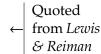# 'Looking for the Interface' *Redux*[*]
A reworking of Lewis & Reiman's Exercise 0.1

In your home or workplace find a simple machine, something with two to four controls and with no (!) internal computer (a simple toaster or an electric drill are possible candidates).

⟵ Quoted from *Lewis & Reiman*

Describe:

1. The defining characteristics of the intended users of the device

   - What activities those users will perform, or will want to perform
   - What physical attributes they — the users — will have;

2. the required functionality of the device

   - the tasks (and subtasks) you think the device was designed to support;

3. the part(s) of the device that is (or are) the user interface;

4. the part, or parts, of the device that are *not* the user interface;

5. any feedback mechanisms that are part of the device.

▷ Limit your answer to 1 page (≈ 250 words). ◁

Remember the definition of *user interface*:
the part of the device to which the user connects to achieve their goals or perform tasks

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References

[1] Clayton Lewis and John Rieman. *Task-centered user interface design: A practical introduction.* ©1993, 1994. Three versions available:

Plain text ⟨URL: ftp://ftp.cs.colorado.edu/pub/distribs/clewis/HCI-Design-Book/⟩;

PDF with index ⟨URL: http://www.cs.dal.ca/~jamie/TCUID/readme.html⟩; and

HTML ⟨URL: http://hcibib.org/tcuid/⟩.

[2] Donald A. Norman. *The Psychology of Everyday Things.* Basic Books, 1988. ISBN 0-465-06709-3.

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[*]This exercise is based on Exercise 0.1 from Lewis & Rieman's text [1]