

# key points of interaction design

*focus on enabling users  
both **physically and  
emotionally***

*Concern about the  
**relation** between users  
and products*

*Playing with **form,  
function, and  
technology***

# dimension of interaction design

## Physical objects/space (3D)

refers to the **medium through which users interact with the product or service**—for instance, a laptop via a mouse, or a mobile phone via fingers.

**Time (4D)** relates to **media that changes with time**, such as animations, videos and sounds.

**Behavior (5D)** is concerned with how the previous four dimensions define the interactions a product affords—for instance, how users can perform actions on a website, or how users can operate a car. Behavior also refers to **how the product reacts to the users' inputs and provides feedback**.

**Visual representations (2D)** are **graphical elements** such as images, typography and icons that aid in user interaction

**Words (1D)** encompass text, such as button labels, which help give users the right amount of **information**.

Desain & Pengalaman Pengguna

# Thank You

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