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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

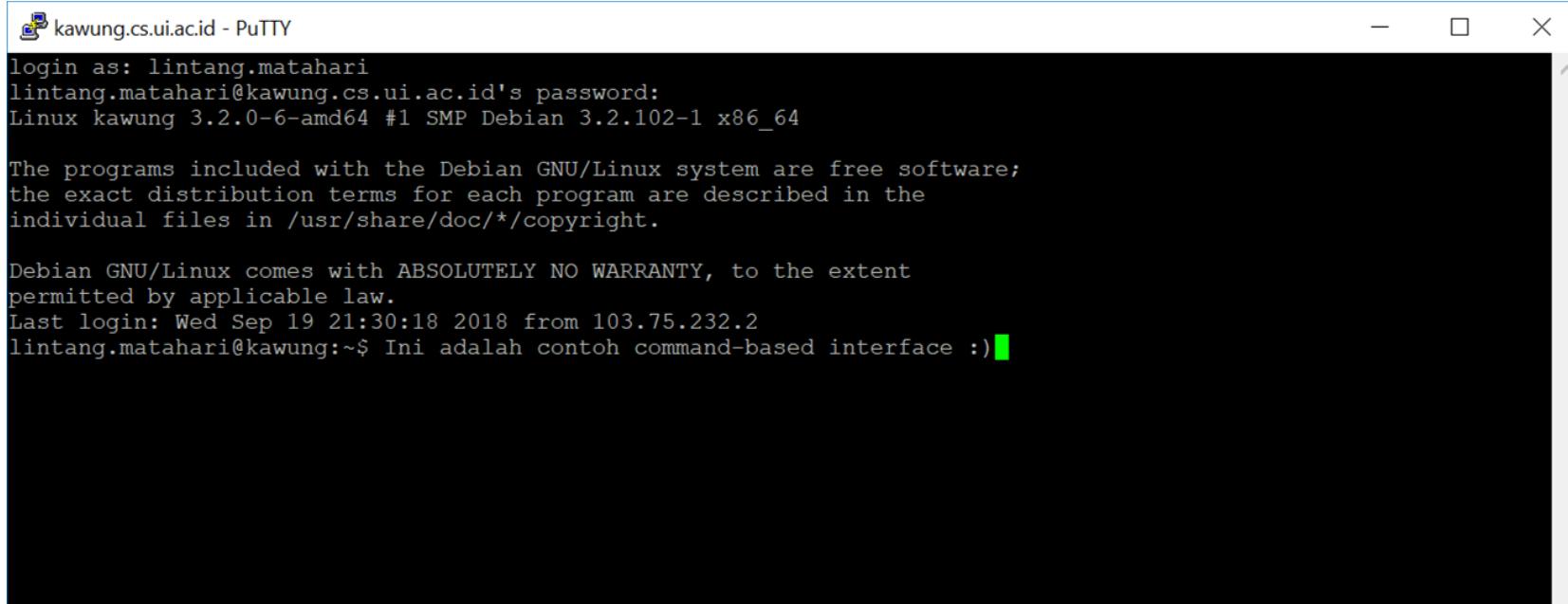


Reduce Short-Term Memory Load

BENTUK - BENTUK ANTARMUKA



1. COMMAND-BASED LINE



A screenshot of a PuTTY terminal window titled "kawung.cs.ui.ac.id - PuTTY". The window shows a Linux login session. The user "lintang.matahari" logs in from the IP address 103.75.232.2. The terminal displays standard Debian 3.2.102-1 x86_64 boot messages, the free software license information, and a warning about no warranty. The prompt at the end shows the command "lintang.matahari@kawung:~\$ Ini adalah contoh command-based interface :)" followed by a green cursor.

```
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 :)
```

