

# HCI Design Project 1&2

## week 13

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add to your email subject: [HCI-DesignProject]

# Plan

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

week 10,11: **Define Ideate Prototype Test**:

week 12,13: develop and iterate

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

week 15: **report => suggested date Jan 10th (1 week in T7)**

BUT decide within your team your "internal" deadline  
remember: the longer you leave it the more you forget ...

# presentation for next week

## ... as presenters

Because we cannot do a live demo, we will have a little more structure.

Your presentations will be 15 minutes long(\*) and should contain:

1. Context & target group (or application space)
2. Motivation for design
3. User studies summary
4. Problem solution (concept) and related work
- 5. Demo / Prototype overview**

Walk us through a representative task/story to test your interface. Ideally live (aspects can be pre-recorded)

Then add any other info not covered in the story

6. How does it address your problem space & match user needs?
7. What was implemented and what was wizard of oz'd?

(some of these items could be covered in the demo)

(\*)Although we'd like to hear from most of your team in the presentation, we understand there may be connection constraints. So we leave it up to you to decide the members that will present.

# presentation for next week ... as audience

Next week you will also participate as an audience.

You will give feedback for each project through an online form  
(I will collect all of them and share them with all the projects).

This means you cannot spend time during the presentations to do other things (eg, work on your own), so be ready before.

# report (due on 10th Jan)

Email your final project report and source/executable of your prototype in a zipped file. Alternatively, you can include a link to your prototype or a webpage in the report.

1. Work breakdown: Each team member's name and role in the project + specific contributions made
2. Problem statement (can have overlap with presentation):
  - Target users description
  - Problem overview
  - Solution overview
3. Scenario
  - 2-3 sentences describing the task(s) designed to test interface
  - Do the tasks cover the interesting features of the prototype?
  - Are the tasks appropriate for target users?
4. Design details
  - Sketches, diagrams, and/or storyboard samples
  - Design evolution: trace the design decisions made at each step with screenshots and/or scripts + discuss rationale behind the changes
  - Discussion of constraints considered
  - Justification of the tradeoffs between functionality (is the prototype working?) and completeness (how much of the prototype is wizard of oz'd?)
5. Suggested evaluation
  - Briefly explain how you would go about evaluating your prototype or final system (if your prototype is not fully functional) using the scenarios you have identified (methodology, measures you'd collect, etc.).
6. Discussion
  - Critical reflection of your work: indicate possible flaws, conditions under which you would expect your approach to work and to fail, and so on.
  - Reflect on future work that you would do if you continued along this path

# General Evaluation criteria

Compelling story: Does the group convincingly show who the prototype is for and why it matters?

Solution: Does the project adequately set itself apart from related work? Are the design decisions well-motivated according to user needs?

Process: Are the chosen methods and process applied with appropriate insight? Are there design rationales behind each design iteration?

Overall quality: How well executed is the work?

Presentation quality: How well does the presentation deliver on overall clarity, effective use of slides, pacing, and aesthetics? How well does the group deliver on each requested aspect?

Report quality: Is the writing style clear and informative? How well does the group deliver on each requested section?

Complexity: Is the complexity of the prototype appropriate to the problem? How complex / elaborate / functional is the final prototype?

# Final breakdown

1/3 weekly progress

1/3 presentation

1/3 report

# Week 13

Who has a low-fi prototype  
they'd like to test with others today?

Development:

Final Decisions on what to build (and what to fake)

Technical questions/access to material (Fablab, others)

Develop!



Order:

Anxiety

Env-Communication

New ways to work

Env-Footprint

Feminism

Gym at Home

Virtual coach

# Chat with each group

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

If your team needs feedback from users please speak up!

If your team is developing: discuss any final decisions, prep any questions for Anastasia, develop !!!