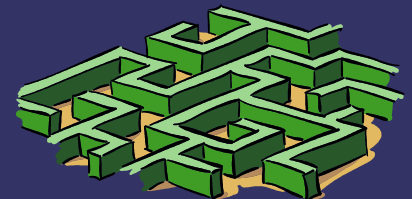
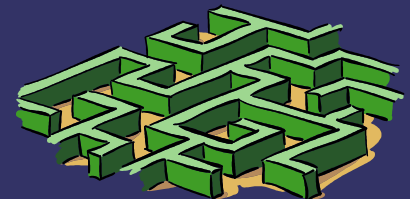


Task-Centered User Interface Design



Prinsip TCUID

- ⇒ Antarmuka mesti dikembangkan kepada pengguna dan tugas-tugas yang (akan) mereka selesaikan dengan perangkat tsb
- ⇒ Proses pengembangan mesti memanfaatkan tugas-tugas pengguna melalui desain dan evaluasi



System-Centered Design

- ➔ Apa yang menarik bagi saya dan cool!!
- ➔ Apa yang mudah untuk dikerjakan: html, Visual Basic, Java Swing, or whatever

Anda boleh jadi berpikiran bahwa gagasan-gagasan (antarmuka) untuk sistem baru yang Anda buat begitu bagus, sehingga semua orang akan antri membeli (dan menggunakannya), meskipun Anda tidak dapat memikirkan satu saja contoh kongkrit penggunaan dari sistem baru tsb.

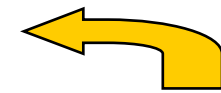
Sejarah akan membuktikan sebaliknya. (Lewis and Rieman, Chapter 2)



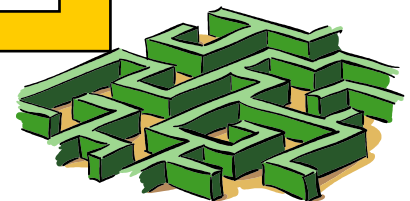
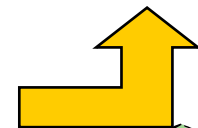
Key Components of TCUID

- Phase 1 - Identification / definition
 - Users and tasks - figure out who's going to use the system for what
 - Create specific scenarios
- Phase 2 - Design
 - Select tasks to support
 - Create designs (mockups first, then prototypes) to support these tasks
- Phase 3 - Evaluation
 - Walk through tasks to test the design
 - Test with users

*What
we'll
cover
today*

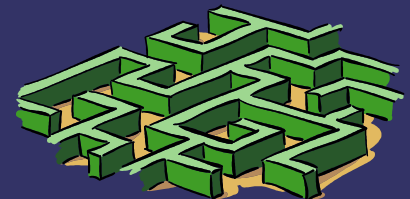


*iterate as
necessary*



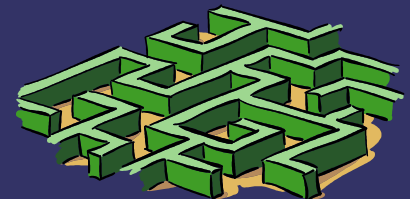
Isi IMK Standar *Task Centered* *User Interface Design*

1. Desain berbasis tugas
2. Mengetahui pengguna dan tugas-tugas mereka
3. Membuat desain awal
4. Evaluasi desain tanpa pengguna
5. Evaluasi desain dengan pengguna
 1. Evaluasi sendiri (designer merangkap pengguna?)
 2. Pengguna terbatas (beta-users)
 3. Pengguna dalam kelompok yang lebih besar
6. Manajemen antarmuka pengguna dan sistem purwarupa
7. Antarmuka yang diperluas



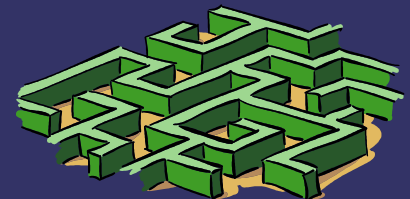
Anda adalah pengguna yang buruk

- ⇒ You almost certainly aren't typical
 - You're too technically savvy
 - You don't care (just) about the task
- ⇒ It's "cheating"
 - Remember:
 - Design model --> System Image --> User's Model
 - But you know the Design Model, so you can't test whether the System Image leads users to form an appropriate model



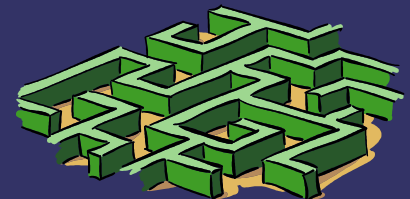
Antarmuka yang Cocok bagi Pengguna untuk Menyelesaikan Task

- ➔ Reduces memory demands
- ➔ Encourages exploration
- ➔ Automates menial tasks
- ➔ Supports novice and expert users



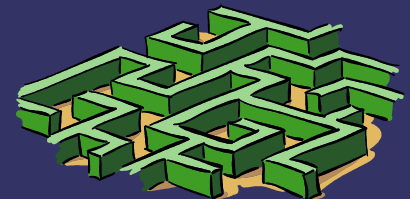
User-Centered System Design

- ➔ Proses desain merupakan bentuk kolaborasi antara perancang dan pengguna
- ➔ Desain berevolusi dan beradaptasi sesuai kebutuhan
- ➔ Perancang dan pengguna selalu berkomunikasi di dalam proses tsb



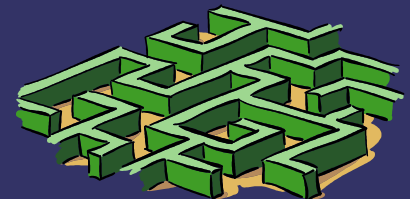
The Task-Centered Design Process

1. Figure out who's going to use the system to do what
2. Choose representative tasks for task-centered design
3. Plagiarize
4. Rough out a design
5. Think about it
6. Create a mock-up or prototype
7. Test it with users
8. Iterate (back to top)
9. Build it
10. Track it
11. Change it



Apa yang Dikerjakan Pengguna? Tugas/Task

- ➔ A detailed description of a complete job that specific users want to accomplish
- ➔ **Doesn't specify how** they would do the job – separate the **What** from the **How**; concentrate on the **What**
- ➔ Must specify typical details
- ➔ Complete job
 - Not just feature lists
 - Cover transitions between sub-tasks, so you have to consider how different components work together
 - Specify inputs/outputs – where does information come from, where does it go?



Contoh Task

- ➔ The user selects the stories that will be in the “news” section of the website
 - Contoh buruk
- ➔ The user selects from a collection of stories the stories that will be in the “news” section of the website. The user has the ability to edit the list including ordering, and adding/removing incorrect stories
 -

