

HCI Design Project ~~1 and 2~~

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add to your email subject: [HCI-DesignProject]

Don't forget your reports !!!

Evaluation (idem)

Participation & weekly progress

Process & report

Final artefact & presentation

Housekeeping (iden)

Every week you'll need to hand-in either
homework or a progress report
(due on Wed at 7pm, discussed on Thu)

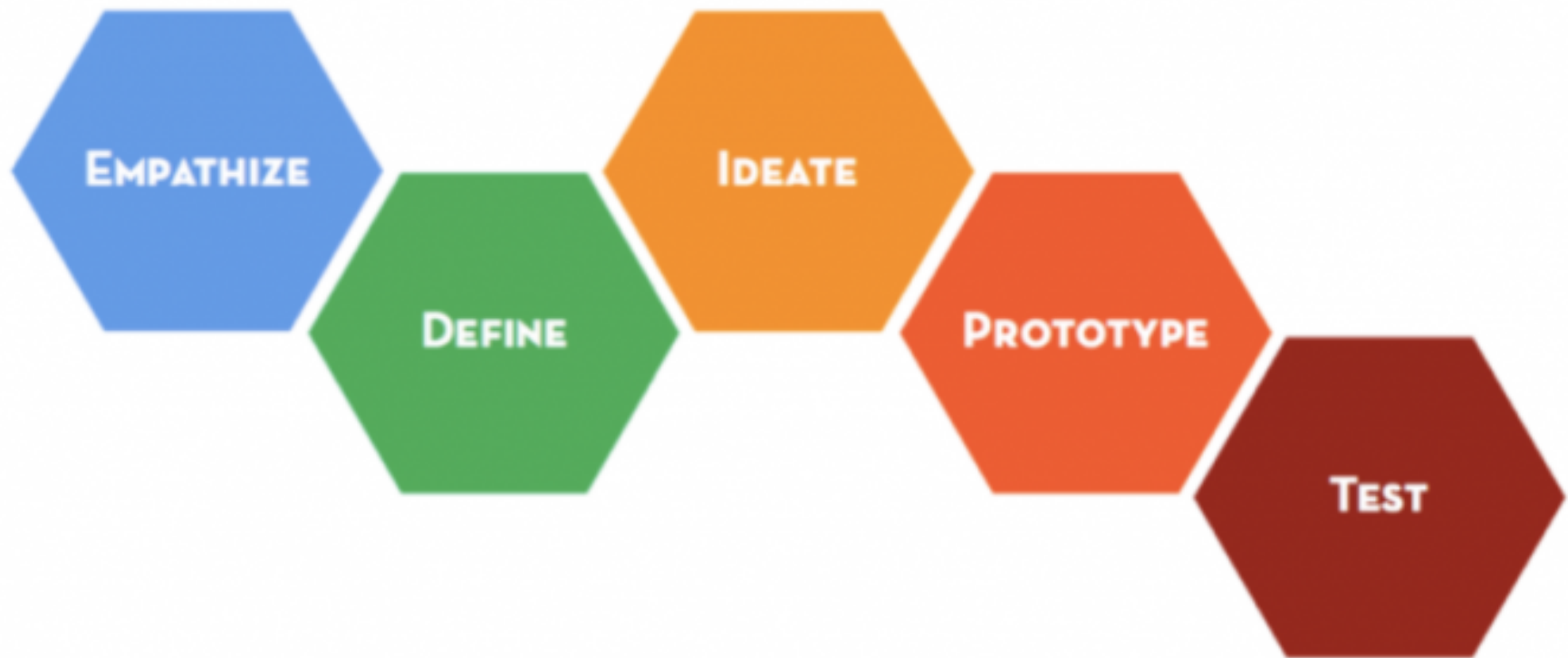
HCI Design Project

2nd iteration

You know the drill !!!

>>> design, prototype, develop and evaluate an interactive system.

>>> will work in groups of 3-4



Methodology - Design

Empathize with your user.

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

Iterate...

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 and iterate**

(week 8: **report**)

HCI Design Project

2nd iteration

Another 7 weeks. We can reset projects, some options ...

a) Re-design / iterate on your previous project (re-talk with users, refine concept, re-design, re-implement).

Caviat: expect a considerable redesign

b) Go for a new project. My suggestion is to link it to projects of courses that you are already doing this term.

c) If possible both of the above: re-design your existing project to combine it with a project from a class you are currently following (e.g., creative design, serious games, virtual humans).

Possible to change groups too !!!

A bit chaotic !!!

Roundtable:

things you'd be interested to work on
including your past project
including other projects in class
and classes you are following with a project

(feel free to give more details if you have them)

Anastasia will be taking notes for creating clusters of topics

Racism

Rough Groups

Humor, Creative Design,
Serious Games, Virtual
Humans

New ways to travel

Not hearing (redesign)

Cité Games (redesign)

New ways to work

Breathing Devices and Stress
(Redesign)

Climate or Environmental action
(creative or gamification)

Exercises and Moving or Stretching

Financial Independence

Wellness

Groups

Break outs:

30min: Break into smaller groups to discuss topics
yes it is awkward, but needed :) ...

I will be coming around to discuss things with you

ToDo's

(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. by Monday 9th:

add interests in Miro board

3. Thu 11th:

add your name under a project you are interested in!