

How the move to physical user interfaces can make human computer interaction a more enjoyable experience

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Providing a more enjoyable user experience

4 features of physical user interfaces:

1. Direct Control
2. Feedback
3. Physio and Ideo-Pleasure
4. Novelty and Surprise

Providing a more enjoyable user experience: Questions

- How important is providing a more enjoyable user experience?
 - Is this always appropriate?
 - Can we always aim to provide this to a certain extent?
- Have these techniques been used and are they successful?
 - Can these techniques be used?
- Are there other ways in which physical user interfaces may provide more enjoyable user experiences?
