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ANTARMUKA

(INTERFACES)

Disampaikan Oleh:
Harry B. Santoso, PhD

AGENDA

- Pengantar
- UI, Usability, dan UX
- Shneiderman's Eight Golden Rules of Interface Design
- Bentuk-bentuk Antarmuka
- Penelitian Terkini
- Referensi dan Jurnal Terkait



PENGANTAR

UI, USABILITY & UX

USER INTERFACE

Submit

VS

Submit

“

Function : It **works**

USABILITY

Submit

Cancel

VS

Submit

Cancel

“

Function : It **works well**

USER EXPERIENCE

Yes, complete my order

No, Thanks

Bonus :

Order arrives earlier than promised

“

Function : It **works well**
and **makes me say WOW !**

USABILITY & UX



USABILITY



Can the users **accomplish** their goals ?

In the case of our camera shopper, from the perspective of the site's design, she did accomplish the goal, being very satisfied with the result.

VS



USER EXPERIENCE



Did the user have as **delightful an experience** as possible ?

The store portion of the experience canceled out the online portion.

USER CENTERED VS 'DESIGNER CENTERED' DESIGN



User

VS



User Interface Designer



BAGAIMANA CARA MEMINIMALKAN GAP-NYA ?



SHNEIDERMAN'S REQUIREMENTS

FUNCTIONAL REQUIREMENTS

NON FUNCTIONAL REQUIREMENTS



SHNEIDERMAN'S REQUIREMENTS

FUNCTIONAL REQUIREMENTS

