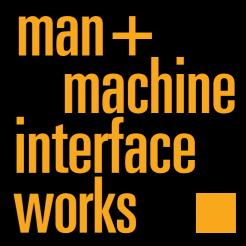
warum man aus einem handy kein iPhone machen kann

(auch nicht mit usability)

peter sikking



principal interaction architect

architect

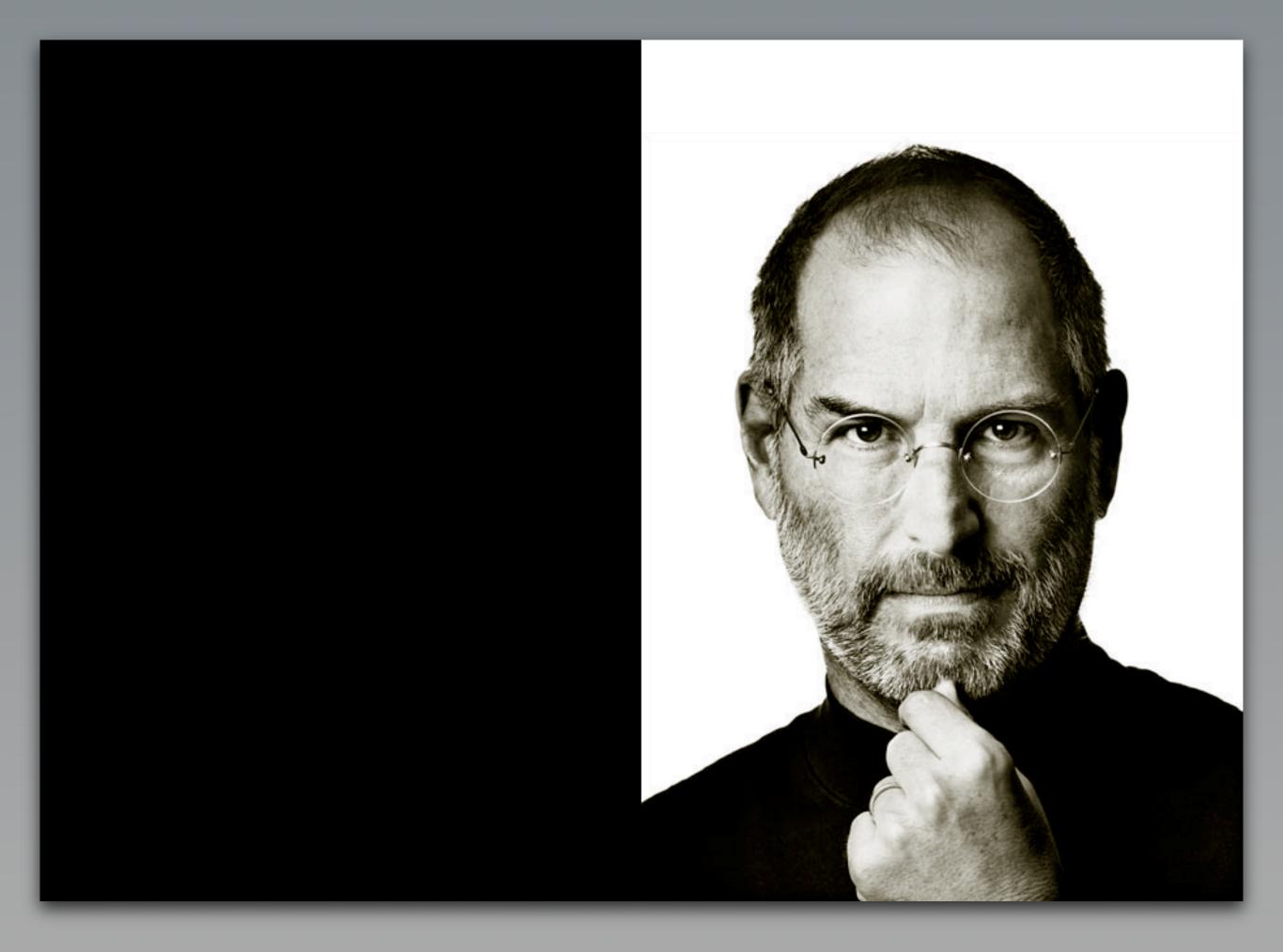
fits the building into the environment, makes it function for humans, works with engineers

