

Art 382: Introduction to Interactive Media

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Lecture 15, April 15

Schedule

- Take Roll
- Assignment B passback
- Assignment C due in one week
- Test next time!

Assignment B

- many people lost points on storyboards and backstories

Assignment C

- Make a simulated object
- At least 3 modes
- Make a mode diagram

Mode diagrams

- make boxes representing modes
- draw arrows showing how you can get from one mode to another
 - label arrows: what you do to make the transition
 - push a button
 - wait 5 seconds
- related diagrams: flow charts, finite-state machine charts

why do mode diagrams?

- to realize how much complexity you really have
 - try making a mode diagram for a watch
 - not 3 modes-- more like 20
 - try making a mode diagram for a microwave
 - not 2-- more like 30
- lets you organize the complexity
 - identify groups of modes
 - identify modes that do not connect directly
 - find modes you don't need!

organizing interface complexity

- do it for yourself
 - if you know where the complexity is
 - try to simplify
 - you know where the bugs will be
- do it for your users
 - you know where users will have trouble