HCI Design Project 1&2

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HCI Design Project 1&2

Hands-on course

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

>>> will work in groups of 3-4.

students from other masters (optional): the course is 7 or 14 weeks long. The project can be linked with courses that you are doing. BUT we prefer if you work with teams with students of other masters.

Interaction/HCID students (mandatory): the course is 14 weeks long, broken in two parts. The project can be linked with courses that you are doing (e.g., in the second part link it with option classes when they start).

Deliverables and Learning Outcomes

Identify the key principles in the design of interactive artifacts. Design and evaluate your interactive system.

Deliver original software/prototype and complete documentation. The documentation describes, analyzes, and discusses the design choices embedded within the system, conceptually, technically, and critically, and the resulting user evaluation.

The formal writing of their project should be in the form of an interactivity paper, preferably in the <u>CHI paper format</u>

Present your project (we'll discuss how)

Evaluation

Participation & weekly progress

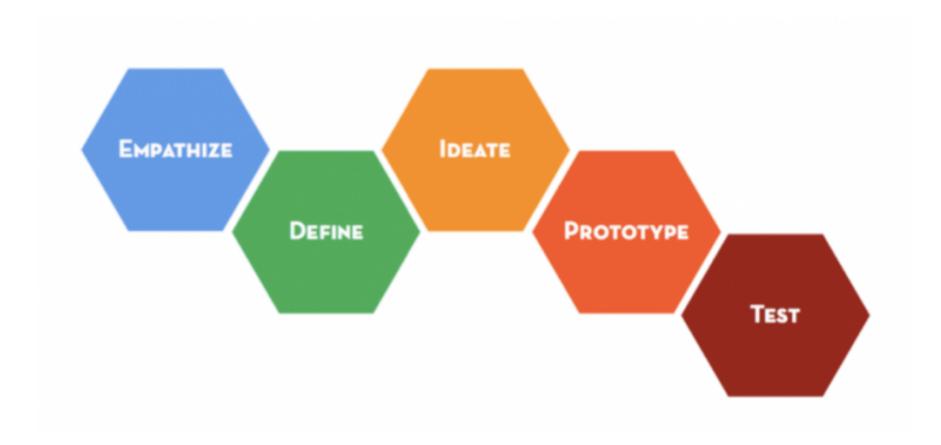
Process & report

Final artefact & presentation

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 (TBD) eCampus accounts?



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

Week 1

1. <u>In class:</u> find groups, topic of interest, plan for how to engage with your users

2. Homework:

(today) send me your groups or let me know if you do not have a group
(next week) engage with your users,
the "how" depends on your focus
send me an updated on Wed and we'll talk live on Thu

Week 1

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

- Observe.
- Engage.
- Immerse.

Let's find a general topic of interest first !!!

Starting List collected from you :)

Social justice, Public service, Humanitarian aid, Youth work

Healthcare, Wellness, Mindfulness

Travelling Cultural Heritage

Music (learning/playing/listening) Sports (learning/playing/viewing) Games (learning/playing)

Art (creating/experiencing) Architecture (-//-) Movies, TV shows

Environment, Planet, Ecology

AI-powered smart home devices Gestural interaction Interactive systems Mixed reality/Virtual Reality Quantitative user research Serious Games Voice interaction Web design

Let us meet each other

Roundtable:

who you are, where do you come from, things you'd be interested to work on

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

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)

<u>1. Thu 10th</u> (today):

email Anastasia the names of people in your group and 1 sentence description of your topic of interest

2. Sun 12th (this may be different for your group):

email Anastasia with initial ideas of who are your users and how you can connect with them. For example, you'll interview students, and here are example questions

3. Wed 16th (this may be different for your group): email Anastasia your first attempts to engage with users, we will discuss these on The

Important !!!

Ping Anastasia if you are not part of a group