

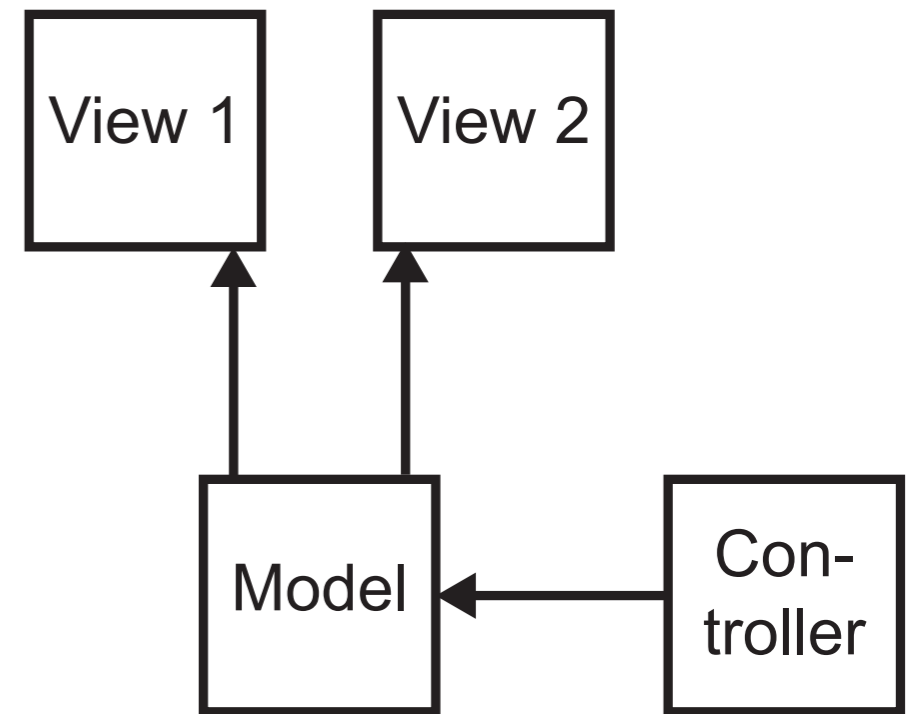
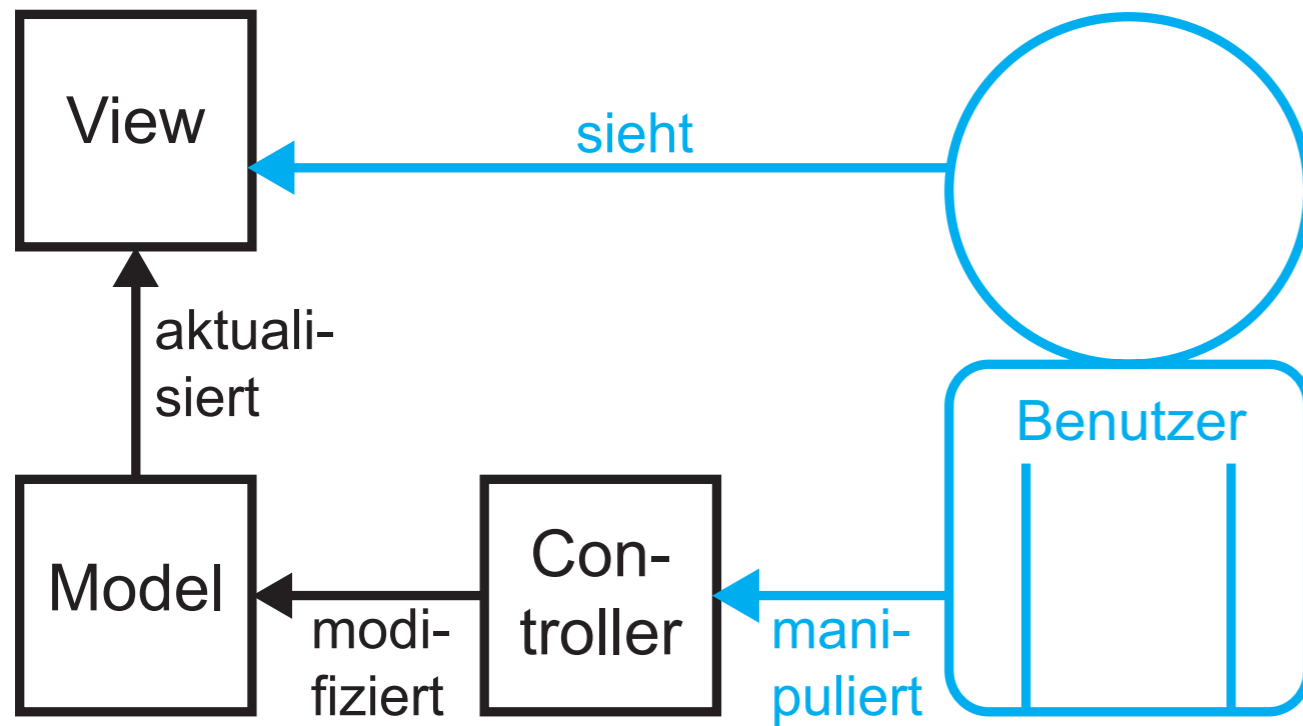
Mensch-Maschine-Interaktion