NON FUNCTIONAL REQUIREMENTS

INTERACTION REQUIREMENTS



SHNEIDERMAN'S EIGHT GOLDEN RULES



Consistency



Shortcuts



Informative Feedback



Dialogue to Yield Closure



Simple Error Handling



Easy Reversal



Support Internal Locus of Control



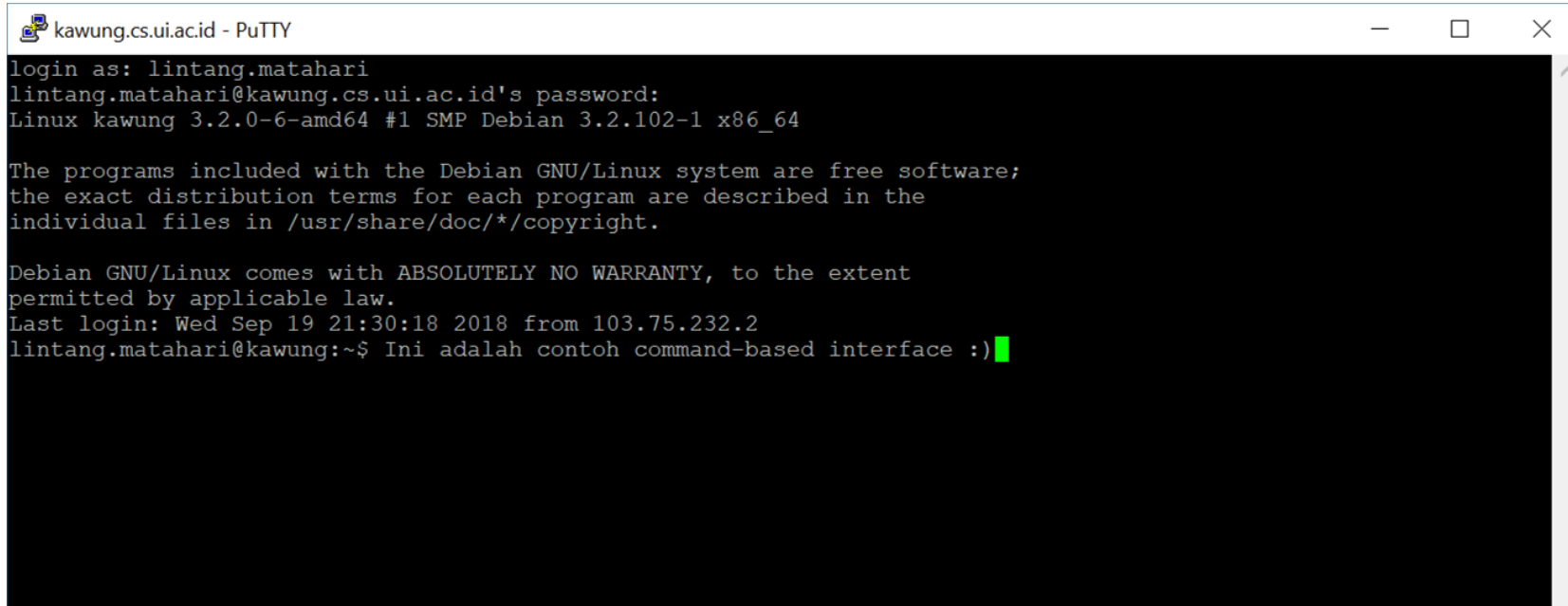
Reduce Short-Term Memory Load



BENTUK - BENTUK ANTARMUKA



1. COMMAND-BASED LINE



The image shows a PuTTY terminal window titled "kawung.cs.ui.ac.id - PuTTY". The terminal displays the following text:

```
login as: lintang.matahari
lintang.matahari@kawung.cs.ui.ac.id's password:
Linux kawung 3.2.0-6-amd64 #1 SMP Debian 3.2.102-1 x86_64

The programs included with the Debian GNU/Linux system are free software;
the exact distribution terms for each program are described in the
individual files in /usr/share/doc/*/copyright.

Debian GNU/Linux comes with ABSOLUTELY NO WARRANTY, to the extent
permitted by applicable law.
Last login: Wed Sep 19 21:30:18 2018 from 103.75.232.2
lintang.matahari@kawung:~$ Ini adalah contoh command-based interface :)
```

The terminal window has a standard Linux prompt and shows the user's login details, system information, and a message about the command-based interface.

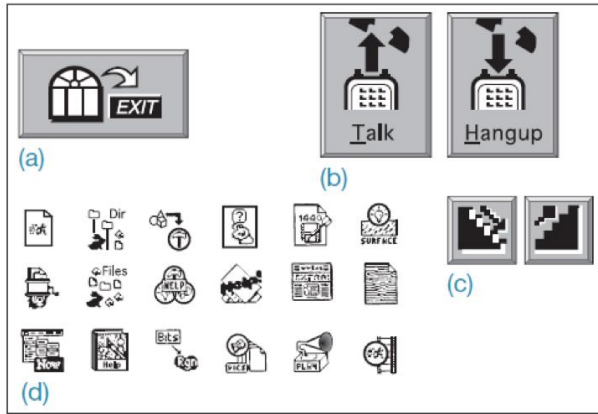
2. GRAPHICAL USER INTERFACE (GUI)



