

Maya Cakmak, Matt Kay, Brad Jacobson, King Xia

PRESENTATION FEEDBACK



University of
Washington

human-computer interaction
CSE 440 WINTER 2015

FEB 17 - WEEK 7 - TUESDAY

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Timing

- 8 minutes is very short
- Plan the timing ahead
- Practice, practice, practice

Nerves

- Even Obama gets nervous before a speech
- More severe at the beginning
 - Think about exactly what to say on the first few slides
- Practice, practice, practice

Respecting other presenters

- When someone is presenting, put your phones and laptops away
- Presented in class, did not come to section :-)

Content

- Contextual inquiry
 - Participants, process
 - Findings, themes
 - Implications for tasks
 - Implications for design
- Tasks as verbs from user perspective
- Storyboards: walk-through

Introduce yourself

DisTrack *Refocus yourself*

Graeme Britz	-	Project Manager
Max Suffel	-	Writer/User Researcher
Angela Suhardi	-	Writer/Designer
Jackie Chui	-	Writer/Designer
Bryan Djunaedi	-	Writer/Designer

Title-image-value proposition



The recurring subscription management tool that let's you finally take control of your recurring services and payments.

Jen Kang • Vivian Yu • Si Liu • Brendan Lee

Too much text

Contextual Inquiry - Insights

Johnson (20, undergraduate, CSE 006 Lab)

- Perception ≠ Observation
- Distracted by people talking and noise
- More focused at CSE Labs than at home

Steve (25, graduate, Mercer Court)

- Motivated by seeing people working
- Distracted by people and social media
- Takes breaks often

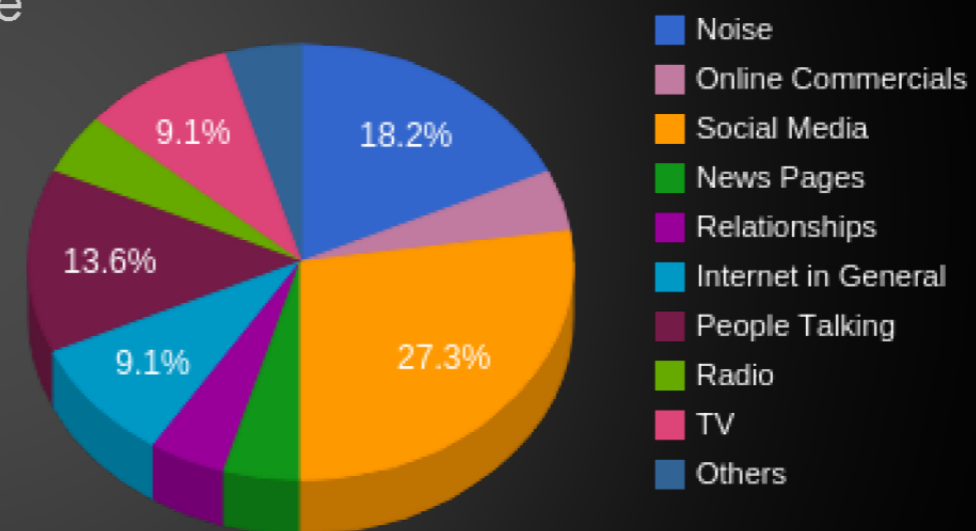
George (25, graduate, Odegaard Library)

- Turns notifications off while studying

Group (4 undergraduates, Yunnie Bubble Tea)