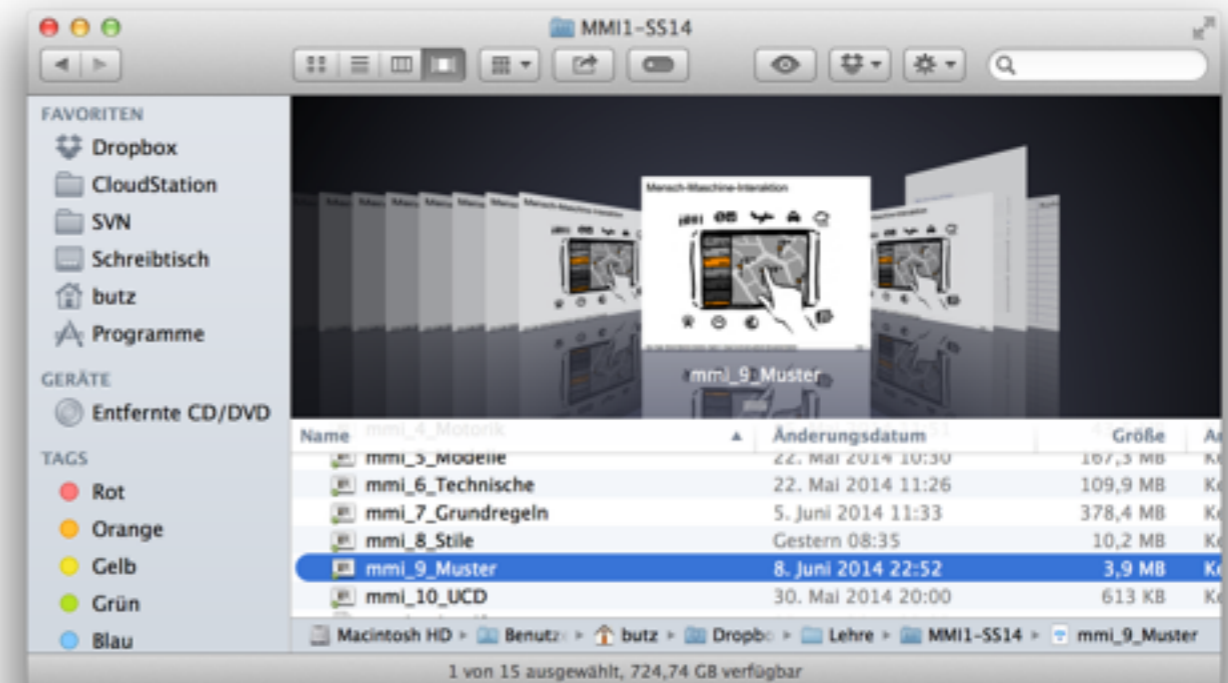
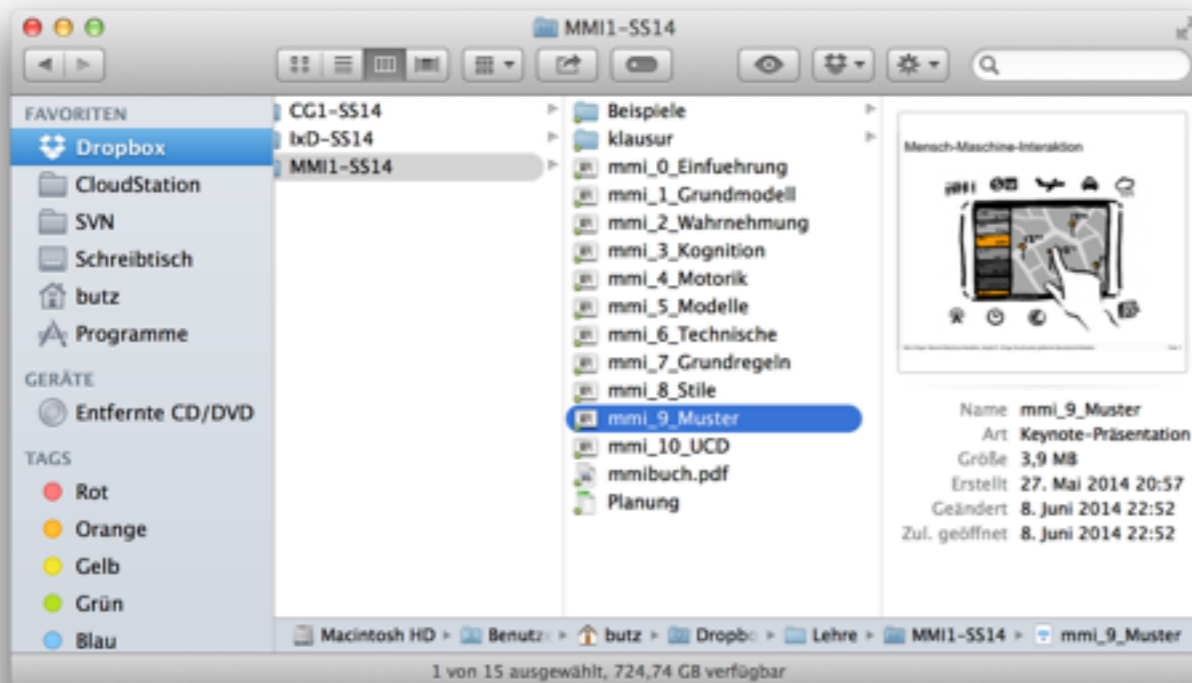
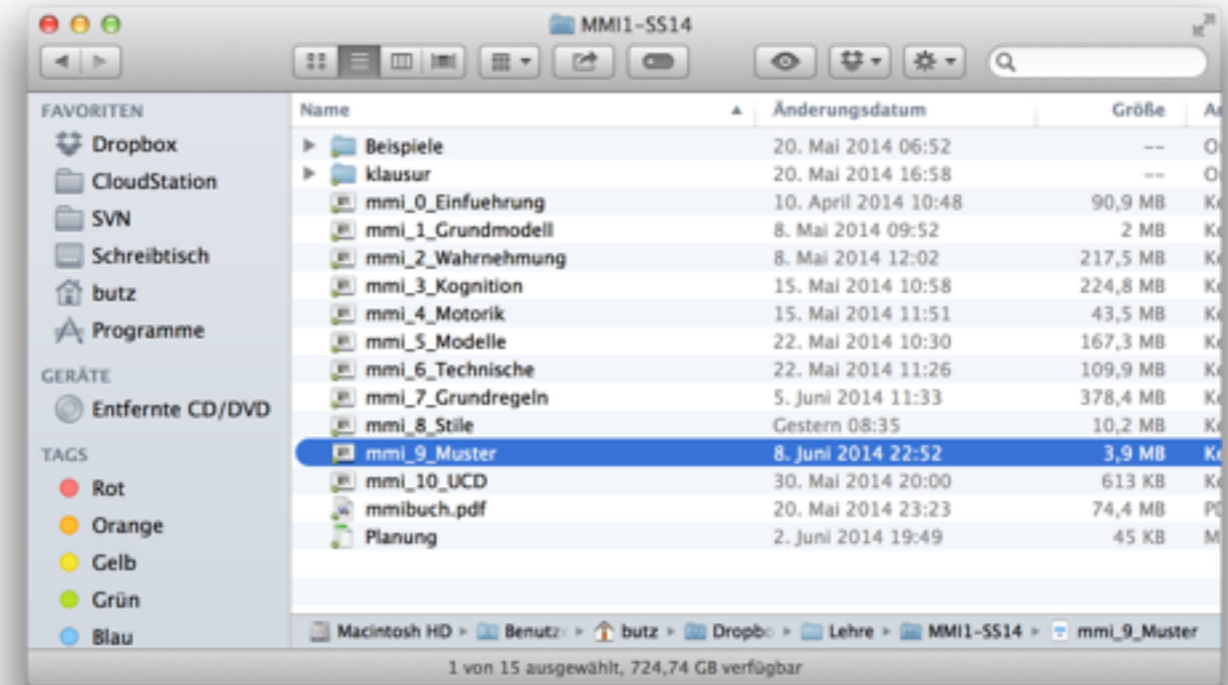
Kapitel 9 - Einige Grundmuster grafischer Benutzerschnittstellen