1990an - 2000

2000 - 2010

2010 - sekarang



early icons



newer (skeuomorphic) icons

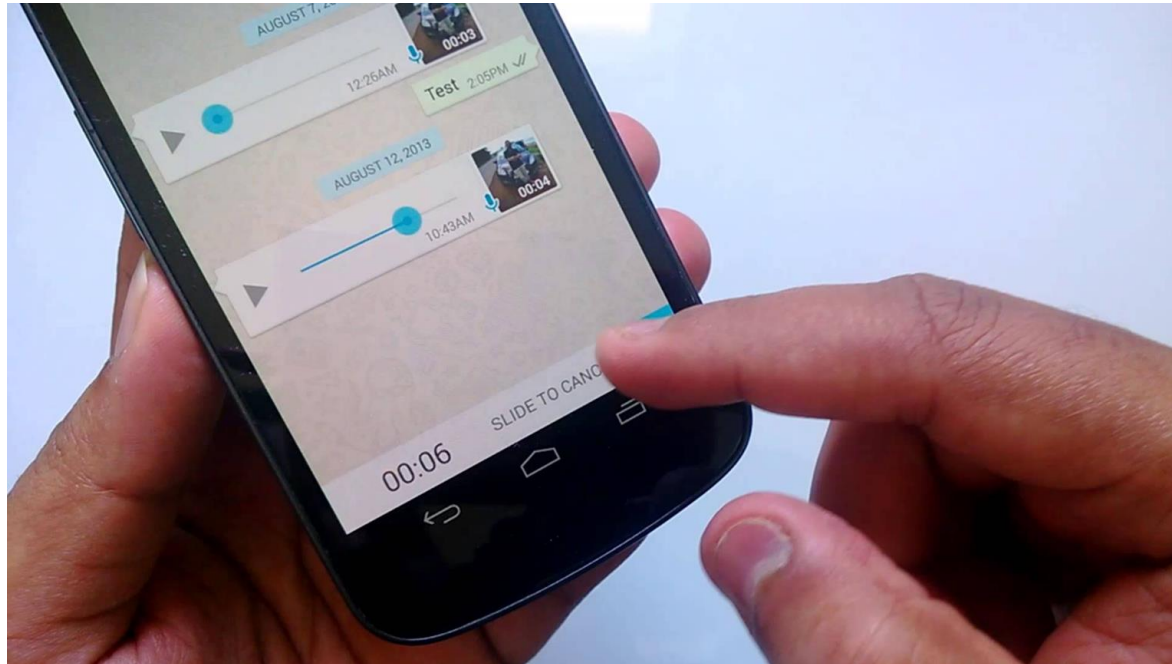


modern flat 2D icons

SESI LATIHAN

- Buatlah **sketsa ikon sederhana** yang akan ditampilkan pada layar kamera digital, untuk :
 - **Fitur rotasi gambar 90 derajat ke samping**
 - **Fitur *Auto-Enhance***
 - **Fitur *Fix Red Eye***
 - **Fitur *Crop***
- Tunjukkan sketsa yang dibuat pada teman Anda tanpa memberitahukan fiturnya. Tanyakan apakah mereka memahami sketsa yang dibuat

