



INTERACTION DESIGN

Perancangan Interaksi - Semester Genap 2018/2019

Human Computer Interaction (HCI)

Hello!

I Am **Rahmat Fauzi (RFZ)**

S.T - M.T in Electrical Engineering
Institut Sepuluh Nopember
Surabaya

Email:
rahmatfauzi9013@gmail.com

Phone: +6281220256700

Room : Gedung Karang C.202 FRI
Telkom University







<https://rahmatfauzi.staff.telkomuniversity.ac.id/>

ORGANIGRAM DAN PRASYARAT MATA KULIAH

8 14 SKS	Tugas Akhir 4 SKS	Pancasila dan Kewargangran 3 SKS	Etika Profesi, Reg ICT 2 SKS	Pelatihan & Sertifikasi 3 SKS	Kerja Praktek 2 SKS		
7 17 SKS	Bahasa Inggris untuk Karir 3 SKS	Metode Penelitian SI 2 SKS	Tata Kelola dan Man. IT 3 SKS	Integrasi Aplikasi Enterprise 3 SKS	Manajemen Hubungan Pelanggan 3 SKS	Peminatan III 3 SKS	
6 20 SKS	Manajemen Layanan 3 SKS	Sistem Akuntansi & Man.Kelu* 3 SKS	Rekayasa PL Capstone 4 SKS	Pengembangan Aplikasi Mobile* 3 SKS	Keamanan Sistem Informasi* 4 SKS	Peminatan II 3 SKS	
5 19 SKS	Arsitektur Enterprise* 3 SKS	Sistem & Man.SDM* 3 SKS	Pengembangan aplikasi Web 3 SKS	Manajemen Proyek Sistem Informasi 3 SKS	Dasar Sistem Operasi 3 SKS	Peminatan 3 SKS	
4 20 SKS	Rekayasa Proses Bisnis* 3 SKS	Manajemen Rantai Pasok* 3 SKS	Perancangan Interaksi 3 SKS	Analisis Perancangan Sistem Informasi* 3 SKS	Sistem Basis Data* 4 SKS	Manajemen Jarkom* 4 SKS	
3 19 SKS	Kewirausahaan 2 SKS	Statistika Industri* 3 SKS	Pemodelan Proses Bisnis* 3 SKS	Pemrograman Orientasi Objek* 3 SKS	Struktur Data & Alpro* 4 SKS	Desain Jaringan & Kom.Data* 4 SKS	
2 17 SKS	Pendidikan Agama & Etika 2 SKS	Probabilitas & Statistik 3 SKS	Matriks dan Ruang Vektor 3 SKS	Bahasa Indonesia 2 SKS	Algoritma & Pemrogramn 3 SKS	Praktikum Algoritma & Pemrogramn 1 SKS	Perilaku Organisasi 3 SKS
1 19 SKS	Kalkulus 1B 3 SKS	Bahasa Inggris 2 SKS	Sistem Enterprise* 3 SKS	Matematika Diskrit A 3 SKS	Literasi TIK 2 SKS	Pengantar Sistem Informasi 3 SKS	Kepemimpinan & Komunikasi Interpersonal 3 SKS

Keterangan :

	Umum	21 SKS (14%)
	Dasar Sains	15 SKS (10%)
	IS Core	56 SKS (39%)
	IS Depth	33 SKS (23%)
	IS Breadth	20 SKS (14%)

 Keterkaitan Mata Kuliah

SOME CLASS RULES

1. **BAP akan disubmit di kelas.** Kapan? Random!
2. Email
 - ✓ 1. Nama di email **harus** sesuai nama asli, Foto di email harus foto asli/sopan
 - 2. Email tanpa badan atau nama tidak asli akan **mengurangi 5 poin nilai**
3. Tugas yang terlambat akan **mengurangi 10 poin nilai**
4. Keaktifan di kelas akan **menambah nilai**: Bertanya, Menjawab pertanyaan, Memberikan masukan ke teman/dosen

5. Materi dan pengumuman akan disampaikan lewat ketua kelas melalui blog rahmatfauzi.staff.telkomuniversity.ac.id
6. Tugas disubmit lewat email rahmatfauzi9013@gmail.com
7. Subject tugas:
[KELAS]<UnderScore>[NAMA]<Underscore>[JUDUL TUGAS]
Misalkan : SI4108-JOHNYP-TUGASDESIGNTHINKING
8. Minimal kehadiran 75%, atau nilai tugas akhir akan 0
9. Boleh bawa air minum, no food unless shared