- Ein Entwurfsmuster: Model-View-Controller
- Zoomable UIs
- Fokus & Kontext

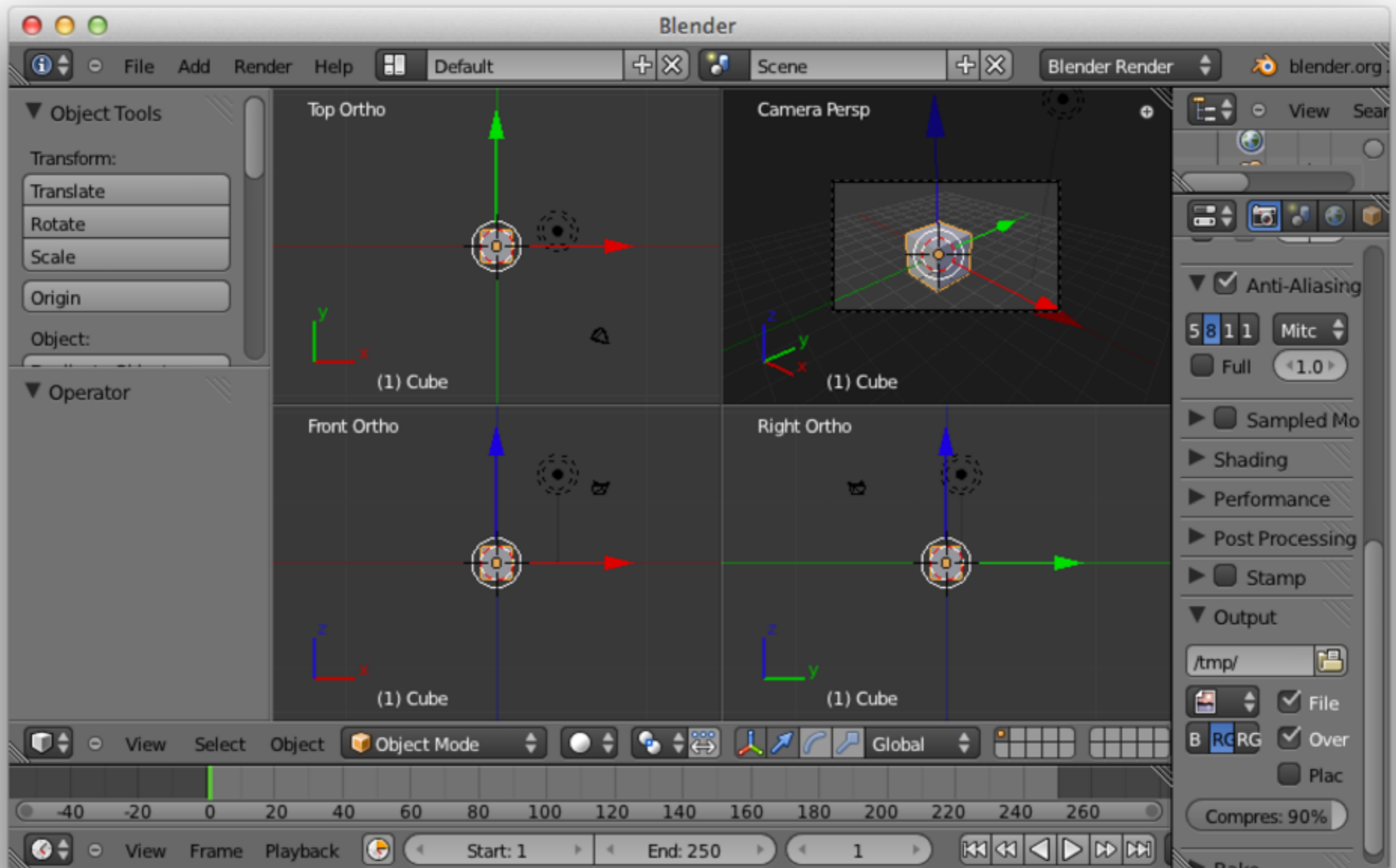
Model View Controller



MVC Beispiel: Finder bzw. Explorer



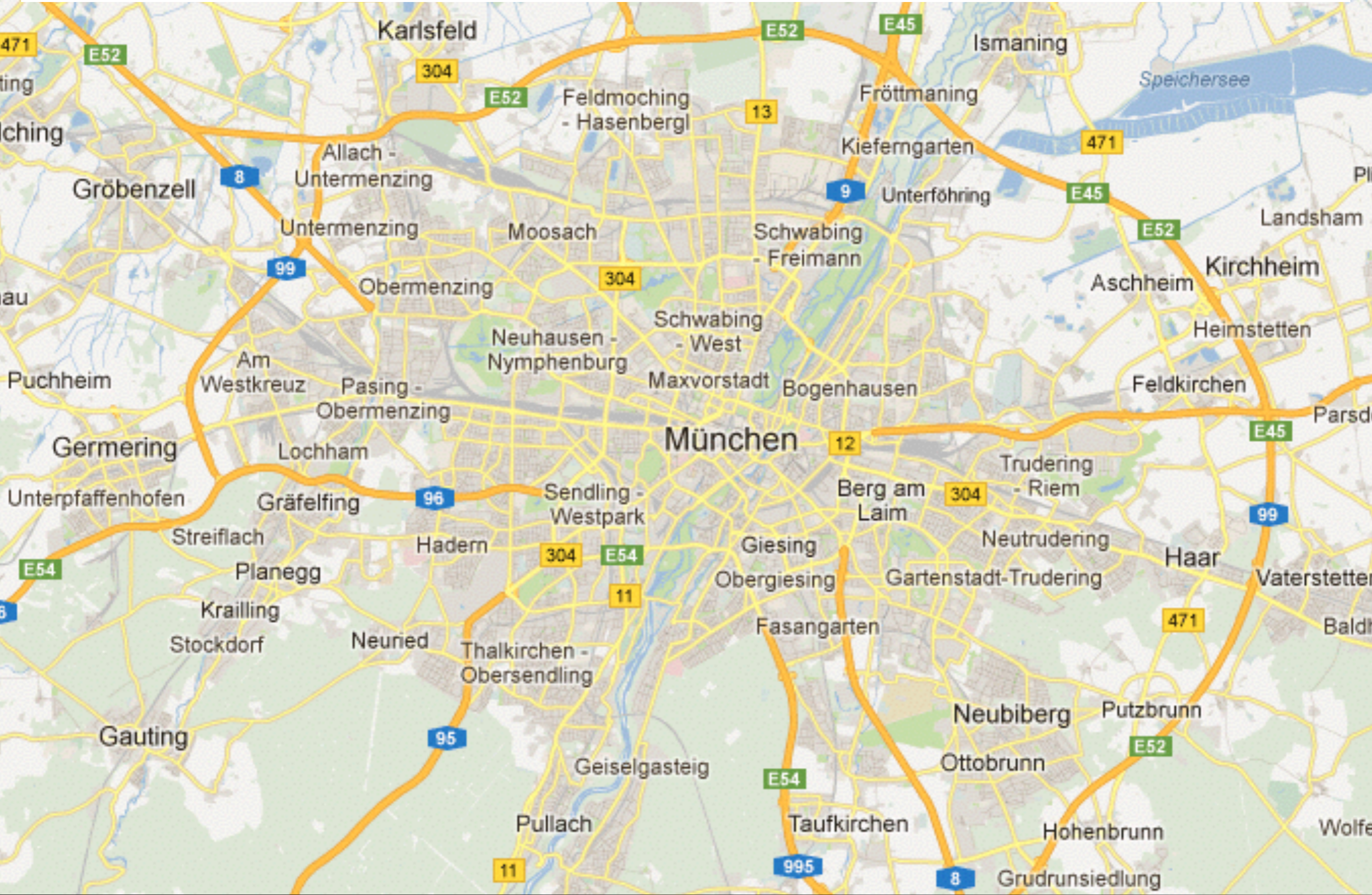
MVC Beispiel: 3D Modellierung (hier: Blender)