3. SPEECH / VOICE



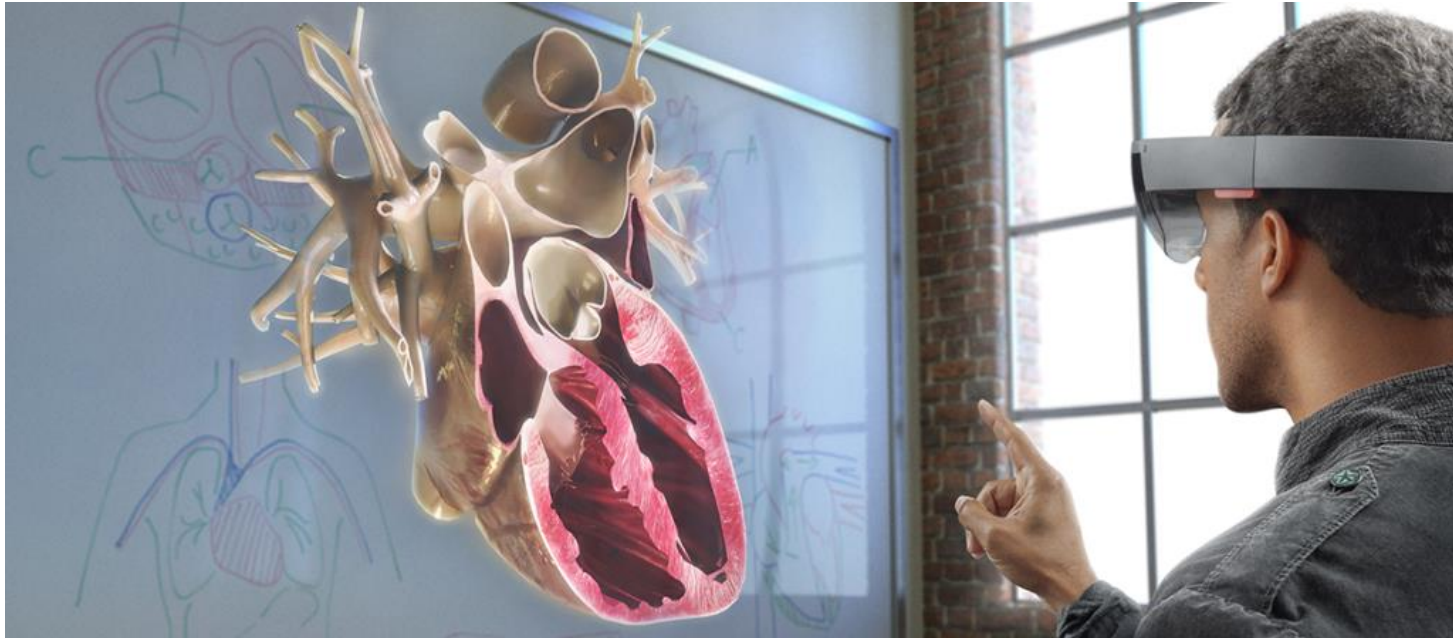
4. HAPTICT FEEDBACK



6. AUGMENTED & MIXED REALITY



7. VIRTUAL REALITY



8. ROBOT & DRONE



9. WEARABLE



10. INFORMATION VISUALIZATION & DASHBOARDS





Figure 6.19 A typical toaster with basic physical controls



... bahkan perabotan rumah kita sehari-hari



PENILITIAN TERKINI **PEDAGOGICAL AGENT ON SCELE**



PEDAGOGICAL AGENT ON SCE

ACM DL DIGITAL LIBRARY



Development of gamification-enriched pedagogical agent for e-Learning system based on community of inquiry

Full Text:  PDF  [Get this Article](#)

Authors: [Andika Y. Utomo](#) [Universitas Indonesia, Depok, Indonesia](#)
[Harry B. Santoso](#) [Universitas Indonesia, Depok, Indonesia](#)

Published in:



· Proceeding
[CHIUXID '15](#) Proceedings of the International HCI and UX Conference in Indonesia
Pages 1-9
[ACM](#) New York, NY, USA ©2015
[table of contents](#) ISBN: 978-1-4503-3334-4 doi>[10.1145/2742032.2742033](#)



 2015 Article



[Bibliometrics](#)

- Downloads (6 Weeks): 10
- Downloads (12 Months): 151
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- Citation Count: 0



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PEDAGOGICAL AGENT ON SCELE

Selamat Siang, Andika Yudha Utomo
Selamat datang di Student-Centered Learning

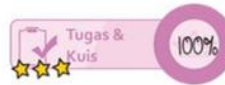
Overall kamu sudah berusaha untuk aktif di course page ini. Tingkatkan terus partisipasimu ya, diskusikan apa yang kamu dapat dengan temanmu.



Pengingat tugas/kuis 0

[baca >>](#)

Masukan:



Lencana:



PEDAGOGICAL AGENT ON SCELE



PEDAGOGICAL AGENT ON SCELE

Halo, Andika Yudha Utomo
Selamat datang di Student-Centered Learning

Halo Andika Yudha, overall kamu sudah berusaha untuk aktif di course page ini. Tingkatkan terus partisipasimu ya, sampaikan apa yang kamu pelajari di forum, jawab pertanyaan teman-temanmu di forum, dan kerjakan tugas dan kuis sebaik-baiknya.

Masukan:

Aktivitas Online:

Kamu sudah rutin memantau course page setiap hari :) Dengan demikian, kamu tidak akan ketinggalan informasi mengenai perkuliahan. Ayo ajak teman-teman yang lain untuk aktif di course page ini juga ya.

Download materi:

Setelah cukup banyak mempelajari materi, kamu bisa menemukan pengayaan materi di berbagai media lain untuk menambah wawasanmu :) Jangan lupa untuk sharing apa yang kamu telah pelajari di forum diskusi ya...

Aktivitas Forum:

Cobalah untuk aktif meng-update pengetahuanmu di forum, dengan menanyakan hal yang belum kamu pahami, atau menjawab pertanyaan dari teman. Proses ini akan meningkatkan pemahamanmu dalam belajar.

Pengerjaan tugas dan kuis:

Selamat mengerjakan kuis atau tugas yang telah diberikan ya. Mengerjakannya jangan mepet deadline, karena hasilnya nanti tidak maksimal. Jika ada yang tidak dimengerti, coba diskusikan dengan teman-temanmu di forum.