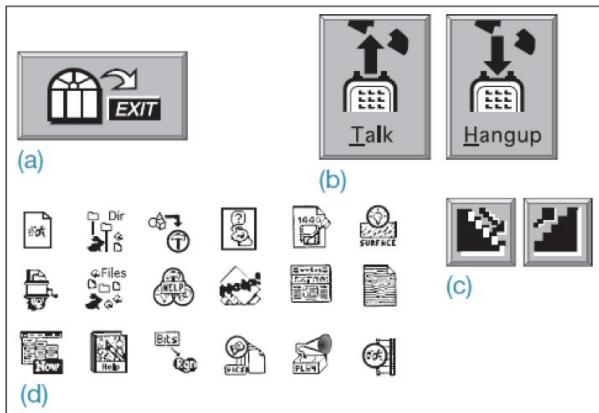
2. GRAPHICAL USER INTERFACE (GUI)



1990an - 2000

2000 - 2010

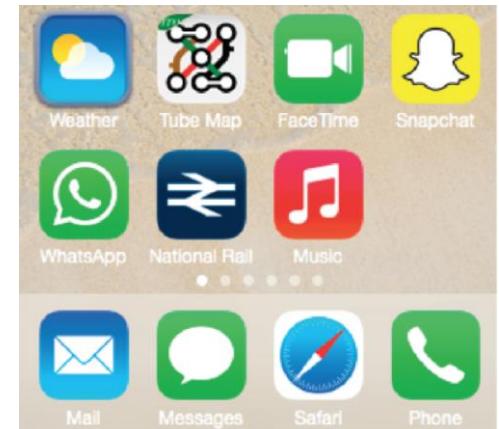
2010 - sekarang



early icons



newer (skeuomorphic) icons

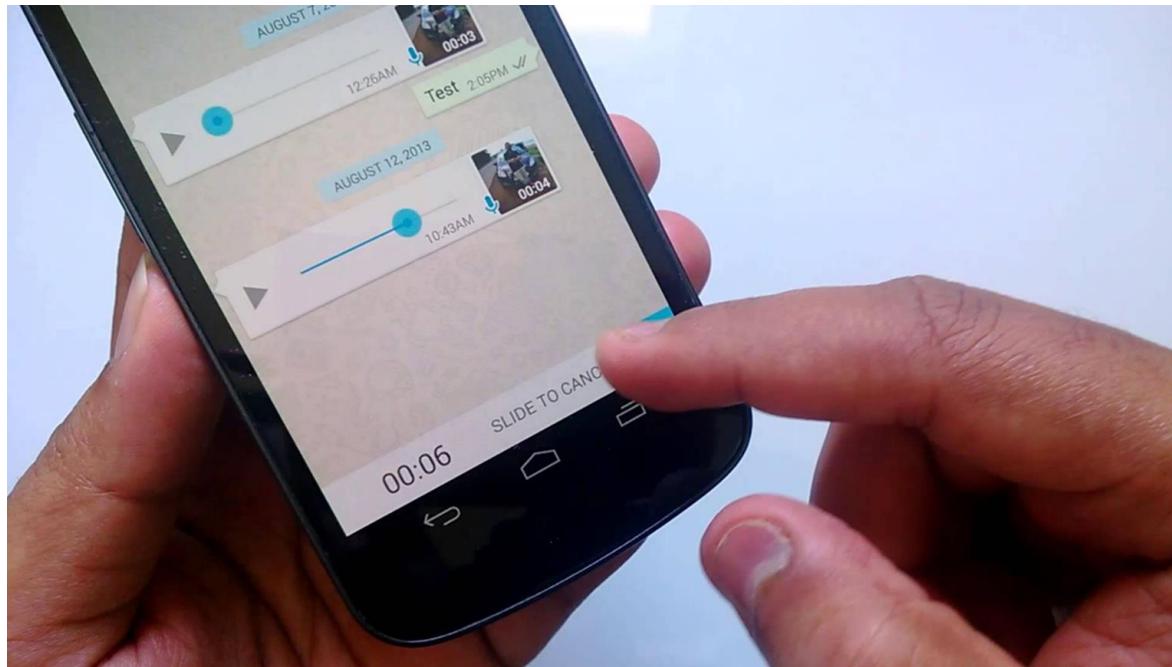


modern flat 2D icons

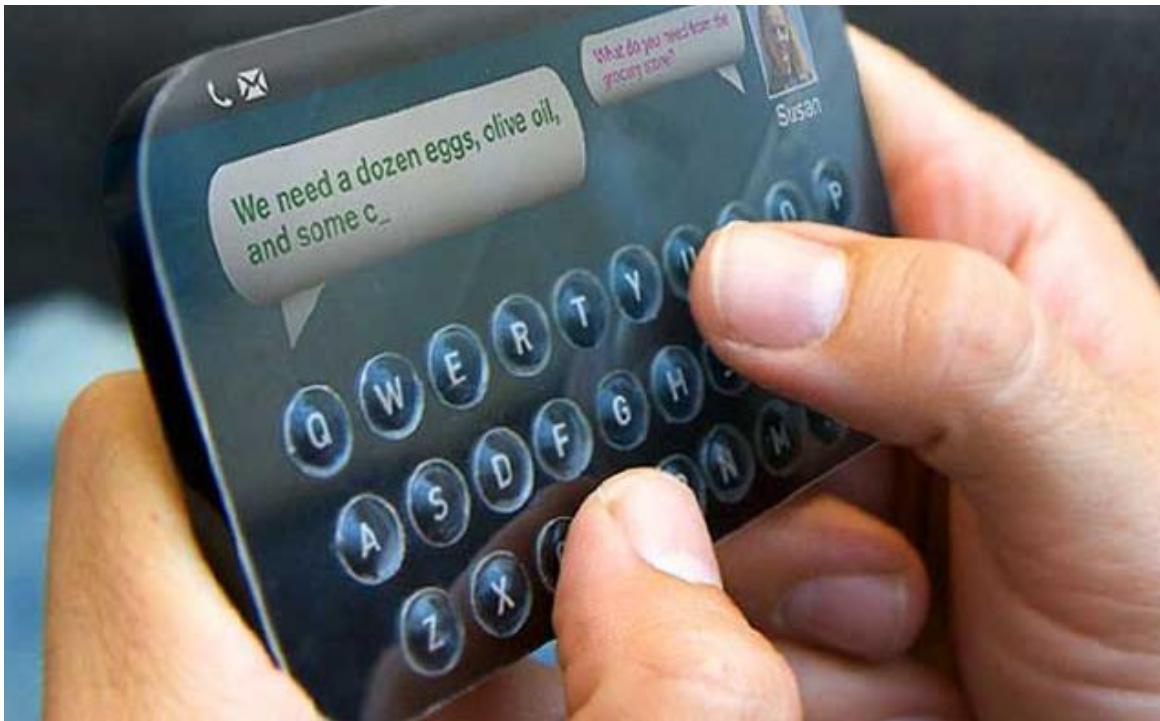
SESI LATIHAN

- 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



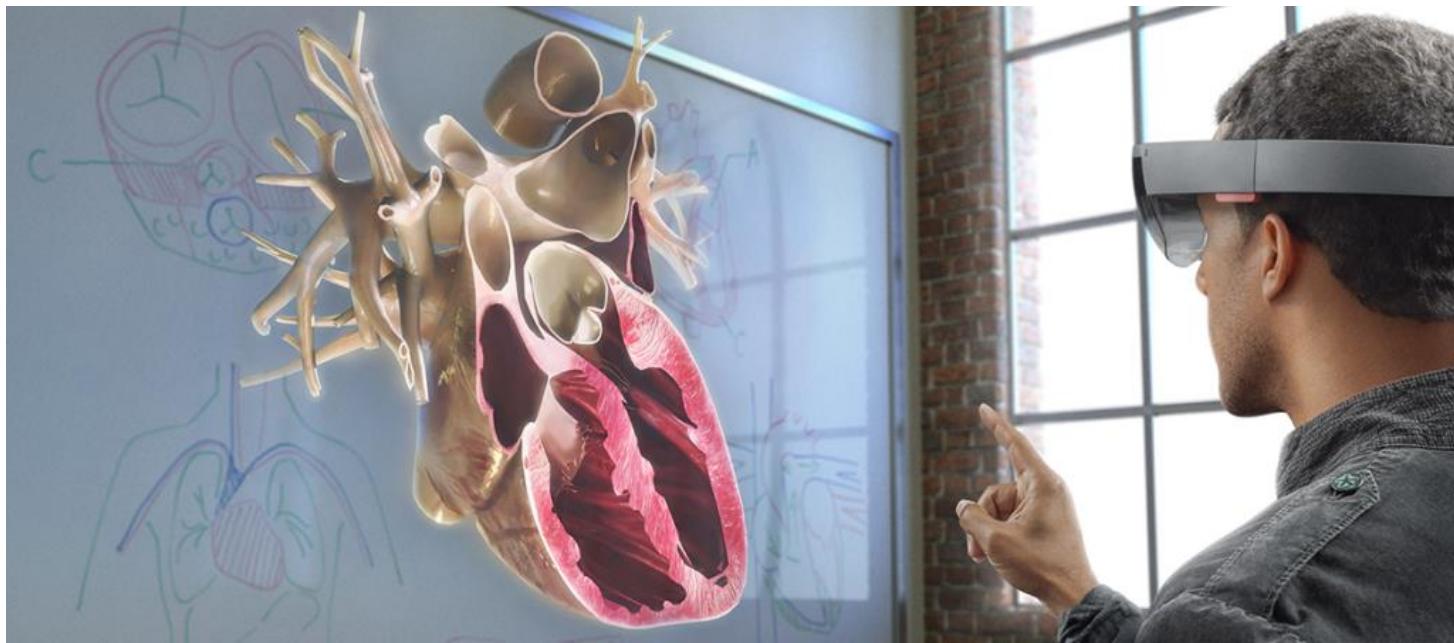
4. HAPTIC FEEDBACK



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