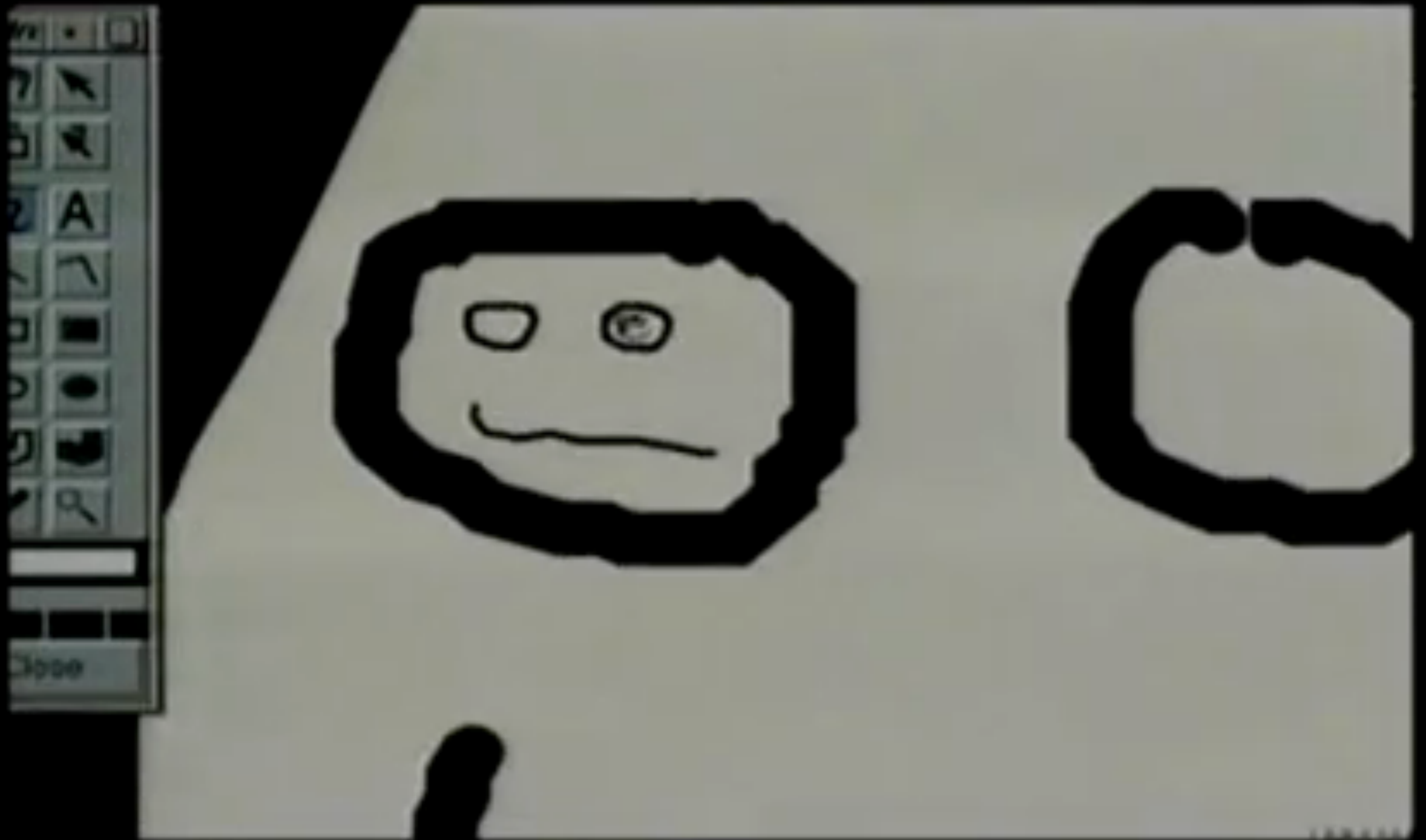
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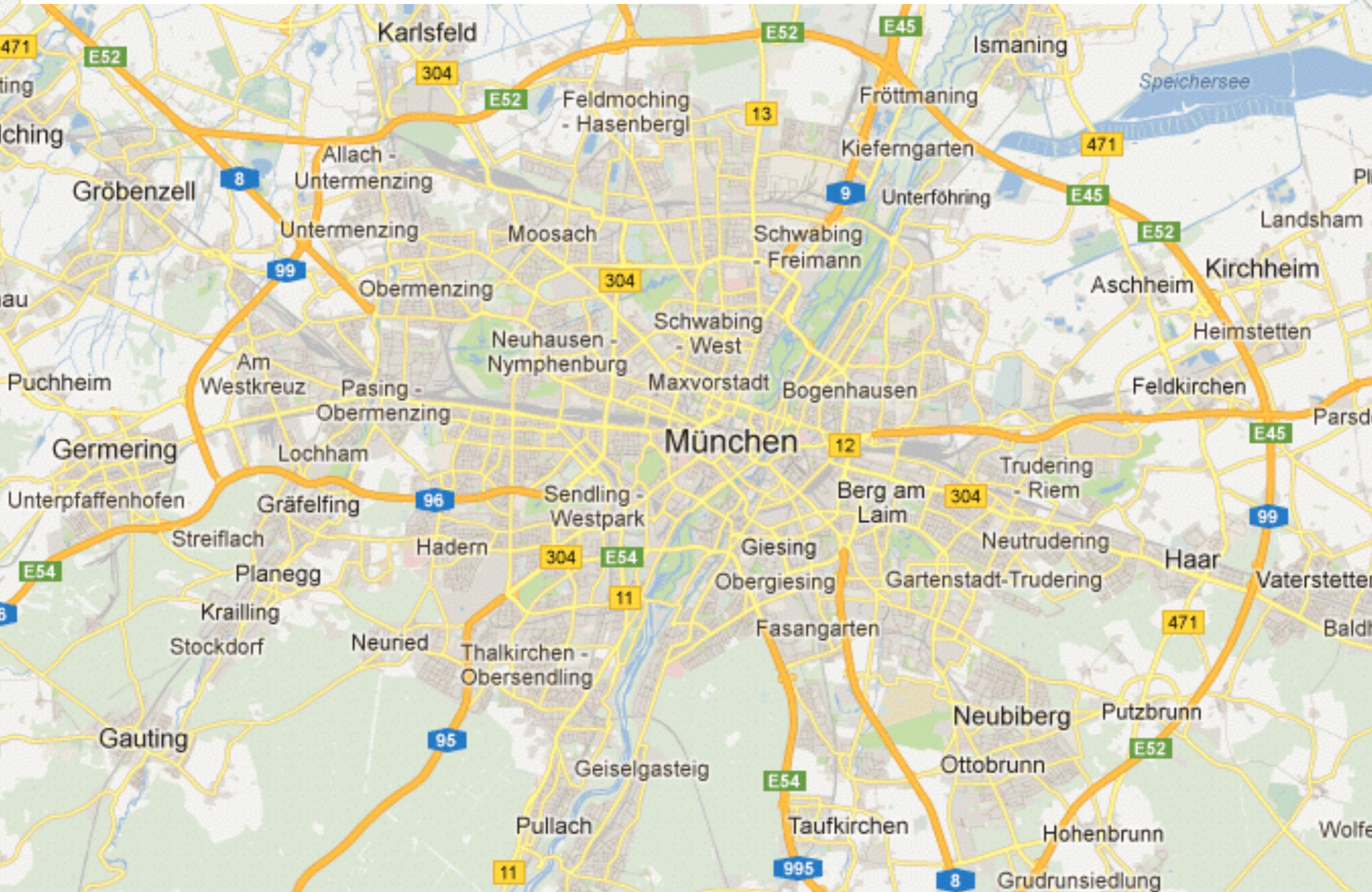
...Das derzeit wohl bekannteste ZUI...



