

# HCI Design Project 1&2

## week 10

[Anastasia.Bezerianos@lri.fr](mailto:Anastasia.Bezerianos@lri.fr)

add to your email subject: [HCI-DesignProject]

# Housekeeping

**Every week** you'll need to hand-in either homework or a progress report (due on Wed at 7pm, discussed on Thu)

Class material

<https://www.lri.fr/~anab/teaching/DesignProject/>

# our groups

## **New Ways to Work**

Anqi, Leo,  
Robert, Thomas

## **Anxiety Disorder**

Adrian, Edwidge,  
Golina, Yoon

## **Feminism**

Catarina, Tiannan  
Tingying

## **Gym at Home**

Enrique, Francesco 1, Francesco 2

## **Virtual Coach**

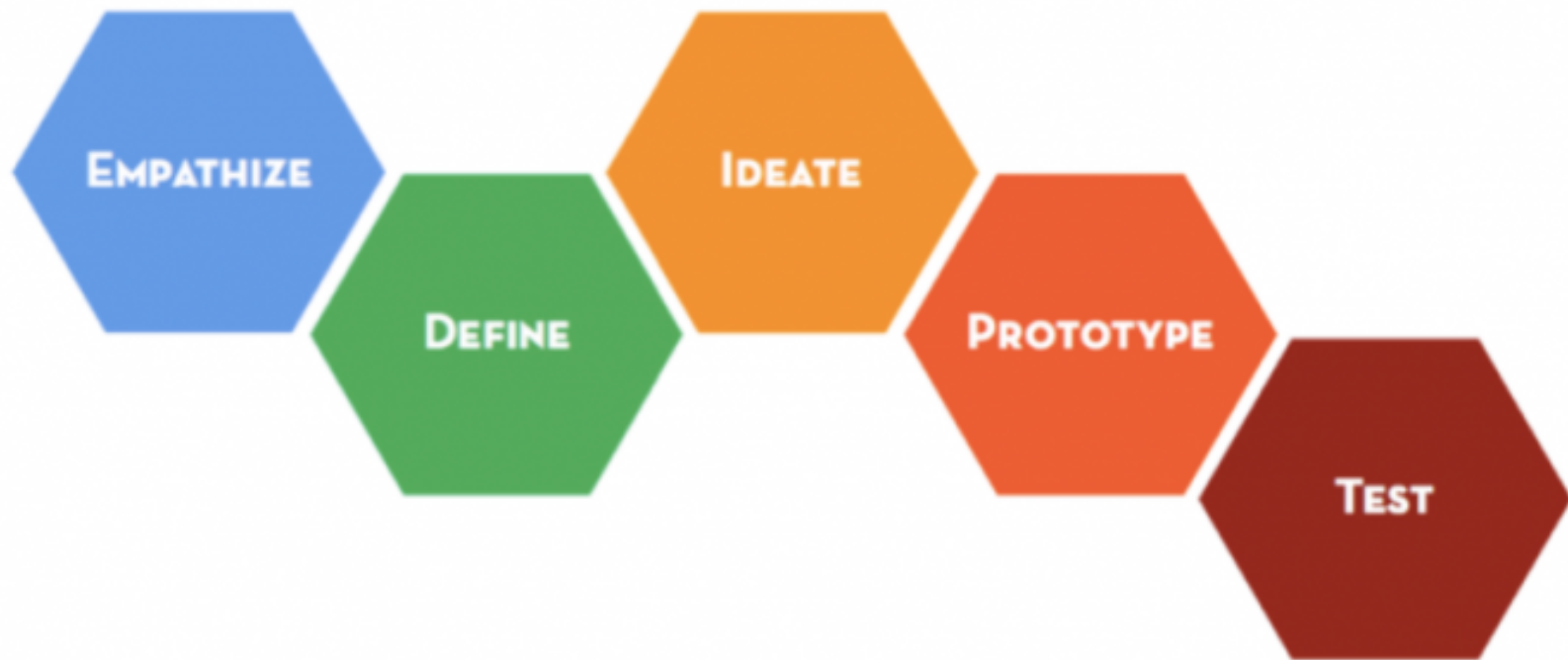
Eurus, Maria, Miriam, Noha

## **Env-136**

Annina, Jiachun, Venilla

## **Env-245**

Henrik, Paulina, Serge



# Plan

week 9: groups, find topic and **Empathize** with your user.

week 10,11: **Define** needs and insights.