SOME CLASS RULES



10. No plagiarism in report/academic work and writing

(Merriam-Webster's Collegiate Dictionary, Eleventh Edition, USA, 2003)

- to steal and pass off (the ideas or words of another) as one's own
- to use (another's production) without crediting the source
- to commit literary theft to present as new and original an idea or product derived from an existing source

11.No cheating in examination

12.Tidak ada Ujian **UTS/UAS/Quiz** susulan

SOME
CLASS
RULES



AGENDA

Week	Topic	Week	Topic
1	Human-computer Interaction & Design	9	Project 1 : Usability Testing
2	Human-computer Interaction & Design	10	Project 2: Design Thinking
3	Psychology 101	11	Project 2: Design Thinking
4	Design Principles	12	Project 2: Design Thinking
5	Interaction Styles and Devices	13	UI Design Tutorial
6	Project 1 : Usability Testing	14	Project 2 : Design Thinking
7	Project 1 : Usability Testing	15	Project 2 : Design Thinking
8	Mid Term Exam	16	Project Presentation

Grading Structure

1. Kuis 10%
2. Karya Ilmiah Analisis 10%
3. Project: Usability Test 20%
4. UTS 20%
5. Project: Design Sprint / Thinking 30%
6. Mockup 10%

LET'S INTRODUCE YOURSELF !

Name :

Nick Name :

NIM :

City Address :

Goal of Life :

Expectation of HCI :



Course Goal (HCI)

After completing this lesson, students can have the following capabilities :

1. Understand various concepts of Human Computer Interaction
2. Understand various concepts of UI / UX Design
3. Capable formulate a problem and provide a solution in the form of Human Computer Interaction
4. Make Mock-Up Application

TOOLS

- **Adobe XD (★★★★★)**

<https://www.adobe.com/sea/products/xd.html>

JustInMind

<https://www.justinmind.com/>

Balsamiq

<https://balsamiq.com/wireframes/desktop/>

Dan lain - lain

FINAL PROJECT

1. Work In groups (Max 3 Members)
2. Each group had to build MockUp Application
(Web – Mobile)
3. Each member will be working different task
4. Integration Final Project With APSI – RPB – PI

Course Material

1. From Lecturer (My Blog)
2. From Textbooks (From Library)
3. From Internet (Keyword UI UX Design)
4. From Youtube (Tutorial UI UX Design)
5. Platform Course Online (Coursera, Udemy, Datacamp, Udacity)

Mahasiswa 70 % dari belajar mandiri.

COURSE DESCRIPTION

This course discusses about the various concepts related to HCI and UI / UX Design.

Part Of ESD Course, but there are not code programming.

This Course support other subject like Web Programming, Mobile Programming, Technopreneurship, EAI, RPL : Capstone Project.

HCI – UI UX Design



Otak Kiri	Otak Kanan
1. Kemampuan dominan pada hitungan atau matematika	1. Kemampuan dominan pada kreativitas
2. Mengutamakan logika dalam mengambil keputusan	2. Tertarik dengan kegiatan kreatif seperti menari, menggambar, bernyanyi
3. Disiplin, berpikir secara teknis	3. Senang berjalan-jalan dan menemukan hal baru
4. Mempunyai perhitungan yang matang	4. Senang bersosialisasi dan komunikasi

OTAK KIRI VS OTAK KANAN



6 Skill Kerja yang Paling Dicari di Tahun 2019



Adaptasi



Kolaborasi



Persuasi



UX Design



**Artificial
Intelligence**



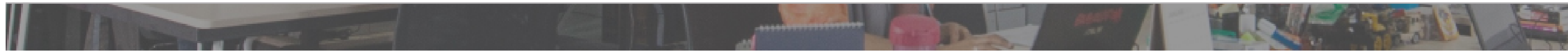
**Cloud
Computing**



source: www.detik.com

HCI – UI UX Design

← → ↻ <https://careers.bukalapak.com/open/E3F49A8AA8>



Home > Design > UX Designer

UX Designer

Full-time

- Collaborate with product division to define and implement innovative solutions for the product direction, visuals and experience
- Cooperate with guideline principle to create icon and illustration
- Improve user-interface of Bukalapak's product with data-driven approach
- Facilitate design process by implementing visual design concept to final hand-off to engineering, on mobile and desktop platform
- Collaborate with UX Researcher as observer to gather direct feedback of user-interface and translate insights from user studies into meaningful action