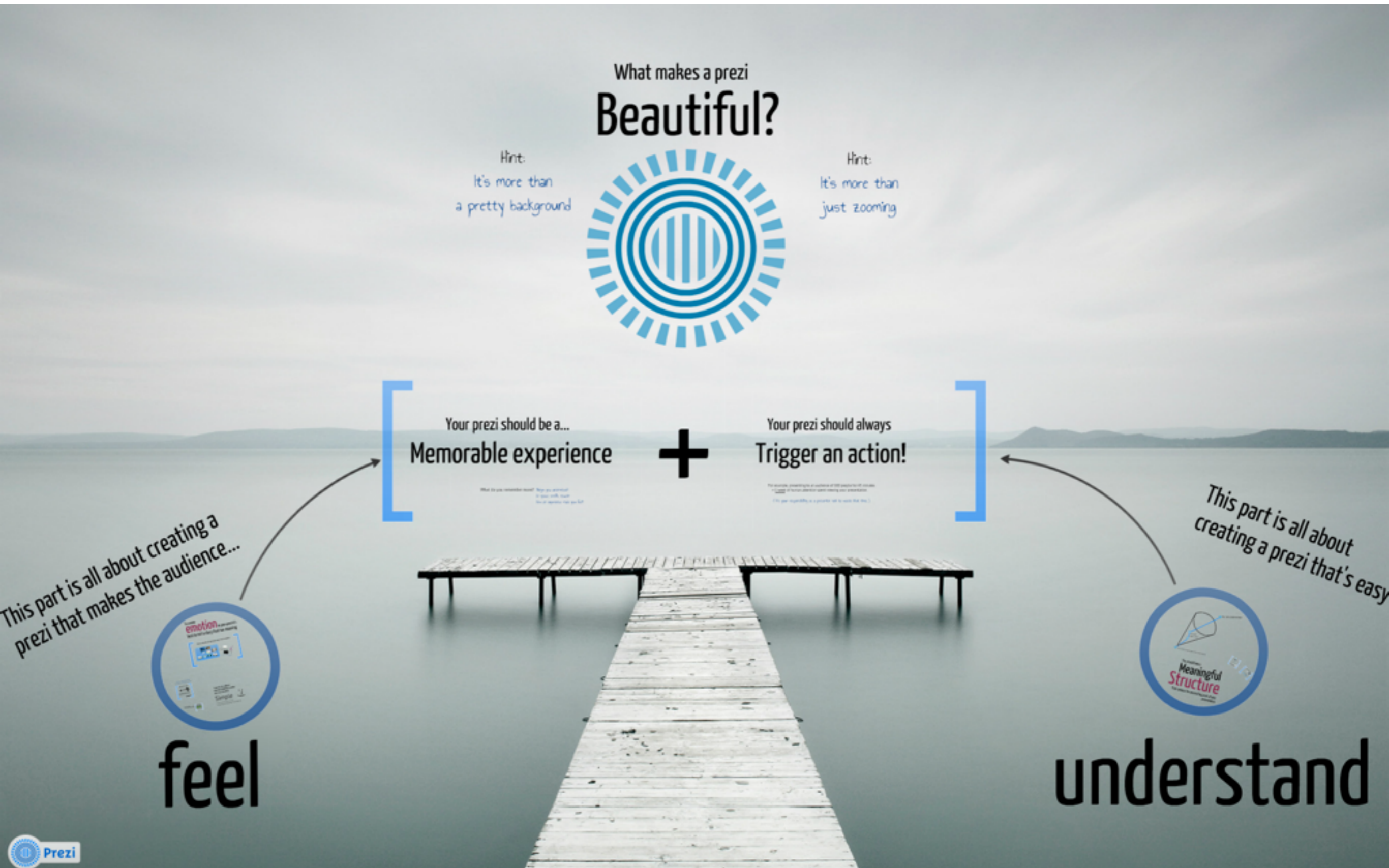
Urelter aller ZUIs: PAD (1993) und PAD++