PENITITIAN TERKINI
PEDAGOGICAL AGENT ON SCELE



PEDAGOGICAL AGENT ON SCELE

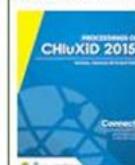


Development of gamification-enriched pedagogical agent for e-Learning system based on community of inquiry

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
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[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
- Downloads (cumulative): 151
- Citation Count: 0



Recent authors with related interests

Concepts in this article

powered by
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PEDAGOGICAL AGENT ON SCENE

Selamat Siang, Andika Yudha Utomo

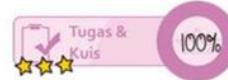
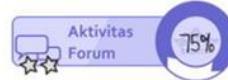
Selamat datang di Student-Centered Learning

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 >>

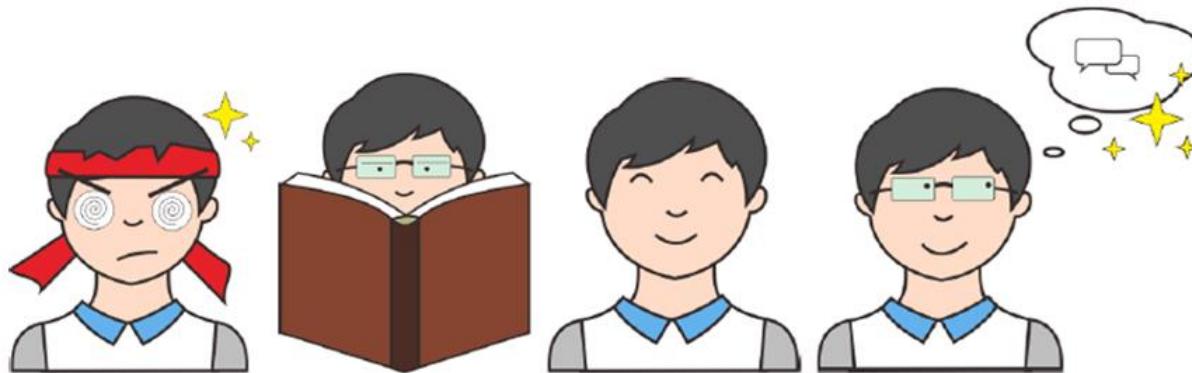
Masukan:



Lencana:



PEDAGOGICAL AGENT ON SCENE



PEDAGOGICAL AGENT ON SCENE

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.

