Interactive Applications

Presentation by
Christine Borg
BA (Honours) Graphic Design and Interactive
Media Group A

Models of Interaction

Mental Models

Developers have the responsibility to make sure that the application will work properly and buttons are positioned and functioning properly. We have to make sure that its easy for the user to use and its not fustrating them.

Conceptual Models

When users send and receive feedback depending on which action they had done.

A good conceptual design helps the user to navigate through an application without getting lost of confused.
The users should understand what a particular button will take them to, and that is by developers creating either a quick tutorial on the navigation of the site or creating easily understandable icons.

Interactive Game Example

Personal Project

The main objective of the game is to hit as many annoying co-workers as possible.

If the user clicks on the boss, the game ends.

Personal Project - The Process