Geometrischer vs. Semantischer Zoom



Ein ZUI für Präsentationen: Prezi



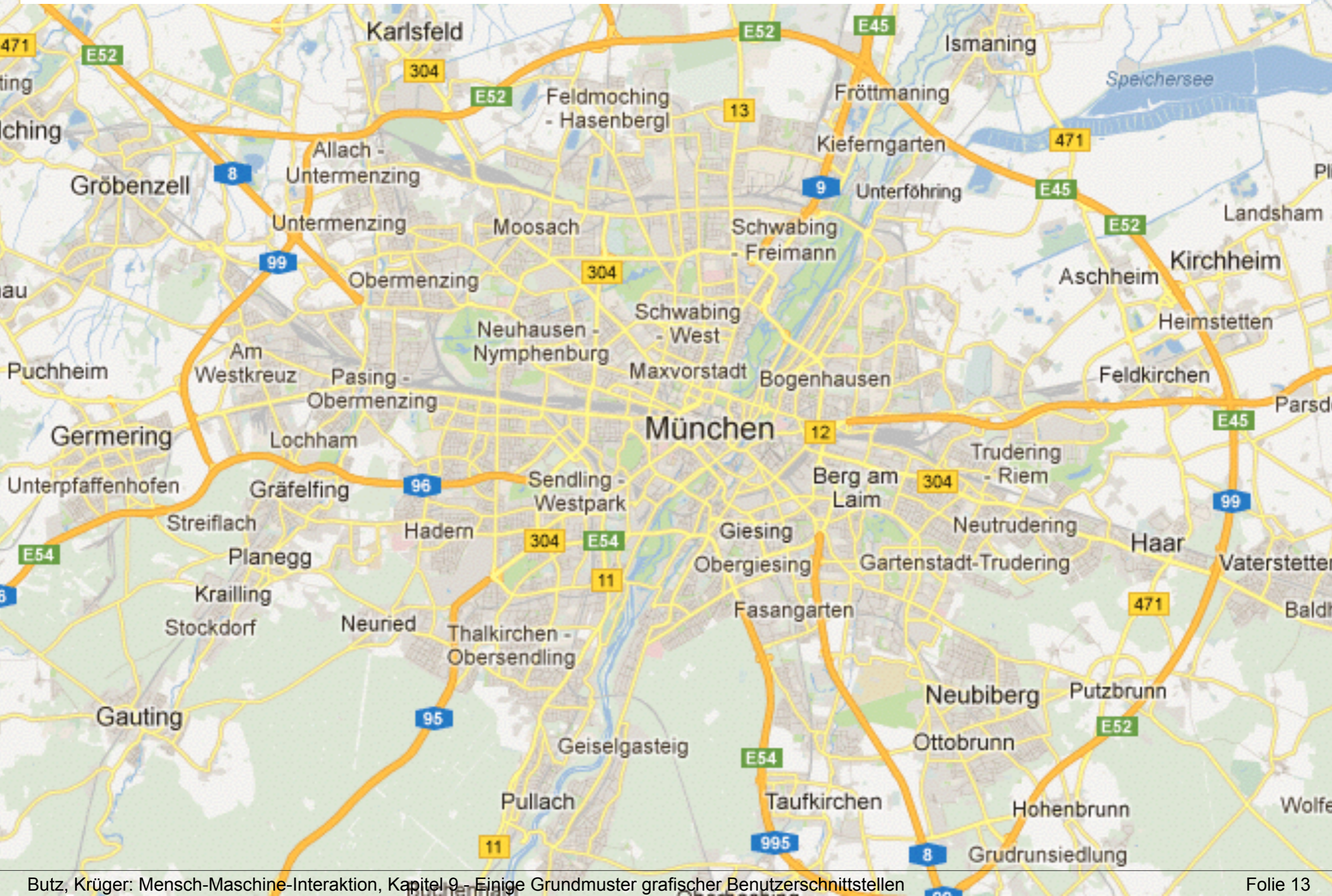
Ein ZUI für Präsentationen: Prezi



Kapitel 9 - Einige Grundmuster grafischer Benutzerschnittstellen

- Ein Entwurfsmuster: Model-View-Controller
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Overview & Detail gleichzeitig in einem ZUI?



