

HCI Design Project 1&2

week 2

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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/>

Groups

environmental action

Serhii Korzh
Paulina Szymaszek
Francesco Fastelli

yoga

(Eurus) Jiayi ZHANG
Annina SIPILÄ
Tiannan YANG

wellness in covid

Anqi YANG
Vennila VILVANATHAN
Yoon NAMKUNG

without hearing

Andrian NEILA SERRANO
Edwidge GROS
Catarina ALLEN D'ÁVILA SILVEIRA
Miriam PUNZI

games with no words

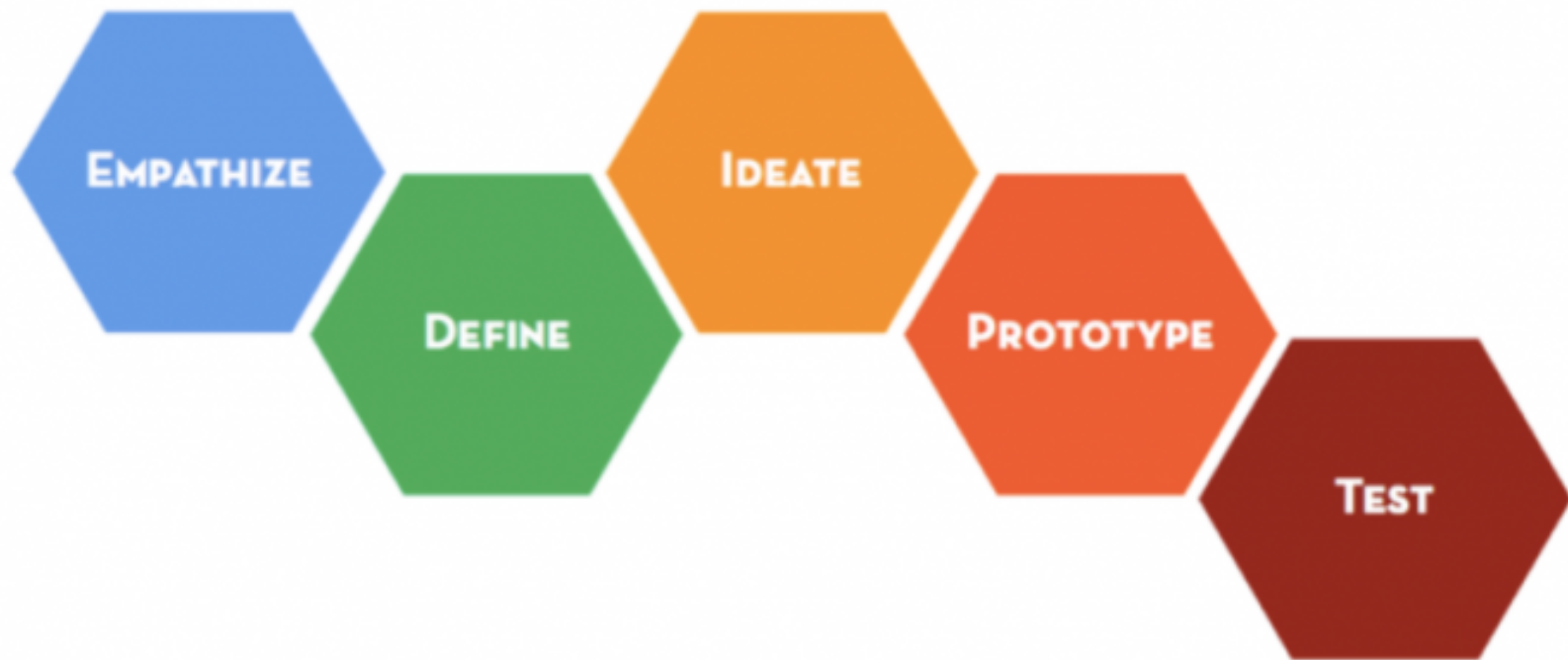
Robert Falcasantos
Thomas Joshua BRUHN
Enrique NIETO ARRANZ
Noha MOKHTAR AL-MOSHNEB

movie experience

Francesco Riccardo Di Gioia
Henrik Rosenberg Frohls
Jiachun Chen
Tingying He

come and play

Maria Camila REMOLINA GUTIERREZ
Eleonora TOSCANO
Golina HULSTEI
Ainura Dalabayeva



Plan

week 1: groups, find topic and **Empathize** with your user.

week 2&3: **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 4,5,6: develop and iterate

week 7: **evaluate (demo) and iterate**

week 8: **report**

last week

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

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

Week 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.

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)

Wed 23rd (this may be different for **your group**):

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, 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)

Order:

yoga

covid wellness

environment action

movie experience

come and play

games with no words

without hearing

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?