**Ideate**: Generate radical design alternatives.

**Prototype**: Get ideas and explorations out of your head and into the physical world.

**Test**: It is the chance to get feedback on your solutions

week 12,13: develop and iterate

week 14: **evaluate (demo) and iterate**

week 15: **report**

# last week

**Empathy** is the foundation of a human-centered design process.  
Experience what your user experiences.

- **Observe.**
- **Engage.**
- **Immerse.**

# Week 1-2

**Define:** Unpack and synthesize your findings into compelling needs and insights, and scope a specific and meaningful challenge. Two goals of the define mode are to develop a deep understanding of your users and the design space and, based on that understanding, to come up with an actionable problem statement: your point of view.

Your point of view (or *concept*) is your unique design vision that you crafted based on your discoveries during your empathy work. Often, in order to be truly generative, you must first reframe the challenge based on new insights you have gained through your design work.

This reframed problem statement can then be used as a solution-generating springboard. Your Point of View is one that provides focus and frames the problem.

# Week 2-3

1. **Ideate: (1h)** Generate radical design alternatives. It represents a process of “going wide”. The goal of ideation is to explore a wide solution space – both a large quantity of ideas and a diversity among those ideas. From this vast depository of ideas you can build prototypes to test with users. You ideate in order to transition from identifying problems into exploring solutions for your users.

(e.g., group brainstorming as you know it, or sketch 3 ideas each).  
We are moving towards low fidelity prototypes with these ideas)

Opposites:

slow / fast  
mobile / static  
direct / indirect  
serious / funny  
text / graphic / voice / haptic  
process / object  
good / bad

Powers of 10:

costs 1euro / 1million  
watch sized / room size  
1min to use / 1h to use  
...



# Week 2-3

1. **Prototype: (1.5h)** Get ideas and explorations out of your head and into the physical world. Use post-it notes, a role-playing activity, a space, an object, an interface, or even a storyboard. The resolution of your prototype should be commensurate with your progress in your project. In early explorations keep your prototypes rough and rapid to allow yourself to learn quickly and investigate a lot of different possibilities. Prototypes are most successful when people (the design team, the user, and others) can experience and interact with them.

Process from Design of IS ...

or alternatives (e.g., 3 prototypes to pick and chose)

# Week 2-3

3. **Test (30min):** It is the chance to get feedback on your solutions, refine solutions to make them better, and continue to learn about your users. The test mode is an iterative mode in which you place your low-resolution artifacts in the appropriate context of the user's life. Prototype as if you know you're right, but test as if you know you're wrong.

=> Anastasia or other groups will act as testers.

4. **Iterate!**

# ToDo's for next week

(this may be different depending on your group as we discussed - you can also create a shared folder and ping me when material is up)

These will depend on your team !

## 0. Share with me your working folder

I promise I don't have time to monitor you :), just use it to share stuff with me (e.g., ask me to look at your analysis or weekly updates)

1. An analysis/summary of how you empathised with users, and what were the outcomes

2. A description of what you will build (concept), you may need to brainstorm

(3. A brief search of what is out there that may be similar)

(4. Early sketch ideas)

# Chat with each group

Break out rooms (join your own), Anastasia moves around

In the mean time work together to progress in the following tasks (you may have done already some):

- ~~- plan for engaging users (e.g., interview questions, how to reach them)~~
- go over and understand your findings from engaging with users to define what you will build (do you need to engage more, are you answering needs or tapping opportunities)?
- brainstorm about what you will build
- what is out there that can inspire you?

## Order:

Feminism

Env-136

Env-245

Anxiety

Gym at Home

Virtual coach

New ways to work

# our groups

## **New Ways to Work**

Anqi, Leo,  
Robert, Thomas

## **Anxiety Disorder**

Adrian, Edwidge,  
Golina, Yoon

## **Feminism**

Catarina, Tiannan  
Tingying

## **Gym at Home**

Enrique, Francesco 1, Francesco 2

## **Virtual Coach**

Eurus, Maria, Miriam, Noha

## **Env-136**

Annina, Jiachun, Venilla

## **Env-245**

Henrik, Paulina, Serge