sketch interface for online library system given different metaphors

- activity design should help define system func
- information design should help design user interface

deliverables.

1. homepage layout

lib is like art gallery...

2. task layout

3. presentation

to setup display for new book...

inspired by art gallery, our design shows...

keep in mind

Activity Design
- effective (role of tech)
- comprehensive (models)
- satisfying (motivation)

Information Design
- perception
  - gestalt, squint test, grid
- interpretation
  - familiarity and consistency vs. innovation and inconsistency, visual refinement (abstract vs. realism)
- making sense
  - info models, metaphors, consistency
Group 1 → car dealership / autotrader

Group 2 → coffee shop / lounge

Group 3 → dating service

Group 4 → warehouse

Group 5 → classroom