

HCI Design Project 1&2

week 4

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/>

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

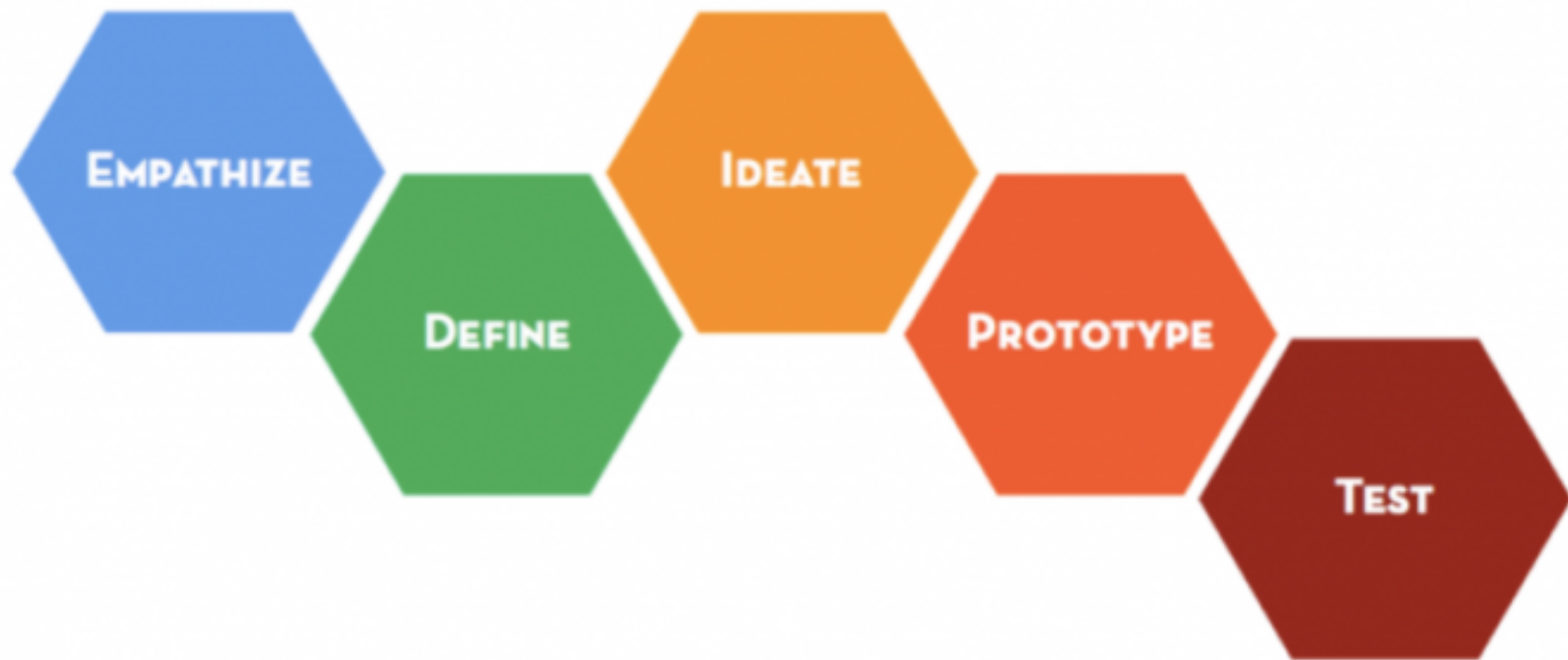
Robert Falcasantos
Thomas Joshua BRUHN
Enrique NIETO ARRANZ
Noha MOKHTAR AL-MOSHNEB

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~~6~~: **evaluate (demo) and iterate**

week 8: **report**

last week

Ideate: Generate radical design alternatives.

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

Storyboards, video prototypes, high-fi prototypes ...

Week 4

4. **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!

Week 4

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

Technical questions/access to material:
Fablab?

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. Start 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

Order:

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

Chat with each group

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

- **60min:** plan a strategy for feedback you'd like from users
(your class mates can act as early testers).

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

Wrap up any loose prototyping ends.

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

We will swap groups to get feedback for prototypes/sketches/storyboards

(2 x 20min sessions max, and a break in between).

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

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

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