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.

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...

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 SCENE

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)

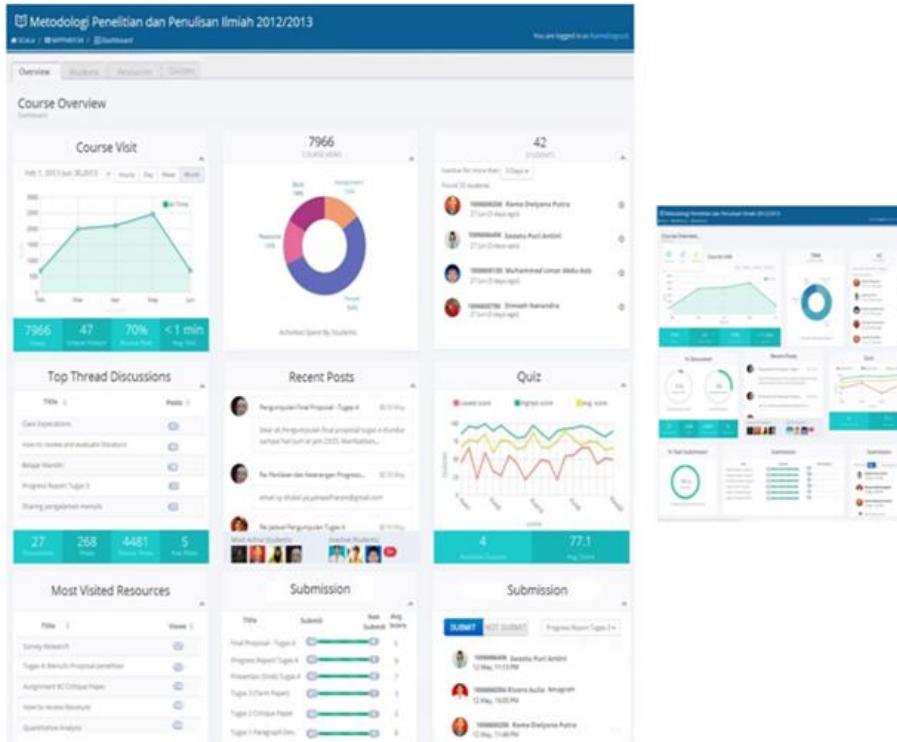
[REG] Sistem Interaksi (Kelas A dan B) - Gasal 2014/2015 [more] All participants [All days]
All activities All actions Display on page Get these logs

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



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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

The screenshot displays a Learning Dashboard for a course. At the top, it shows the course title 'Metodologi Penelitian dan Penulisan Ilmiah 2012/2013' and navigation links for SCIEe, MPPI40134, Dashboard, and Students. The user is logged in as NurHilqah. Below this, there are tabs for Overview, Students, Resources, and Quizzes. The Overview section includes a Participant List with 36 users, a Forum Post section, and a Resources section showing a list of 47 entries. The Resources section includes a search bar and a table with columns for Title, Total, and View. The Resources table data is as follows:

Title	Total	View
Analisis Kualitatif	4	1
Assignment #2 Critique Paper	4	1
How to review literature	4	1
Penulisan Daffa Pustaka	4	1
Quantitative Analysis	4	1
Tugas & Temuan Proposal penelitian	4	1
Writing Research Proposal	4	1
Critique Paper Subjective evaluation on a paper	3	1
Feedback on Quiz #1	3	1
Pengantar	3	1

This screenshot shows a different view of the Learning Dashboard for the same course. It features a 'Submitted Assignment' section with 6 assignments, a 'Quiz Taken' section with 2 of 3 quizzes completed, and a 'Discussion Post' section with 8 posts. The Resources section shows a list of 25 entries, including a search bar and a table with columns for Title, Total, and View. The Resources table data is as follows:

