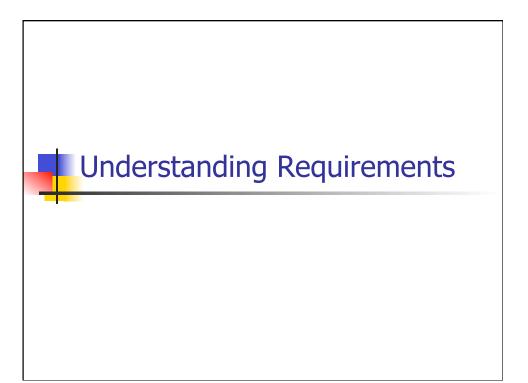
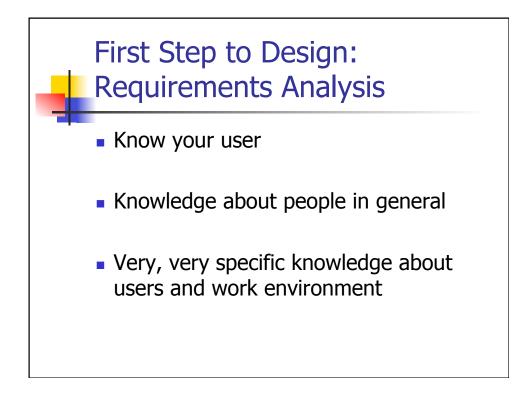
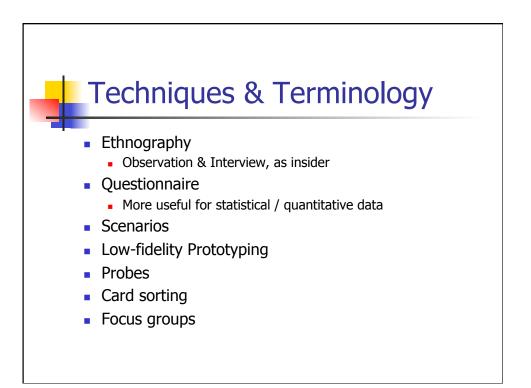


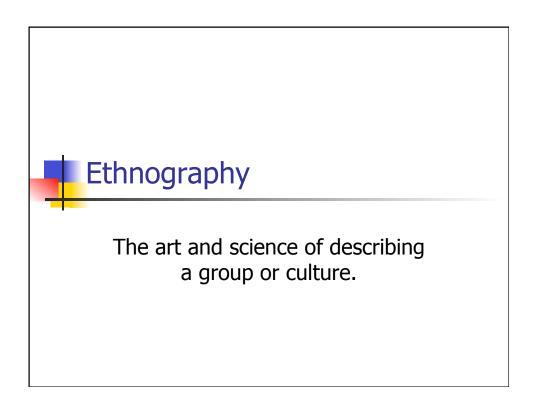


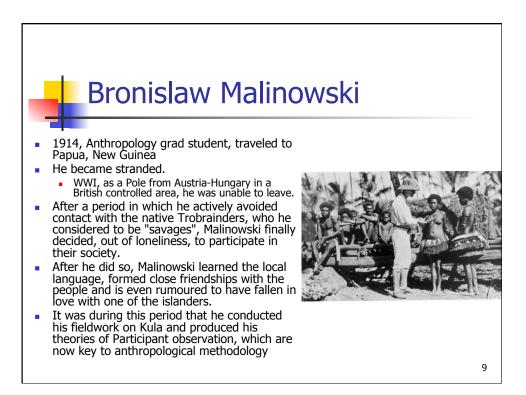
- 1. Simple and Natural Dialogue
- 2. Speak the User's Language
- 3. Minimize User Memory Load
- 4. Consistency
- 5. Feedback
- 6. Clearly Marked Exits
- 7. Shortcuts
- 8. Good Error Messages
- 9. Prevent Errors
- 10. Help and Documentation
- 11. Visibility / Obviousness
- 12. Affordances









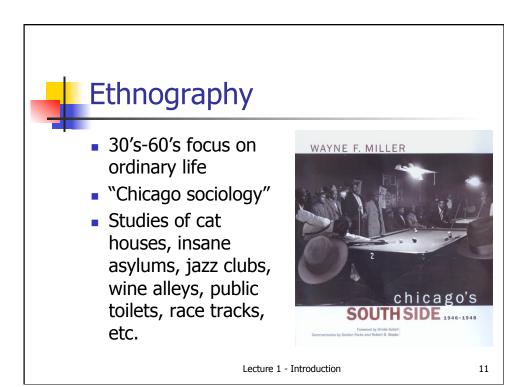


Ethnography

- Invented in 1915 by Bronislaw Malinowski
 - Start of cultural anthropology
 - Purpose: to become intimately familiar with a way of life by living it ("emic" perspective)
 - Method: use multiple sources of info
 - "Things are not what they seem."
 - People can't always tell you what they do.
 - To make authoritative claims about a culture you must have been there, done that.





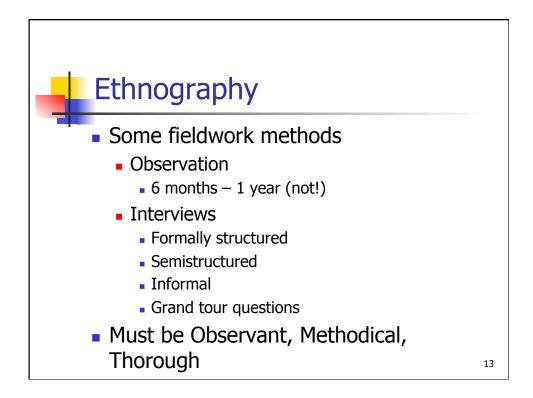


Ethnography

- Formally the analysis, interpretration and writeup of all information to form a holistic description.
- "Triangulation" checking one source against another
- Be aware of your own biases & preconceptions







Ethnography (Observational Study) Exercise

You have been asked to develop a website to sell eyeglass frames.

As part of your background research, you decide to do an ethnographic study of work practices in an optometrist's office, focusing on interactions between the optometrist and a salesperson.

What questions would you ask?

(Start at 7 min)