PEDAGOGICAL AGENT ON SCELE

Masukan:



Setelah cukup banyak mempelajari materi, kamu bisa menemukan pengayaan materi di berbagai media lain untuk menambah wawasanmu. Selamat belajar! :)



Pengingat tugas/kuis 2

- Assignment yang belum dikumpulkan:
Tugas 1 deadline: 20/06/2014 17:00
- Quiz yang belum dikerjakan:
Kuis bab 2 deadline: 21/06/2014 05:04

tutup

REPORT (LOGS) ON SCELE

[REG] Sistem Interaksi (Kelas A dan B) - Gasal 2014/2015

[Faculty Homepage](#)[Academic Links](#)[Panduan Mahasiswa](#)[Informasi Internal](#)

Sunday 15 November 2015

[SCeLE](#) ► [REG_Sister_1415_AB](#) ► [Reports](#) ► [Logs](#) ► [All participants, All days](#)

You are logged in as Harry B. Santoso (Logout)

[REG] Sistem Interaksi (Kelas A dan B) - Gasal 2014/2015: All participants, All days (Asia/Jakarta)

[REG] Sistem Interaksi (Kelas A dan B) - Gasal 2014/2015 [more] All participants All days

All activities All actions Display on page Get these logs

Displaying 48091 records

Page: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 ...481 (Next)

Time	IP Address	Full name	Action	Information
Sat 14 November 2015, 07:01 AM	36.70.138.246	Harry B. Santoso	course report log	[REG] Sistem Interaksi (Kelas A dan B) - Gasal 2014/2015
Sat 14 November 2015, 07:01 AM	36.70.138.246	Harry B. Santoso	course report log	[REG] Sistem Interaksi (Kelas A dan B) - Gasal 2014/2015
Sat 14 November 2015, 07:01 AM	36.70.138.246	Harry B. Santoso	course report log	[REG] Sistem Interaksi (Kelas A dan B) - Gasal 2014/2015
Sat 14 November 2015, 07:01 AM	36.70.138.246	Harry B. Santoso	course view	[REG] Sistem Interaksi (Kelas A dan B) - Gasal 2014/2015
Fri 13 November 2015, 04:25 PM	10.5.89.39	SHUFI SYAHIDA KHANZA shufi	course view	[REG] Sistem Interaksi (Kelas A dan B) - Gasal 2014/2015
Thu 12 November 2015, 04:22	152.118.25.112	1206238671 Muhammad Devakto Ibnu Nurfahmi	course view	[REG] Sistem Interaksi (Kelas A dan B) - Gasal 2014/2015

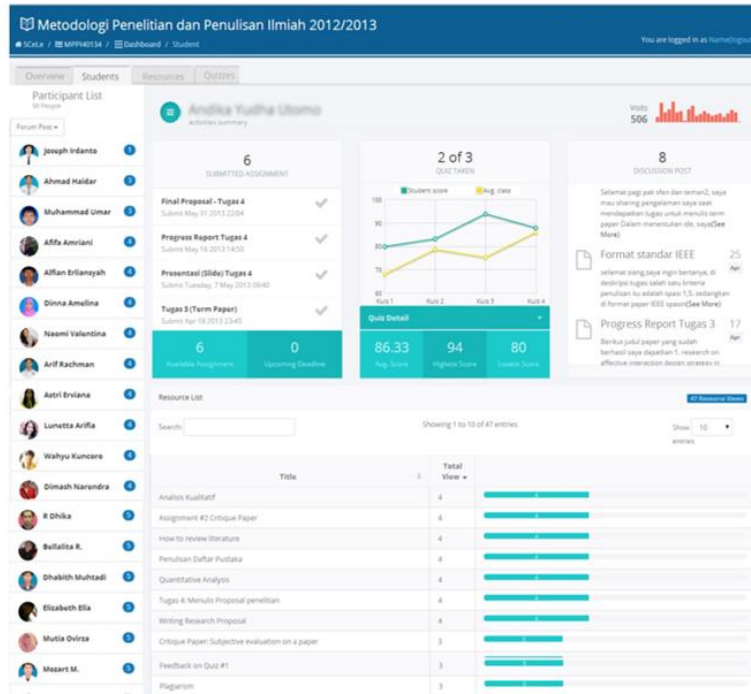
LEARNING DASHBOARD : COURSE OVERVIEW



“

Antini, S. P. (2014).
**Analisis dan Perancangan Antarmuka
Learning Dashboard pada Student
Centered E-Learning Environment.**
Skripsi, Fakultas Ilmu Komputer
Universitas Indonesia