Title	Total	View
Analisis Kualitatif	4	1
Assignment #2 Critique Paper	4	1
How to review literature	4	1
Penulisan Daffa Pustaka	4	1
Quantitative Analysis	4	1
Tugas & Temuan Proposal penelitian	4	1
Writing Research Proposal	4	1
Critique Paper Subjective evaluation on a paper	3	1
Feedback on Quiz #1	3	1
Pengantar	3	1

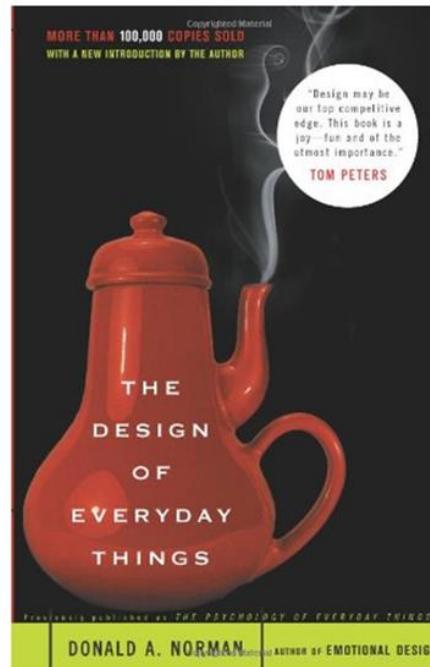
“

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

The screenshot shows a web browser window for the User Experience Professionals Association (UXPA) website. The URL in the address bar is <https://uxpa.org/publication/journal-usability-studies>. The page title is "Journal of Usability Studies". The main content features the journal's logo, which consists of three vertical bars in grey, green, and blue followed by the acronym "JUS" in a large, bold, dark grey font, with "Journal of Usability Studies" written below it in a smaller, dark grey font. To the left of the logo, there is a section titled "About the Journal" with a brief description: "The Journal of Usability Studies (JUS) is a peer-reviewed, international, online publication dedicated to promoting and enhancing the practice, research, and education of user experience design and evaluation." Below this, a list states: "The journal aims to provide usability practitioners and researchers with a forum to share:" followed by a bullet point: "• Empirical findings and case studies". At the top of the page, there is a navigation bar with links for "About UXPA", "UX Resources", "Publications", "Events", "Chapters and SIGs", "Membership", "Careers", and "Consultants Directory". On the right side, there are links for "Read the current issue" and "Past issues". The overall theme is professional and focused on user experience.

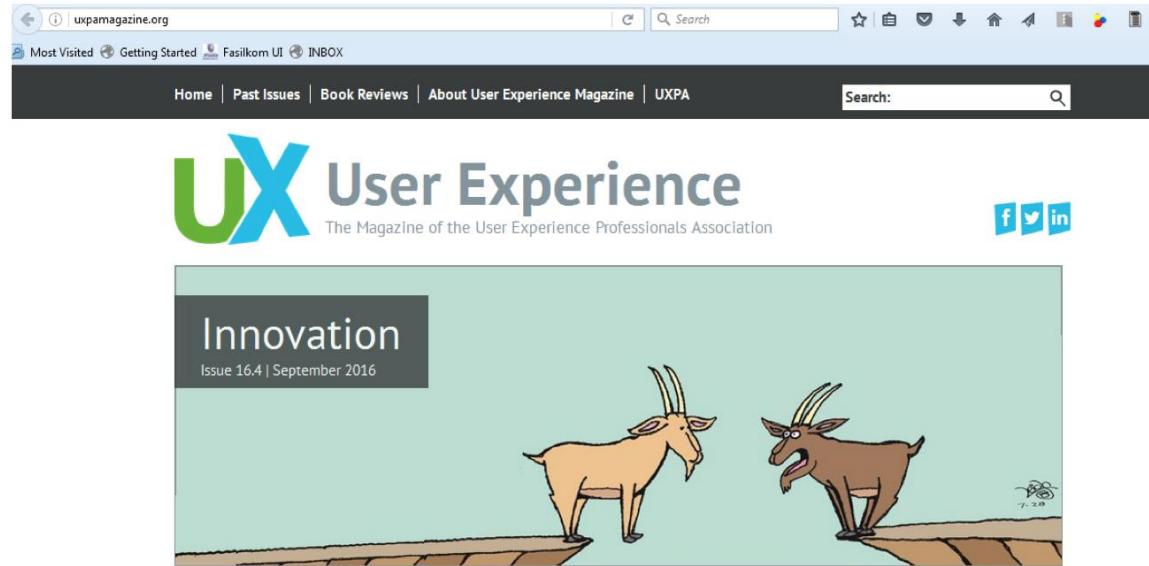
<https://uxpa.org/publication/journal-usability-studies>

