HCI Design Project 1&2

week 12

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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/

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**

week 1

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 <u>understanding</u> of your users and the design space and, based on that understanding, to come up with an actionable problem statement: <u>your point of view</u>.

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!**

Chat with each group

- **60min:** plan a strategy for feedback you'd like from users

(your class mates can act as early testers).

Wrap up any loose prototyping ends.

Think of questions you want to ask, how you want to present your low fidelity prototype.

- **60min:** For groups that are ready:

We will swap groups to get feedback for prototypes/sketches/storyboards
        (2 x 20min sessions max).

One person per group becomes a tester for another group for 20min.

(I.e., two members of your group need to become testers for someone else.)

- **60min:** Collect feedback, need for redesign?

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)

1. building!

Please make sure to document your process and choices of what you are building.

This includes: sketches, brainstorming material, prototypes and any feedback you received on any of them.

2. If not done already, a brief search of what is out there that may be similar to get inspiration from

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-Footprint
Annina, Jiachun,Venilla

Env-Communication
Henrik, Paulina, Serge