Requirements

- Knowledgeable of microinteractions in use (on mobile, web, desktop, etc), and have nuanced views on how to make many of them even better.
- Have a sufficient skill to create icon and illustration
- Have a strong portfolio of work demonstrating process and problem-solving skills
- Have an excellent visual design skills with sensitivity to user-system interaction
- Experienced in creating wireframes and prototyping
- Proficiency in variety of design tools (e.g. Adobe CC, Illustrator, Sketch, etc)
- Able to think at high level about user interface and data (Data-driven design)

HCI – UI UX Design

UI UX DESIGNER

PT Synergy Global Indonesia

📍 Tangerang (Banten) - Bintaro Sektor 9
💰 IDR 6,000,000 - 10,000,000



RESPONSIBILITIES : Able to do coding and design graphic as all-in-one function. Collaborate with creative team and tech team to define and implement...

03 Jan - 1:00 AM • Perlihatkan lebih banyak ▾

UI / UX Designer

Vidio.com

📍 Jakarta Pusat (Jakarta Raya), Tangerang (Banten)
💰 Diatas gaji yang diharapkan



Responsibilities: Analyzing how the users will want to instinctively interact with the UI. Design elegant solutions to complex workflows. Define...

02 Jan - 6:16 PM • Perlihatkan lebih banyak ▾

UI / UX Designer

PT IDE DUA SEN (IDDS)

📍 Jakarta Selatan (Jakarta Raya) - Gd. TIFA Lt. 8. Jl. Kuningan Barat 1 No. 26
💰 IDR 7,000,000 - 12,000,000



Able to work under pressure. Ability to work individually or team. Have the ability to learn new things quickly and love challenges. Fresh Graduates...

02 Jan - 4:00 PM • Perlihatkan lebih banyak ▾

Senior UX Designer di PT Five Jack

Berada di bawah naungan PT Five Jack, **itemku** merupakan *marketplace* khusus *game online* untuk jual beli mata uang dan aksesoris dalam *game*.

- Lokasi: Jakarta/*Full-time*.
- Gaji: Rp8.000.000-10.000.000.
- Keahlian: Pengalaman minimum tiga tahun sebagai UX desainer; mahir menggunakan Adobe Photoshop dan Illustrator.

HCI – UI UX Design



jawdat
Intelligent Network Automation

We're Hiring
UI/UX
DESIGNER

PT Jawdat Teknologi Indonesia is looking for UI/UX Designer, with qualification:

1. Proven work experience as a UI/UX Designer.
2. Portfolio of UI/UX design projects.
3. Knowledge of user experience design processes and methodologies.
4. Up-to-date knowledge and proficiency in product design tools (Sketch, Figma, InVision, Marvel, Adobe, and other similar tools).
5. Visual and creative eye for best UI experience also keep an eye on trends and developments in the industry and identify capabilities that should be adopted.
6. Think out of the box, energetic and have a good passion to learn new technic in design technology.
7. Generate mock up and user interfaces prototype to collaborate with stakeholders to refine specifications and requirements and ensure that final designs meet the needs of the end users.
8. Working closely with engineers and developers to implement design specifications.
9. Delivering creative and polished designs within delivery timelines.
10. Support multiple projects with dependencies, simultaneously.
11. Good time-management skills.
12. Understanding of HTML, CSS, JS or any programming language in accordance with building user-friendly and responsive web or mobile applications is a plus.