LEARNING DASHBOARD : COURSE OVERVIEW



“

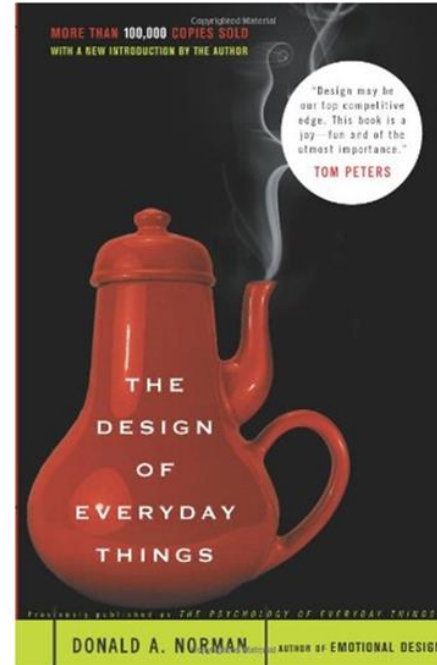
Antini, S. P. (2014).
**Analisis dan Perancangan
Antarmuka Learning Dashboard
pada Student Centered E-Learning
Environment.**
Skripsi, Fakultas Ilmu Komputer
Universitas Indonesia



REFERENSI & JURNAL TERKAIT



RECOMMENDED BOOKS

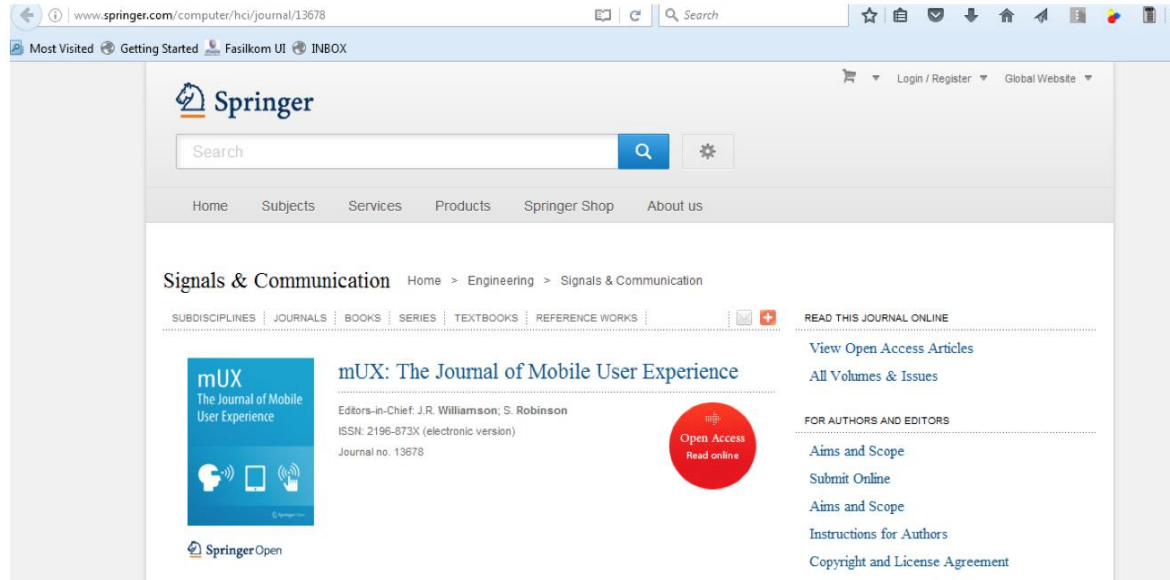


JOURNAL OF USABILITY STUDIES



