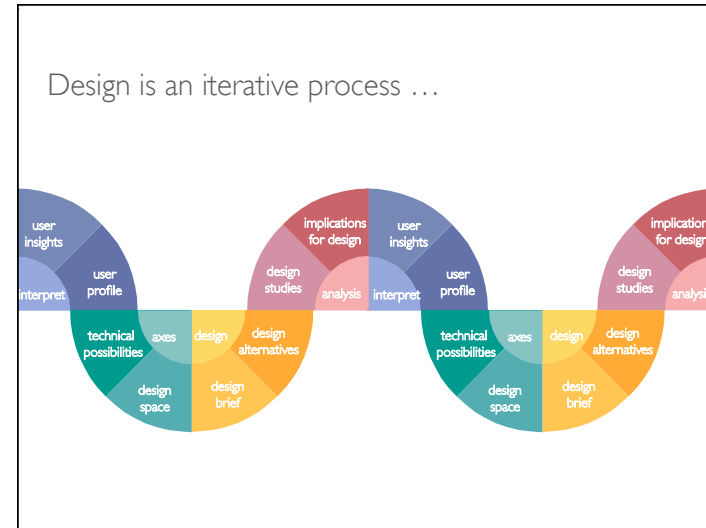


Design and Evaluation of Interactive Systems

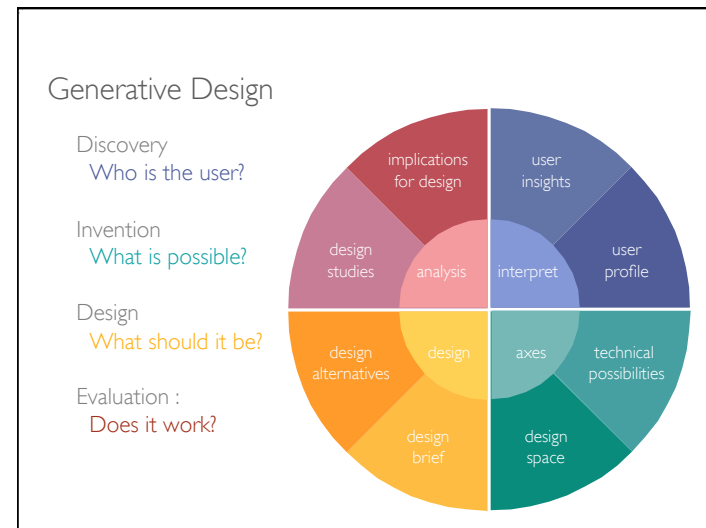
Wendy E. Mackay
Anastasia Bezerianos

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Participatory Design


- ... focuses on **situated interaction** between users and technology
- ... involves **users throughout** the design process
- ... is fundamentally **generative** not evaluative
- ... values iteration and rapid **redesign**
- ... explores **breakdowns** and the unexpected not just perfection



Multi-Disciplinary Design Methods

Understand the user	Analyse the user	Invent new ideas	Prototype the system	Evaluate the system	Redesign the system
"Fly-on-the-wall observation" <small>Ethnography</small>	Interactive Thread <small>HCI</small>	Oral brainstorming <small>Psychology</small>	Paper prototyping <small>Participatory Design</small>	Focus group <small>Marketing</small>	Generative Walkthrough <small>HCI</small>
Critical incident interview <small>Human Factors</small>	Contextual Inquiry <small>Anthropology</small>	Design space <small>Design</small>	Video prototyping <small>Participatory Design</small>	Usability study <small>Human Factors</small>	Technology probe <small>Design/Arts</small>
Questionnaire <small>Sociology</small>	Task analysis <small>Human Factors</small>	Sketching <small>Design/Arts</small>	Wizard of Oz <small>Human Factors</small>	Design Heuristics <small>HCI</small>	Design Rationale <small>HCI</small>
Cultural probe <small>Design/Arts</small>	Scenario analysis <small>Activity Theory</small>	Video brainstorming <small>Participatory Design</small>	Software simulation <small>Computer science</small>	Design walkthrough <small>Psychology</small>	
Grounded Theory <small>Cognitive Psychology</small>	Protocol analysis <small>Cognitive Psychology</small>	Design room <small>Design/Arts</small>	Design scenario <small>HCI</small>	Design Critique (Crit) <small>Design/Arts</small>	

Multi-disciplinary Design



Lectures:
 Drawn from computer science, psychology, social sciences and design

Class exercises & Homework
 Design and evaluation techniques

Project:
 Video prototype & final presentation
 May be suitable for Master's project

Project

NOT a programming class
 Instead, the focus is on *design* and *evaluation*

What do users really need to know?
 How to ensure that they get what they need?

Project

Design and evaluate an app or website for foreigners coming

- to Paris,
- to Univ. Paris-Sud
- to the MR2

