



Unit 1

Rethinking HMI Design

HMI Design Masterclass handout

Design is more than meets the eye. The first step on the road to better HMI design is to take a step back and get a new perspective – one that sees design as a fusion of form and function. We want to show why HMI design is more craft than art and why the focus needs to be on the user. And although Rome wasn't built in a day, we are certain that putting the right methods and processes into practice will help you build a better HMI design more efficiently.

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Design Tips

1	See design as a fusion of form and function, communicate it accordingly	Good design creates added value, supports operations, saves time, and reduces errors.
2	Design is not an art but a craft	You can sum up the essence of good design in a few rules and principles that you can learn to use.
3	Expect detours and iterations	Designing is exploring: creating and discarding different solutions is part of the process.
4	Design machines as tools for people	No matter how much your machine excels in terms of performance, you have to be able to operate it efficiently to make it productive.
5	Be inspired by good ideas of others	Collect and save good ideas so that you can adapt them for a new context at a later point in your project.
6	Start early with your HMI design	HMI design doesn't need a huge budget, but it needs some time – so start well before the machine is ready.

Here are the tips from the unit for your convenience.

Keywords

Exploration	The process of exploring an HMI design by the subject, e.g., the HMI designer or the user.
Iteration	The process of repeating similar actions to approximate the design solution.

These terms are worth noting.

Short Exercise

Design as form and function is part of our daily lives. Chose 1 to 3 products that you either love to use or hate to use. For each, note down 5 aspects or details of form and 5 of function.

Try putting your new skills into practice with this exercise.