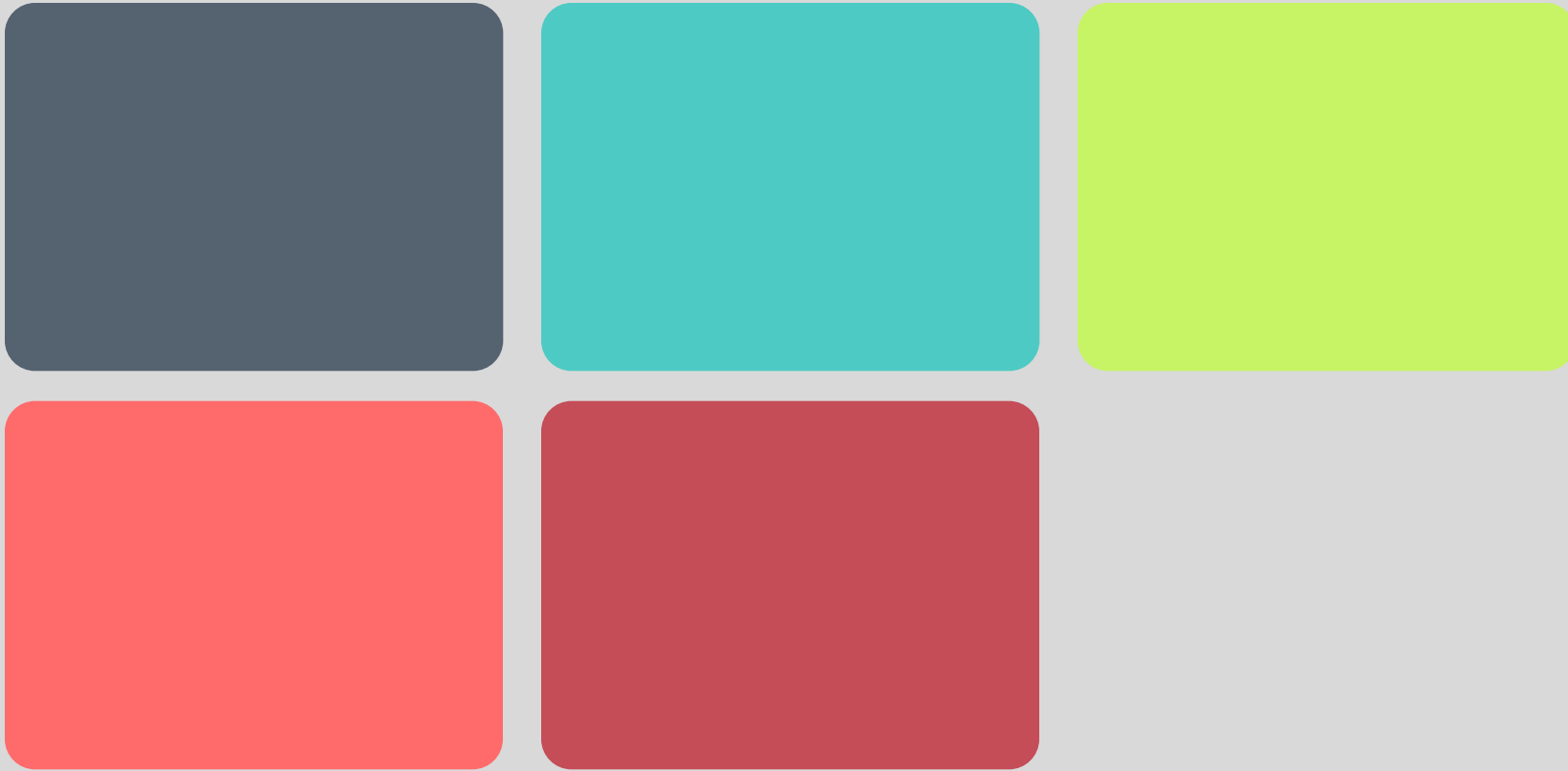


Dark Palette

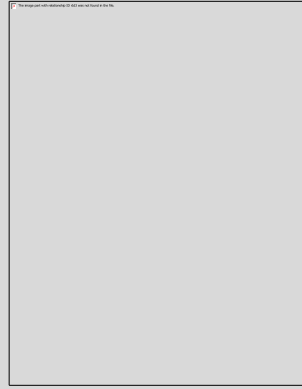
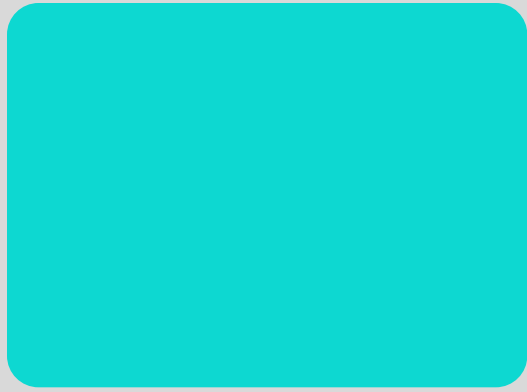




**Light Palette**



**Light Palette**



**Light Palette**