

Managing Information in an Interactive Space

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Faculty of Arts

Department of Psychology

Abstract

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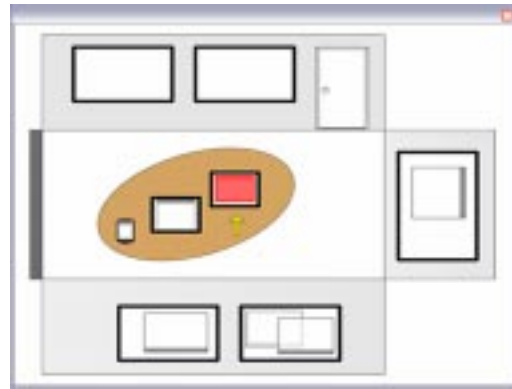


Figure 1: A screenshot of a graphical user interface (GUI) showing a central workspace with several rectangular windows and a large orange oval containing a red square and a yellow circle. The interface is framed by a grey border with a title bar at the top.

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Figure 6: Illustration of a user interacting with a multi-screen system. The user is seated at a desk with a laptop, and two large monitors are visible in the background.

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Iterative Design of UI

The iterative design process involves several steps. The user can interact with the system through the laptop and the monitors. The system is designed to be user-friendly and easy to use.

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Figure 66: I II lctIaIII rIII ltrIacII



Figure 66: IcIII lcllaIII ltrIacII

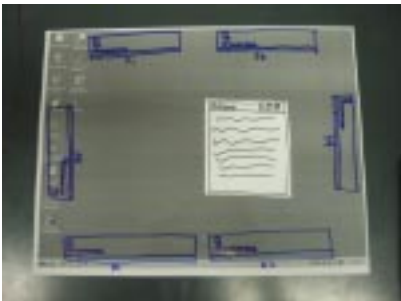


Figure 66: IlcltrIcllaIII ltrIacII

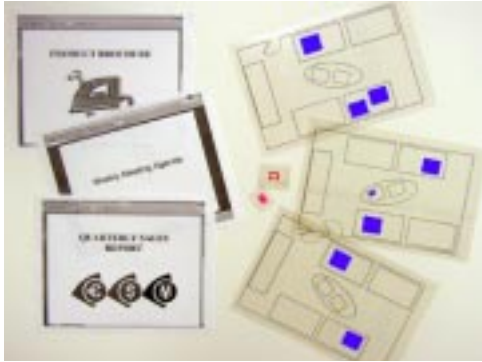


Figure 66: Iteration II. A series of three small images showing a computer screen with a diagram, a hand holding a pen over a document, and another computer screen with a diagram.



Figure 66a: Iteration II. A group of three people in a meeting room. One person is pointing at a large screen displaying a diagram. The other two are looking at the screen.

Iteration II

After completion of the first evaluation, the iterative refinement and iterative prototyping process is used to initiate a series of iterations. The iterative refinement process is used to refine the design and the iterative prototyping process is used to create a more detailed design. The iterative refinement process is used to refine the design and the iterative prototyping process is used to create a more detailed design.

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Alert to eat task
Alert to eat task to another
Interface appropriate for task

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Alert to perform task
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Alert to eat task among green

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Iteration III **Interactional Interface**

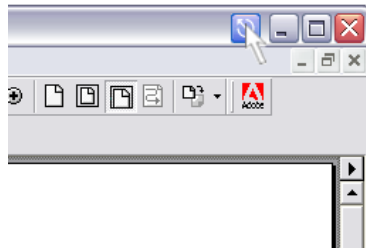
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