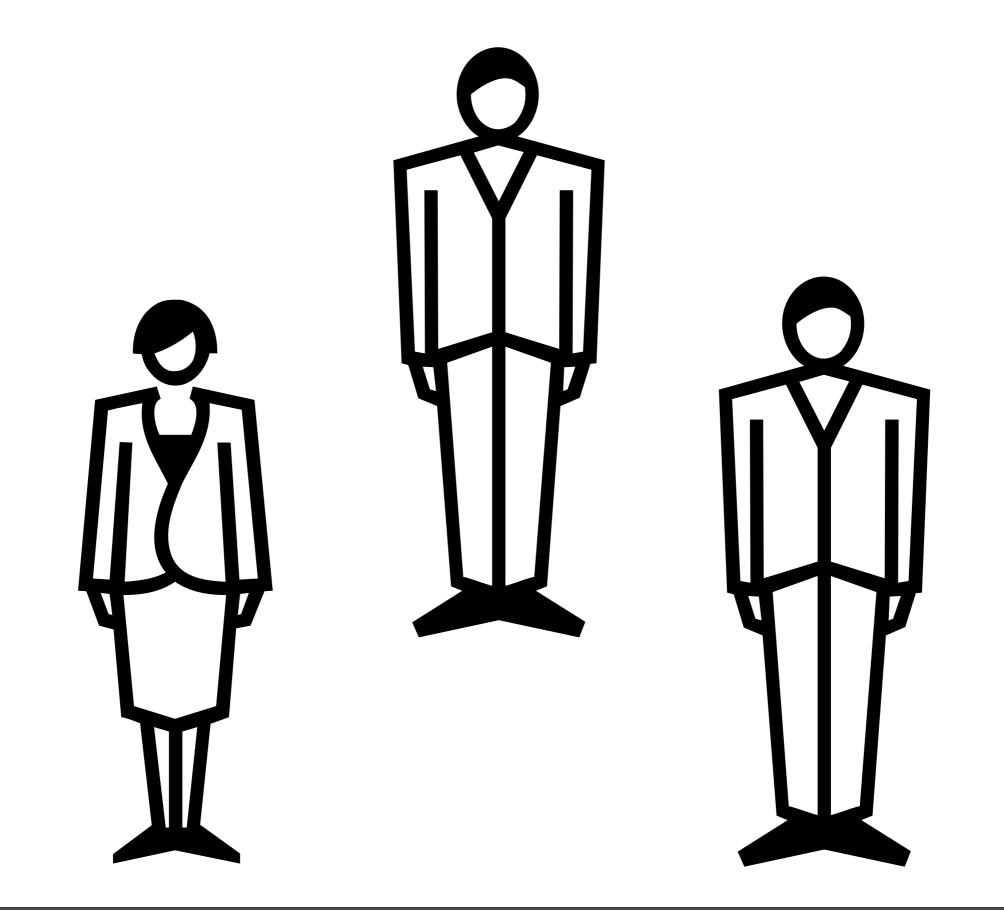
interaction architect

fits the software into the environment, makes it function for humans, works with engineers



hardware





leadership or bust

product vision





no vision, no product



(really) hardware



software + hardware = one

features

features

Mobile Photography Imaging and Video • Up to 5 megapixel (2592 x 1944 pixels) camera, Carl Zelssas ties of using the spixels with the spixels of up to 30 fps Connectivities connection to combatible TV via Nokia Video Conflictivity Called Conflictivity capture of up to 30 fps Data transfer applica Moy indirenter for a Monator haden and on the provided and documents

What wizard Java Applications is Web Browser with Minimals of the missing of the provided in the p Data transfer apptical logical transfer of automator haiden from the tiste particular in the logical transfer apptical logical logic