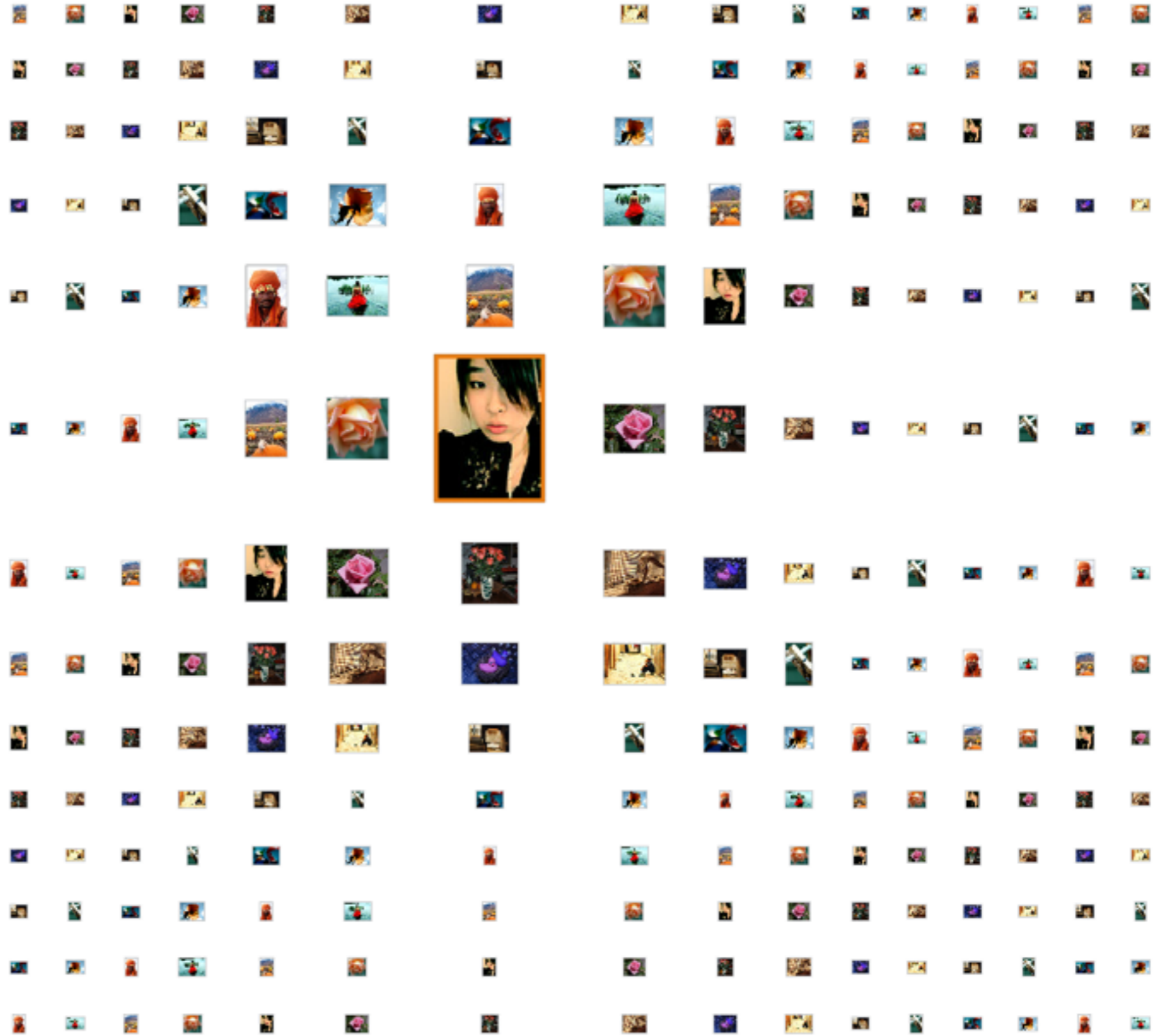
Fisheye Objektiv: verschiedene Maßstäbe



Bildautor: mjposner, Quelle:
http://en.wikipedia.org/wiki/File:Car_Fisheye.jpg

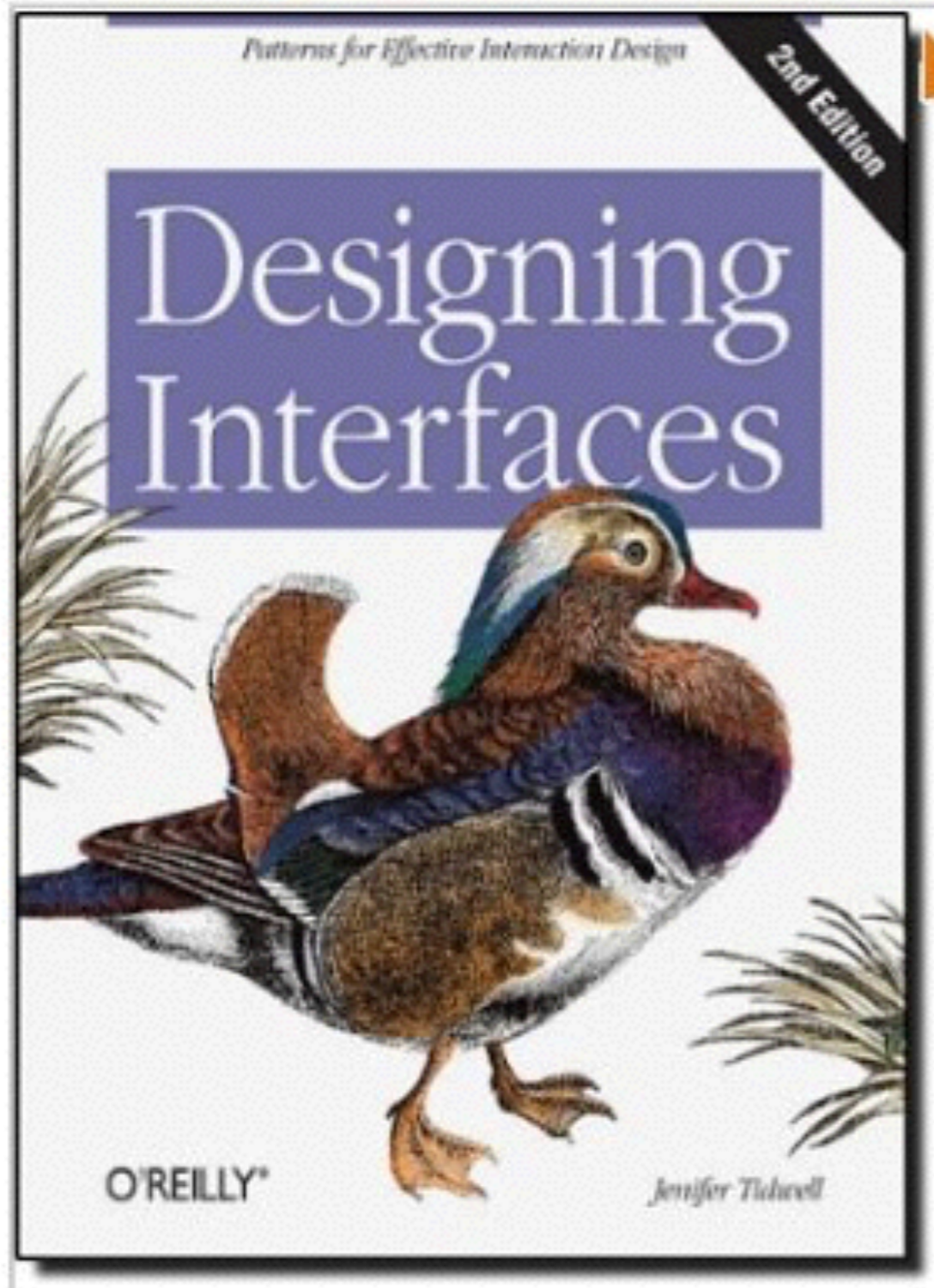
Fisheye Views auf abstraktere Daten

Now
is
the
time
for
all
good
men
to
come
to
the
aid
of
the
party.
The
quick
brown
fox
jumped
over
the
lazy
dog



