HCI Design Project 1&2

week 3

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add to your email subject: [HCI-DesignProject]

Housekeeping

Every week you'll need to hand-in either
  <u>homework or a progress report </u>
  (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 and stress
(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
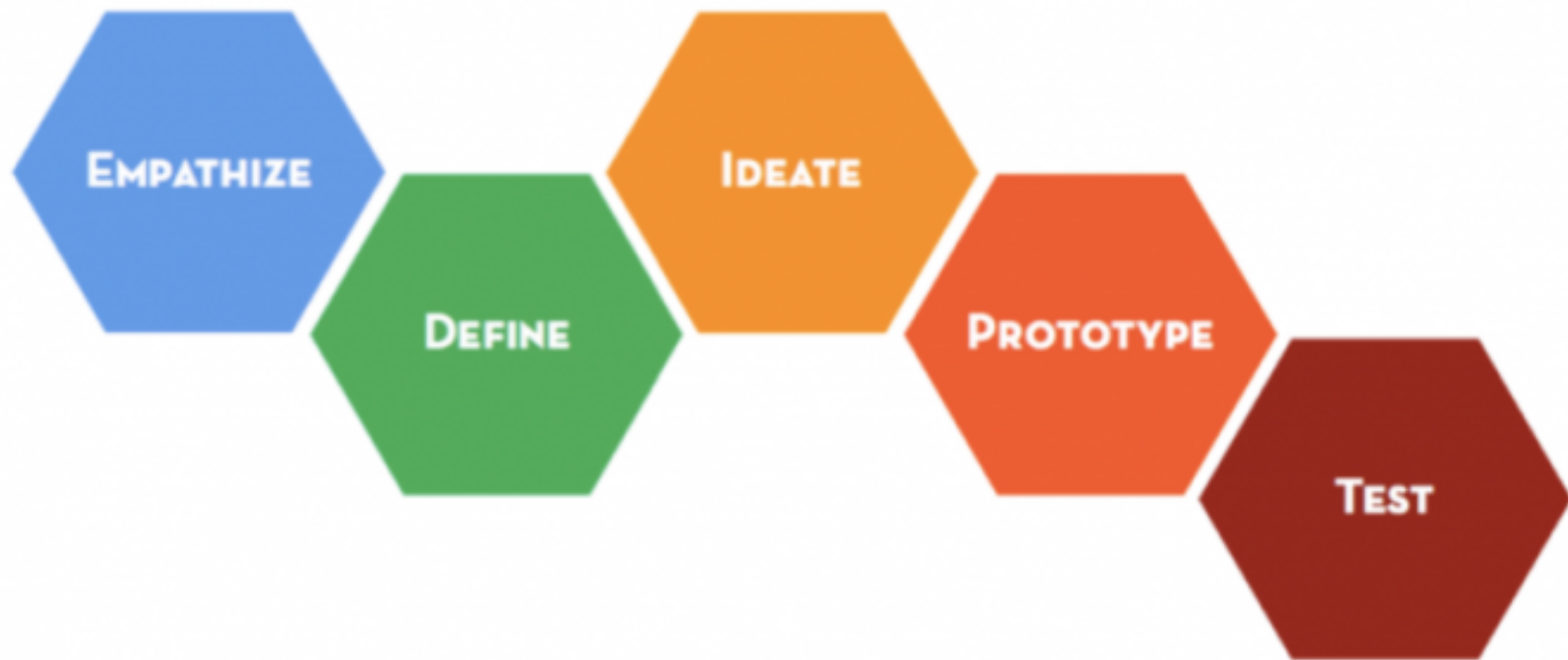Miriam PUNZI

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

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>.

Personas, scenarios, concepts …

Week 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 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 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)

Wed Sep 30 (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. Your final low fidelity prototype.

Please make sure to document your process. This includes: sketches, brainstorming material, any feedback you received.

2. A brief search of what is out there that may be similar

Order:
come and play
games with no words
without hearing
movie experience
covid wellness
environment action
yoga

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):
- concept, high level idea of what you will build
- brainstorm about what it will look like / how will it be used
    lower level than concept brainstorming
    sketches and ideas, leading to low fidelity prototypes
- create a complete low fidelity prototype to test
    gather feedback and refine design
- what is out there that can inspire you?