Please send your update CV & Portfolio, and use "UI/UX Designer" as the subject to recruitment@jawdat.com

www.jawdat.com

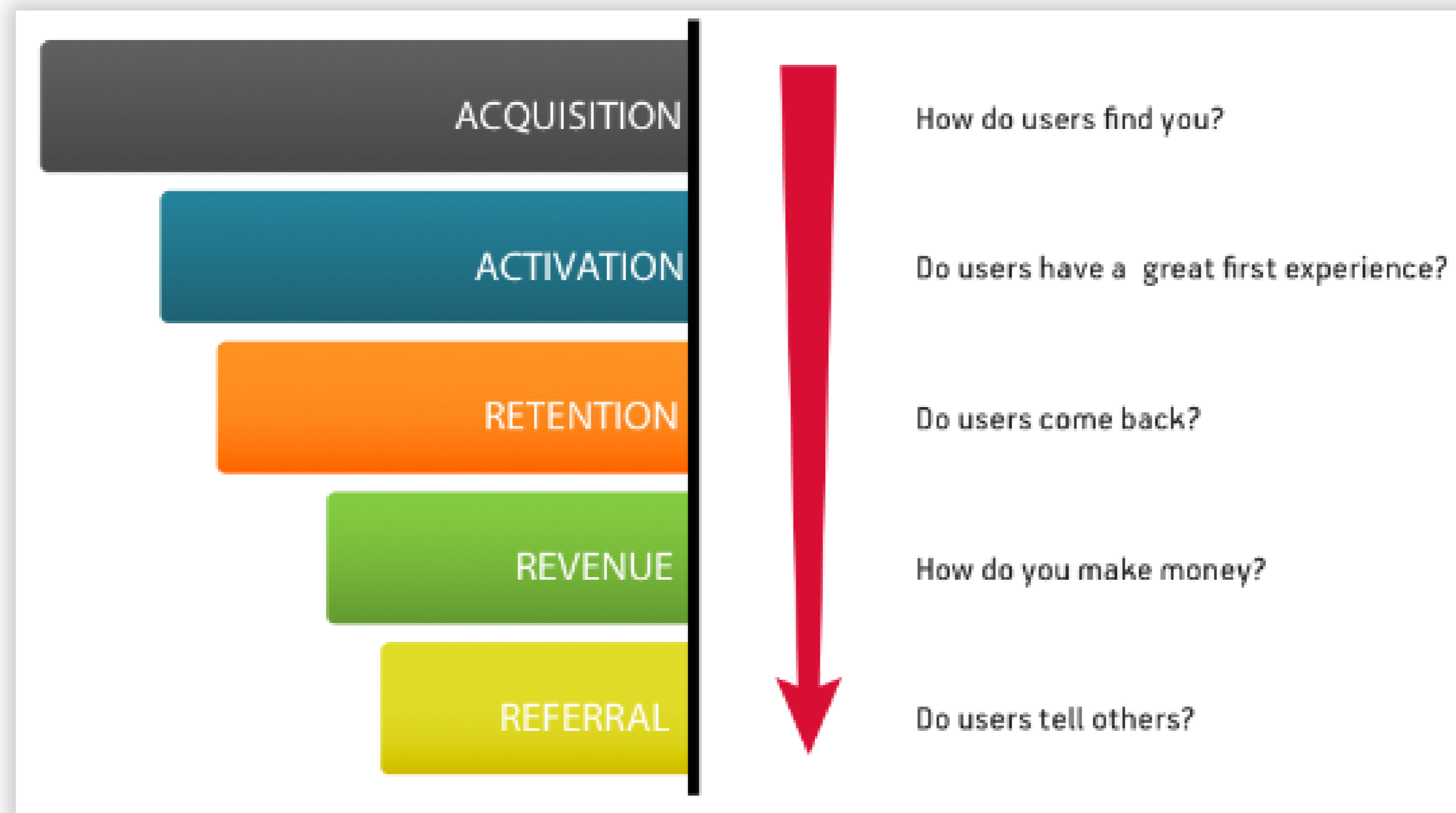


Part – Time UI / UX



Kerja Remote

Basic Theory Start Up


















UX Design Check list

UX Project Checklist

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 Like 5.7K  Share  Tweet  Donate

