Module 5
Interactions

Introduction

Interaction design is where the rubber begins to hit the road. This is where we get to define what happens when people 'touch' our software. How does it respond when users enter data? Press buttons? Click on navigation?

You'll begin this module by learning the components of an an interaction and how these components - controls, rules and feedback - facilitate an interaction. You'll understand that feedback is the starting point for effective interaction design and will learn that wireframes are the design tool used to communicate interactions to developers.

The recommended reading for this module is a fantastic book, Microinteractions, by Dan Saffer and another classic, Simple and Usable by Giles Colborne.

Topics covered include:

- Interactions
- Micro-interactions
- Anatomy of an interaction
- Controls
- Rules
- Feedback
- Wireframes
- Sketching

Recommended reading

Microinteractions
Dan Saffer
@realdansaffer

Simple and Usable
Giles Colborne
@gilescolborne

Additional resources

- [Android (Material) design](#)
- [Apple iOS design](#)
- [HTML based controls](#)
- [CSS based controls](#)
- [Human-centered Design & The 6 Fundamental Principles of Interaction Between Products and Users](#)
- [Microinteractions: The Secret of Great App Design](#)
- [Beginners Guide to Interaction Design](#)

Interactions

Intent → action → result

Larger interactions like Signing up.

[Controls — Rules — feedback.]

Micro-interactions

Parts of a larger interaction.
Possibly screen states.

Controls

Learn about controls and what they're called.
$\hookrightarrow$ when to use what.

Rules

Macro rules (us) Micro rules
$\hookrightarrow$ rules for $\hookrightarrow$ rules specific
interface.   to control.

Rules define how elements on
interface work.
$\rightarrow$ success and failure
$\rightarrow$ feedback.
$\rightarrow$ data used and produced
$\rightarrow$ what happens next.

IF/THEN statements for rules

Rules for rules $\rightarrow$ Clarity.
$\rightarrow$ easy to understand and learn
$\rightarrow$ must facilitate the flow.
$\rightarrow$ reduce guesswork.

Feedback

Speak clearly to the user
⟿ not an afterthought.

★ Feedback on interactions AND micro-interactions.

⟶ Tells the user what to do next.

Wireframes

Communicate controls, rules, feedback

More detail than prototype.

Wireframe must have feature and control detail / description.

Include all critical info.

Sketching