Further UI Design Patterns

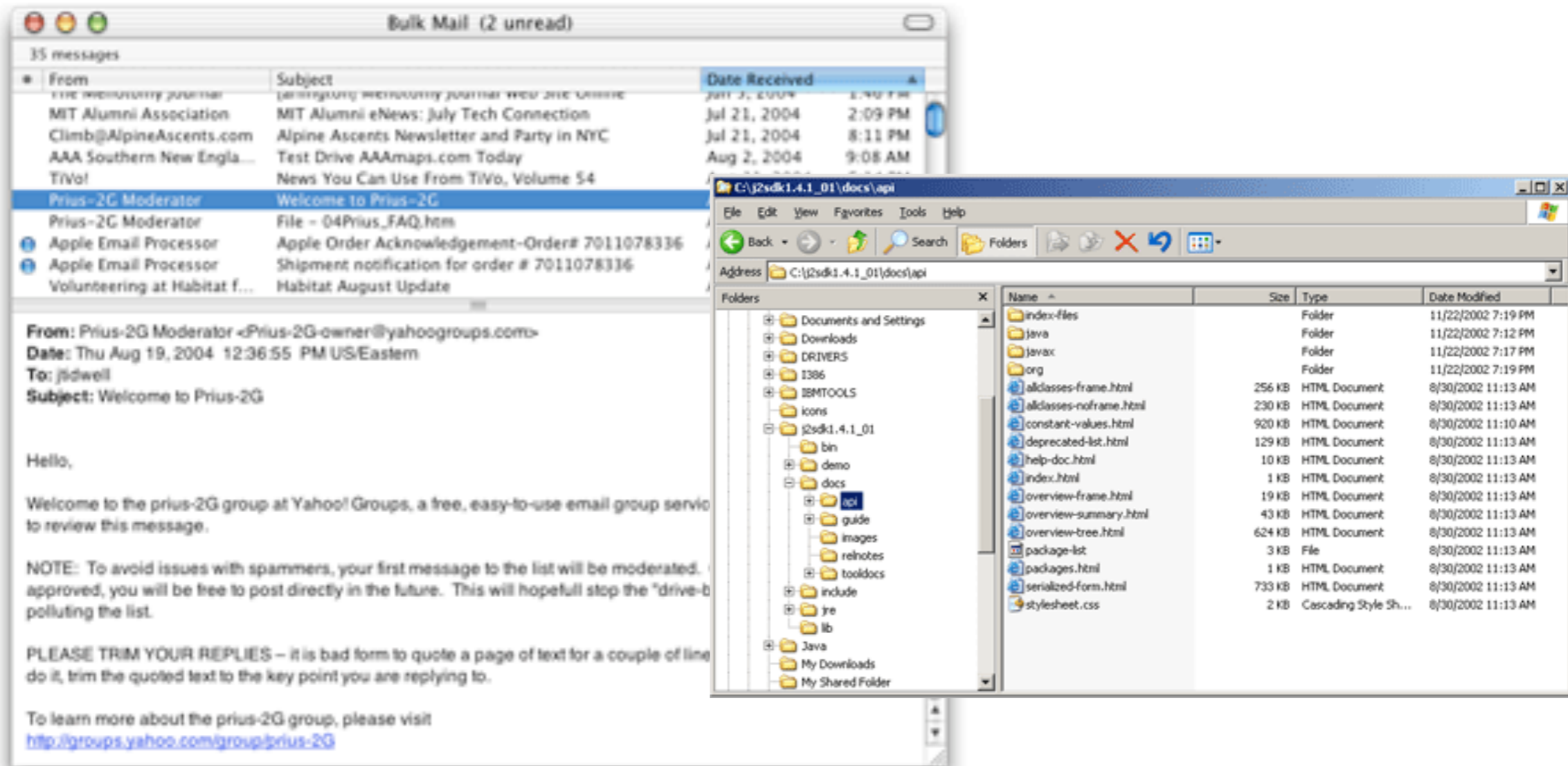
Hier klicken **Blick ins Buch!**



Jennifer Tidwell: Designing Interfaces - Patterns for Effective Interaction Design, 2nd edition, O'Reilly 2011

Tidwell Beispiel: Two-Panel Selector

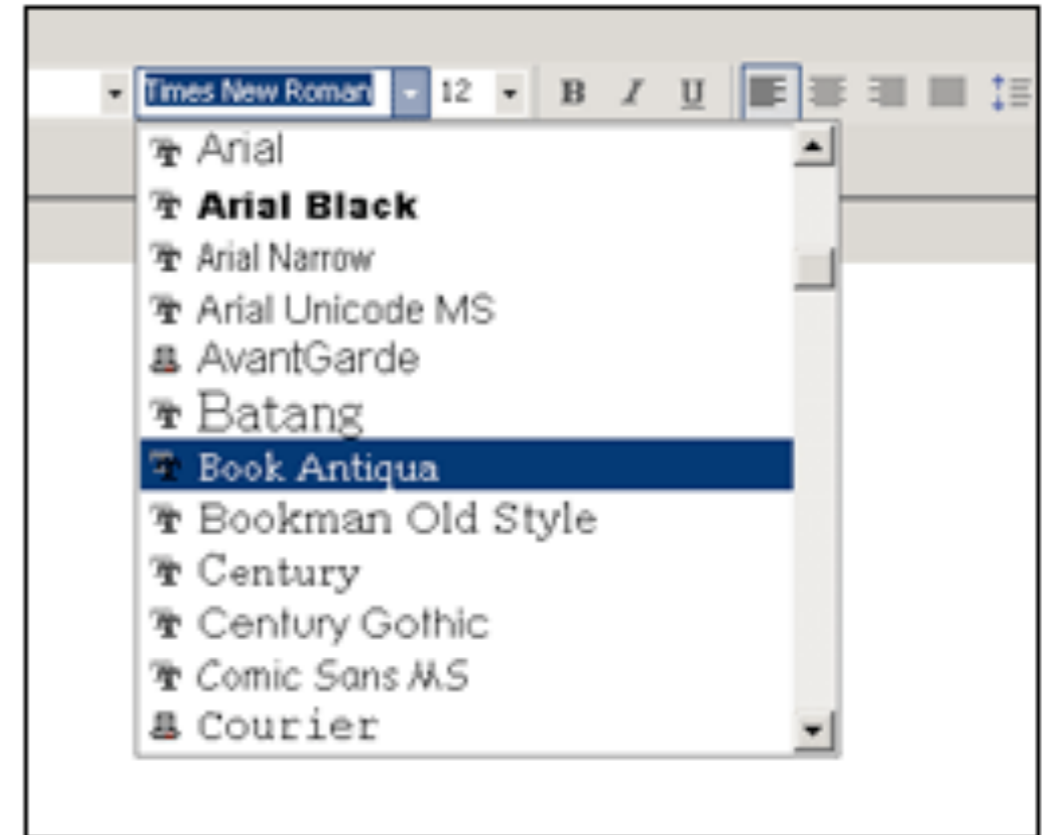
Two-Panel Selector



Mac Mail

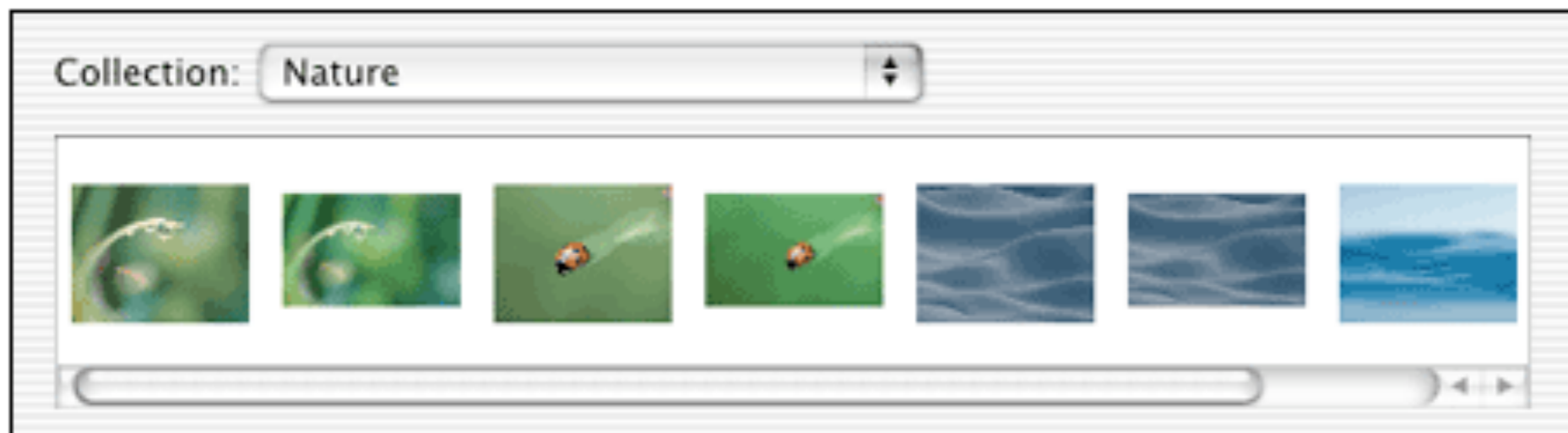
What: Put two side-by-side panels on the interface. In the first, show a set of items that the user can select at will; in the other, show the content of the selected item.

Tidwell Beispiel: Illustrated Choices



From Word for Windows

Illustrated Choices



Mac OS X System Properties

What: Use pictures instead of words (or in addition to them) to show available choices.