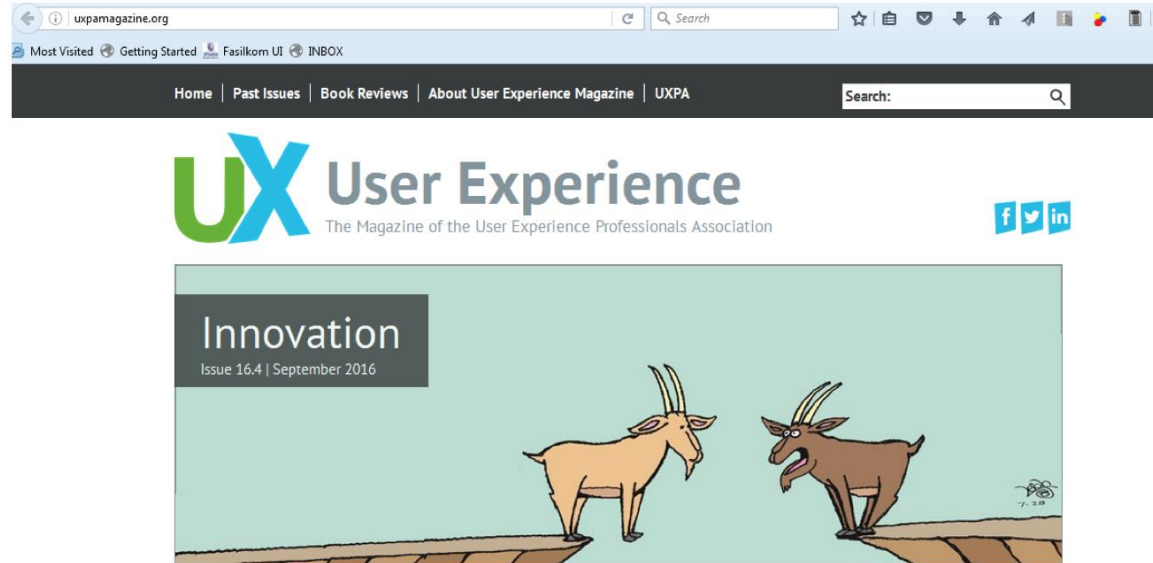
<https://uxpa.org/publication/journal-usability-studies>

SPRINGER: mUX



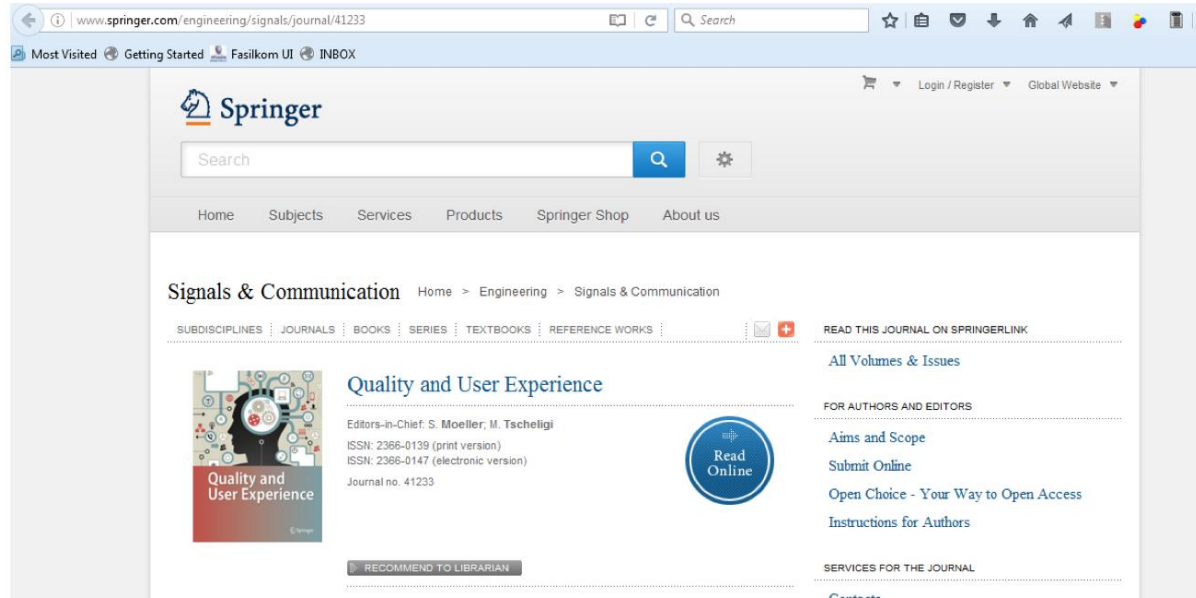
<http://www.springer.com/computer/hci/journal/13678>

The Magazine of the UX Professionals Association



<http://uxpamagazine.org/>

SPRINGER : QUALITY AND USER EXPERIENCE



<http://www.springer.com/engineering/signals/journal/41233>

Terima Kasih,
**Ada
Pertanyaan?**