SPRINGER: mUX

The screenshot shows a web browser window with the URL www.springer.com/computer/hci/journal/13678 in the address bar. The page is titled "mUX: The Journal of Mobile User Experience". It features a sidebar with navigation links for Home, Subjects, Services, Products, Springer Shop, and About us. The main content area displays the journal's title, editors, ISSN, and journal number. A red circular button labeled "Open Access Read online" is prominently displayed. The right side of the page contains sections for "READ THIS JOURNAL ONLINE", "FOR AUTHORS AND EDITORS", and "View Open Access Articles". The top of the page includes a search bar, a menu bar with options like Home, Global Website, Login / Register, and a toolbar with various icons.

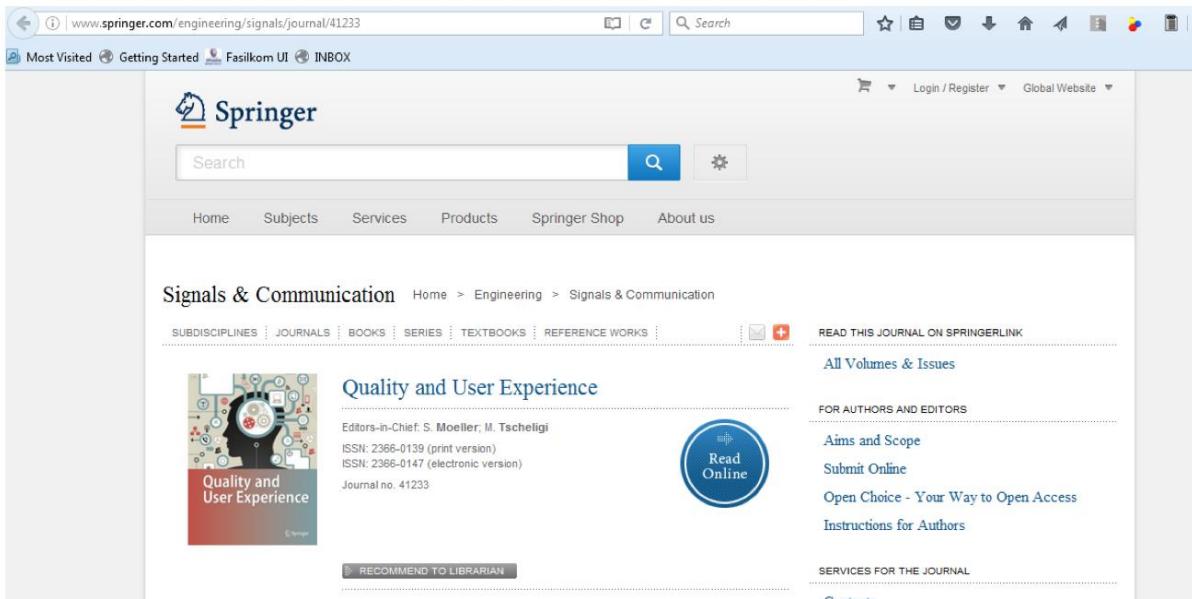
<http://www.springer.com/computer/hci/journal/13678>

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?**