HCI Design Project 1&2

week 6

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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

anxiety
(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
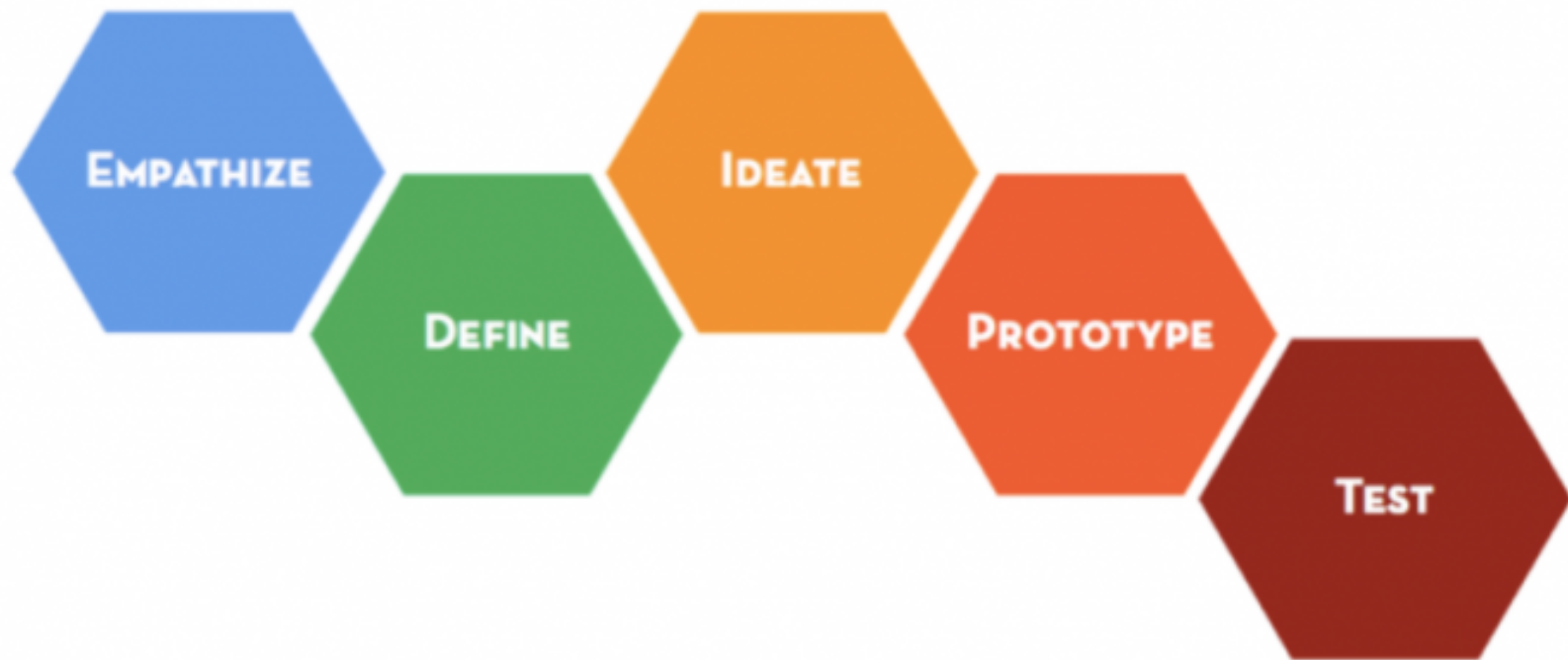Miriam PUNZI

cité games
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/present (demo) and iterate**

week 8: **report**

Week 6 (as week 5)

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!

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 <u>a representative task/story to test</u> 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 6th Nov)

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

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

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

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

<u>Overall quality:</u> How well executed is the work?

<u>Presentation quality:</u> 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?

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

<u>Complexity:</u> 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

Order:
movie experience
covid wellness/breathing
come and play
without hearing
cité games (with no words)
yoga/anxiety
environment action

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 !!!