Research	 Competitive Analysis See how others solve similar problems and try to not reinvent the wheel. Read more	<input type="checkbox"/>	 Data analysis Do you have all the useful data you need? Try to have a look at funnels, clicks, page views, performances... Read more	<input checked="" type="checkbox"/>	 User feedback Always speak with Customer Care team! Don't have one? Check your old surveys or videos, what your customer says? What do they actually do? Read more	<input type="checkbox"/>
	Plan	 User stories Have you done personas yet? If not DO IT NOW. Ok, now use them to write down user stories and scenarios. Read more	<input type="checkbox"/>	 User flows Create your user's flow based on the scenarios you created, you can use it later to review the journey and create wireframes on top of each step. Read more	<input checked="" type="checkbox"/>	 Red routes Define red routes for your product and you'll be able to identify, prioritise and eliminate any usability obstacles on key user journeys. Read more
Explore		 Brainstorm & sketch Find a war room, fill it with markers and drinks, get together and sketch, discuss, vote, disrupt, have fun! Read more	<input type="checkbox"/>	 Wireframe Add some details and structure to your ideas, reuse patterns and create pages on top of your user flows so you'll not leave anything behind. Read more	<input type="checkbox"/>	 Prototype You can start creating paper prototypes and continuously iterate to more functional ones. Use sketches, HTML pages or static images, then just get some people and test. Read more
	Communicate	 IA Understand your users, your data structure and your channels. How can you organise your navigation and content in a clear and consistent way? Read more	<input type="checkbox"/>	 Language Follow your brand personality, keep in mind users' culture and language, the context of your product and make sure they understand you. Read more	<input type="checkbox"/>	 Accessibility You don't need to add extra functionality or to duplicate any content. The key is simply to assess the requirements of those with different skills and limited devices. Read more
		 Sustainable Help the planet by reducing the resources you use, reinforce greener behaviours and promote sustainability best practices. Yes, your product can do that! Read more	<input type="checkbox"/>	 Ethical Move fast and break things! What about slow down and make sure your product is secure, private, honest? Be considerate when you design and follow good ethics. Read more	<input type="checkbox"/>	 Inclusive Remember that everything you design is skewed by your own view and background. Be sure to open your design process to remove your biases and design for everyone. Read more

UX Design Check list

13 Point Heuristic Evaluation



Usability Techniques Heuristic Evaluation - A System Checklist

By Deniese Pierotti, Xerox Corporation

Heuristic Evaluation - A System Checklist

1. Visibility of System Status

The system should always keep user informed about what is going on, through appropriate feedback within reasonable time.

#	Review Checklist	Yes No N/A	Comments
1.1	Does every display begin with a title or header that describes screen contents?	0 0 0	
1.2	Is there a consistent icon design scheme and stylistic treatment across the system?	0 0 0	
1.3	Is a single, selected icon clearly visible when surrounded by unselected icons?	0 0 0	
1.4	Do menu instructions, prompts, and error messages appear in the same place (s) on each menu?	0 0 0	
1.5	In multipage data entry screens, is each page labeled to show its relation to others?	0 0 0	