• Find out more about <u>Visual Radio</u>

mature on features

joy of use

no gimmicks

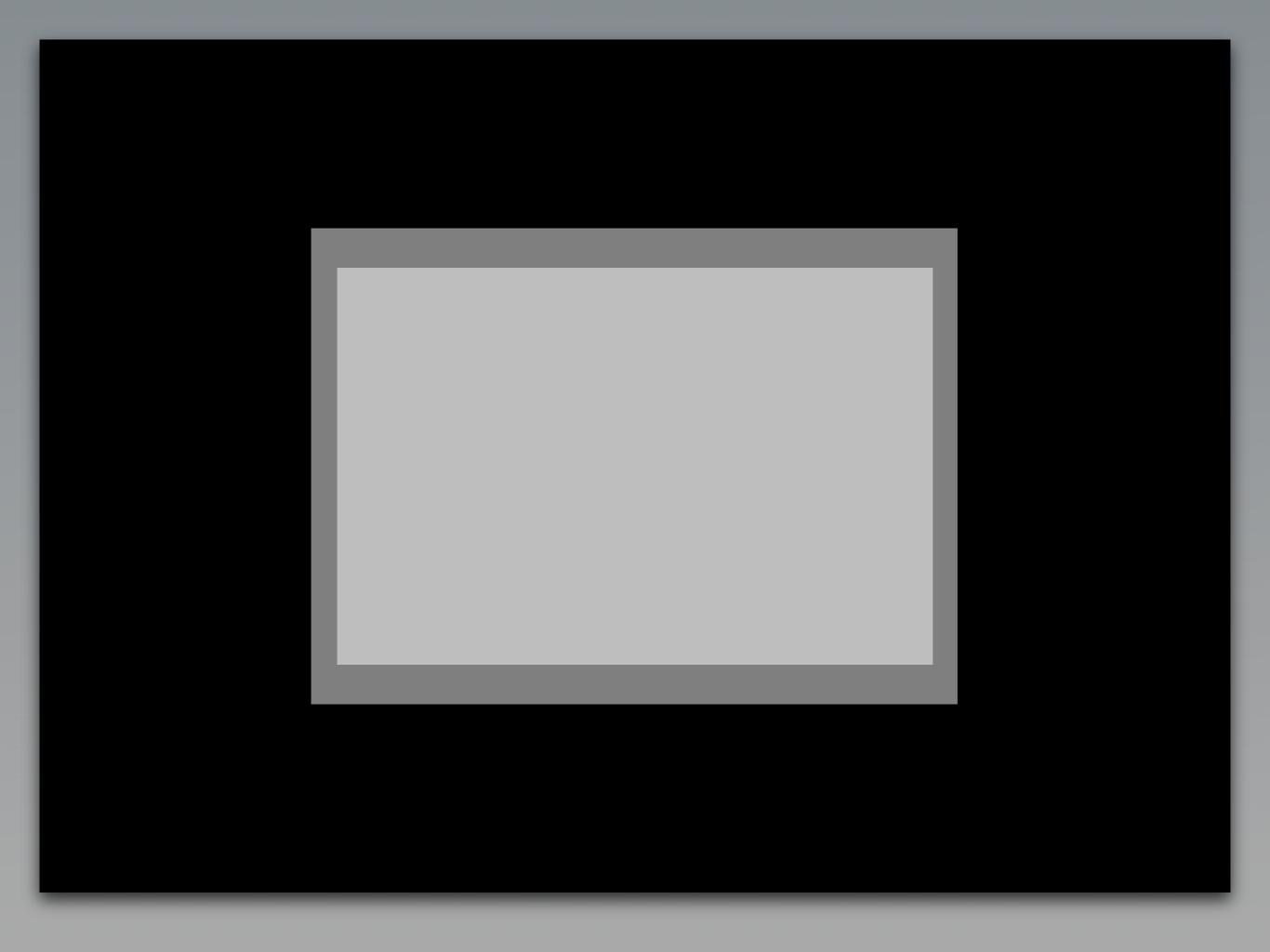
please

fluent interaction

clear flow

functionalism is not enough

display



computer or mobile?

ambiguous device

paradigm shift

ists, grids + options menus















full use of full-screen

telephone?