Design Thinking

Empathise



Define



Ideate



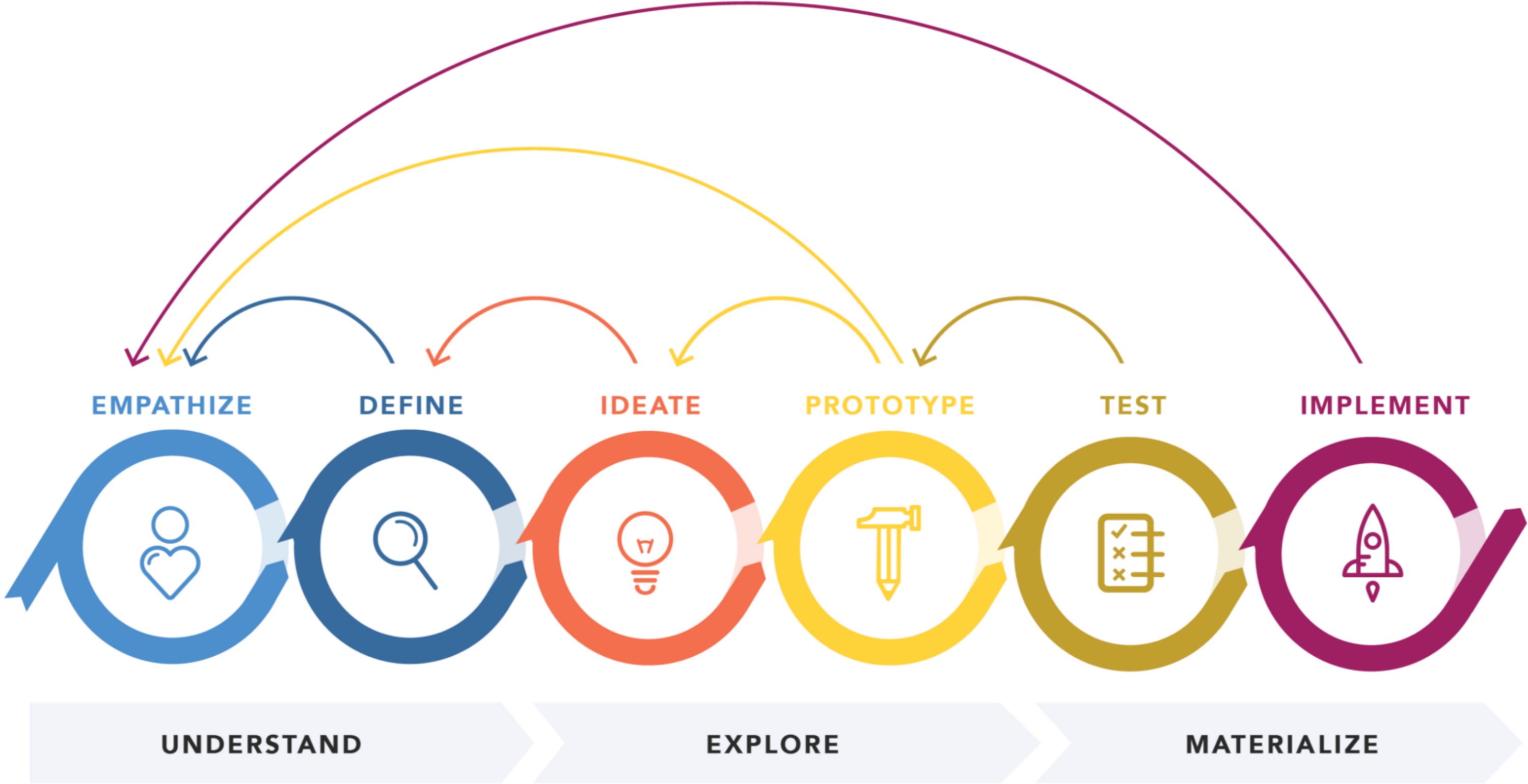
Prototype



Test



Design Thinking



Design Thinking



Simplify....Simplify....Simplify...

Example Design Thinking

ARTICLE,TEKNOLOGI

Jenius Raih Penghargaan 'The Best Digital Bank in Indonesia 2018'

Published on: September 20, 2018 | Written by: Cynthia isabella



Why Jenius ?

Emphatize to Customers :

- Customer susah mengingat norek → @username , \$username, nomortelpon
- Customer mudah lupa mencari buku tabungan → HP = tabungan.
- Customer harus menabung uang / deposito di bank → menabung / deposito bisa diaplikasi dan mendapat reward (bunga)
- Customer Menutup tabungan / hilang buku tabungan dulu datang ke bank → menutup lewat aplikasi.
- Rekening Koran 6 bulan di bank lain → di jenius 10 Tahun.
- Customer ingin membuat no rekening virtual untuk anak/ortu → bisa lewat aplikasi.
- Customer bisa invite temans seperti social media.
- Customer bingung mencari lokasi terdekat → ada menu location terdekat.

Tugas Besar

- Membuat Aplikasi bidang Agama
- Membuat Aplikasi bidang Pertanian
- Membuat Aplikasi bidang Olahraga
- Membuat Aplikasi bidang Otomotif
- Membuat Aplikasi bidang Pendidikan
- Membuat Aplikasi bidang Perhubungan
- Membuat Aplikasi bidang Perikanan
- Membuat Aplikasi bidang Perempuan dan Anak
- Membuat Aplikasi bidang Kesehatan
- Membuat Aplikasi bidang Lingkungan / Sampah / Limbah dkk
- Membuat Aplikasi bidang Sosial
- Membuat Aplikasi bidang Ketenagakerjaan
- Membuat Aplikasi bidang flora dan fauna.

Aplikasi yang dilarang

- Aplikasi E-Commerce
- Aplikasi Booking Hotel
- Aplikasi Booking Buku
- Aplikasi Restoran
- Aplikasi Rental Mobil

REFERENSI



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