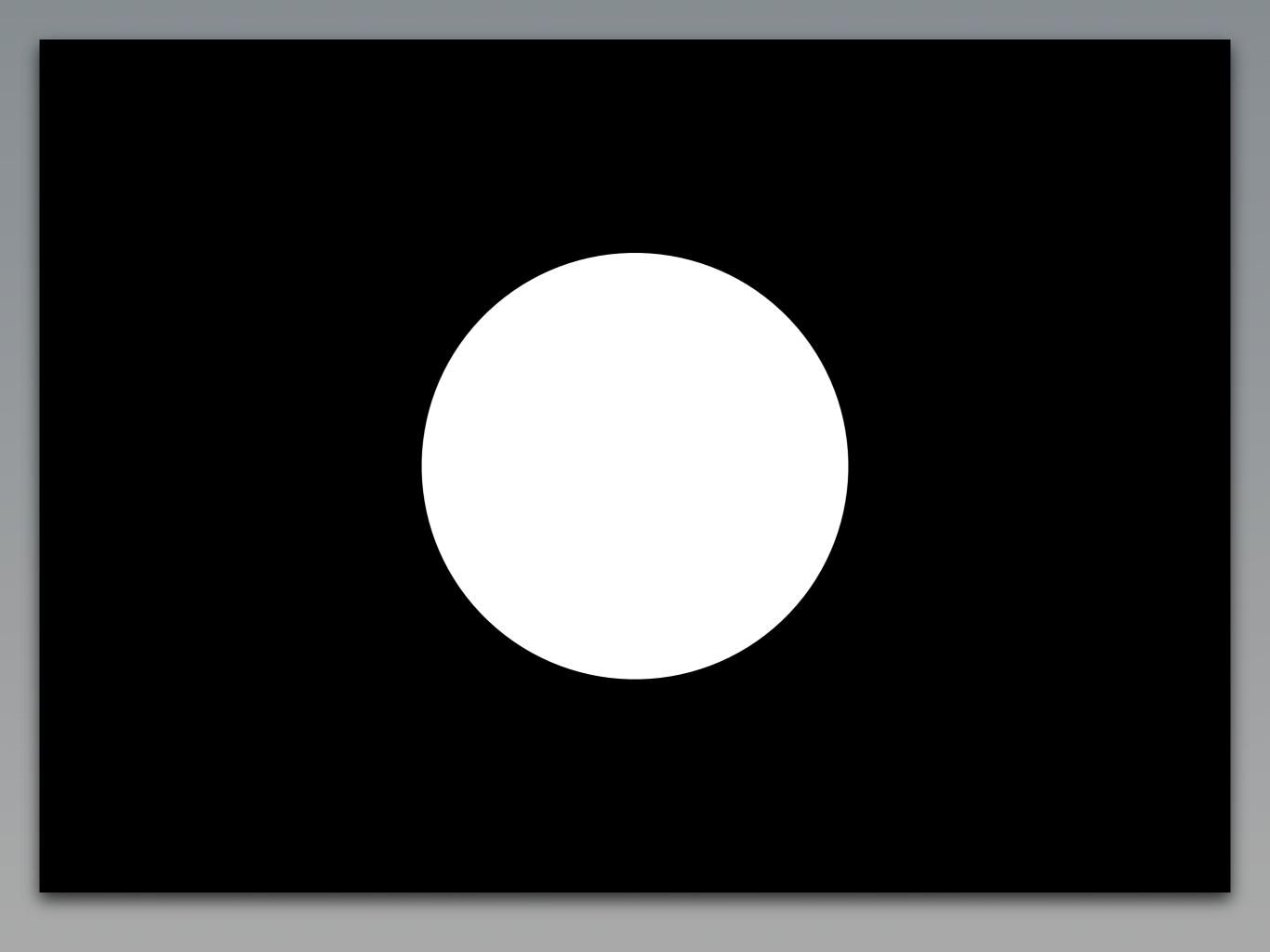


secondary

Phone?

don't call it a...

holistic



einfach, holistisch, gut

jump factor





innovation

conceptual



usability

empirical

usability + interaction design

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