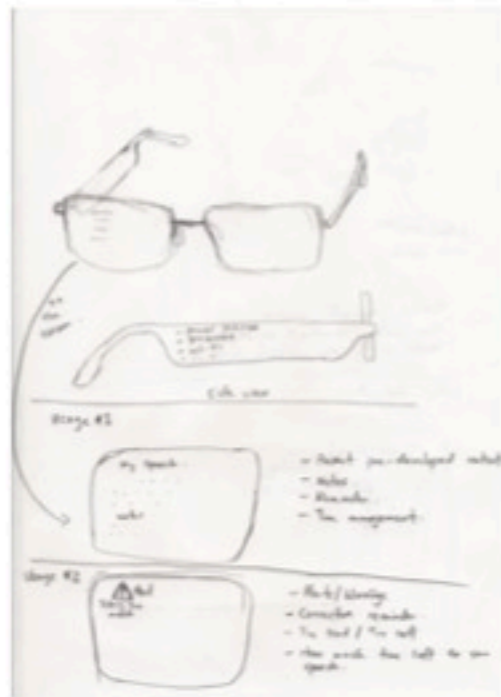
- Distracted by each other and apps
- Use headphones (music) to focus

Distraction Sources



Too small text

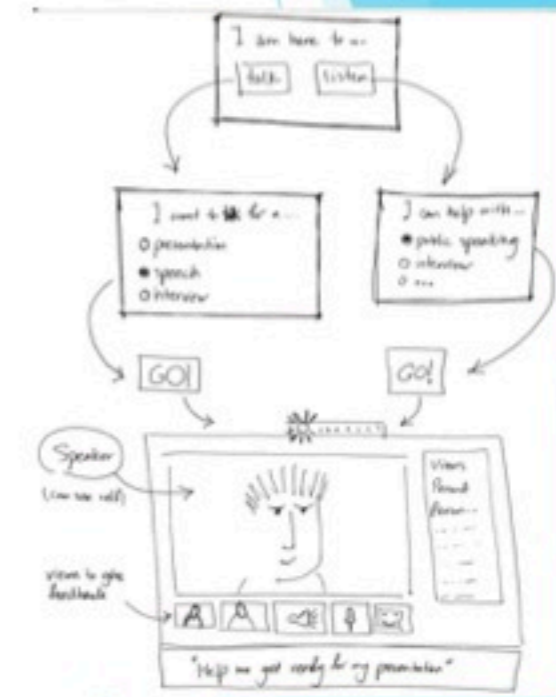
3 Design Sketches



This design allow users to have a private display to have notes on what they plan to say, notifications they wish to see in order to become a better speaker.

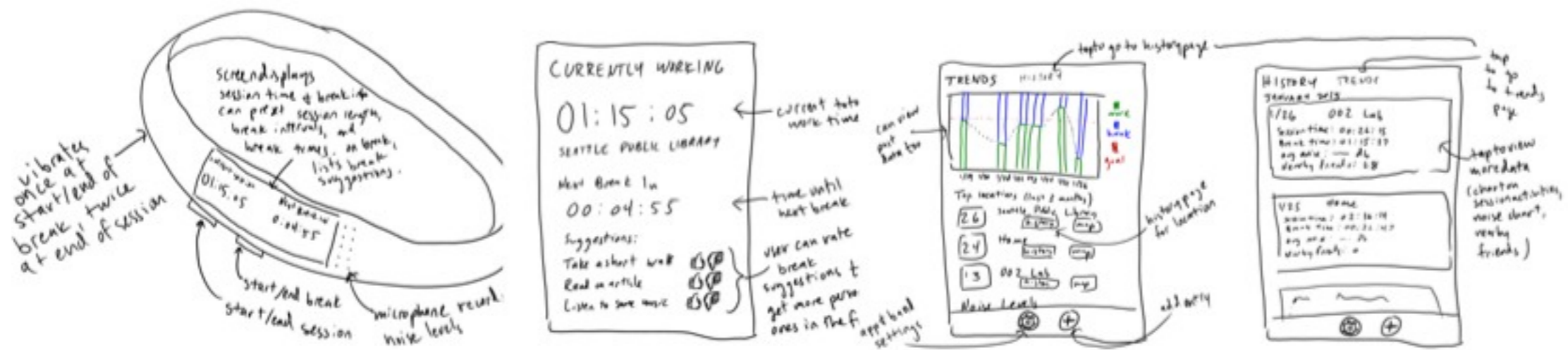


This device is intended to passively record the user's speech data to be reviewed at a later time.



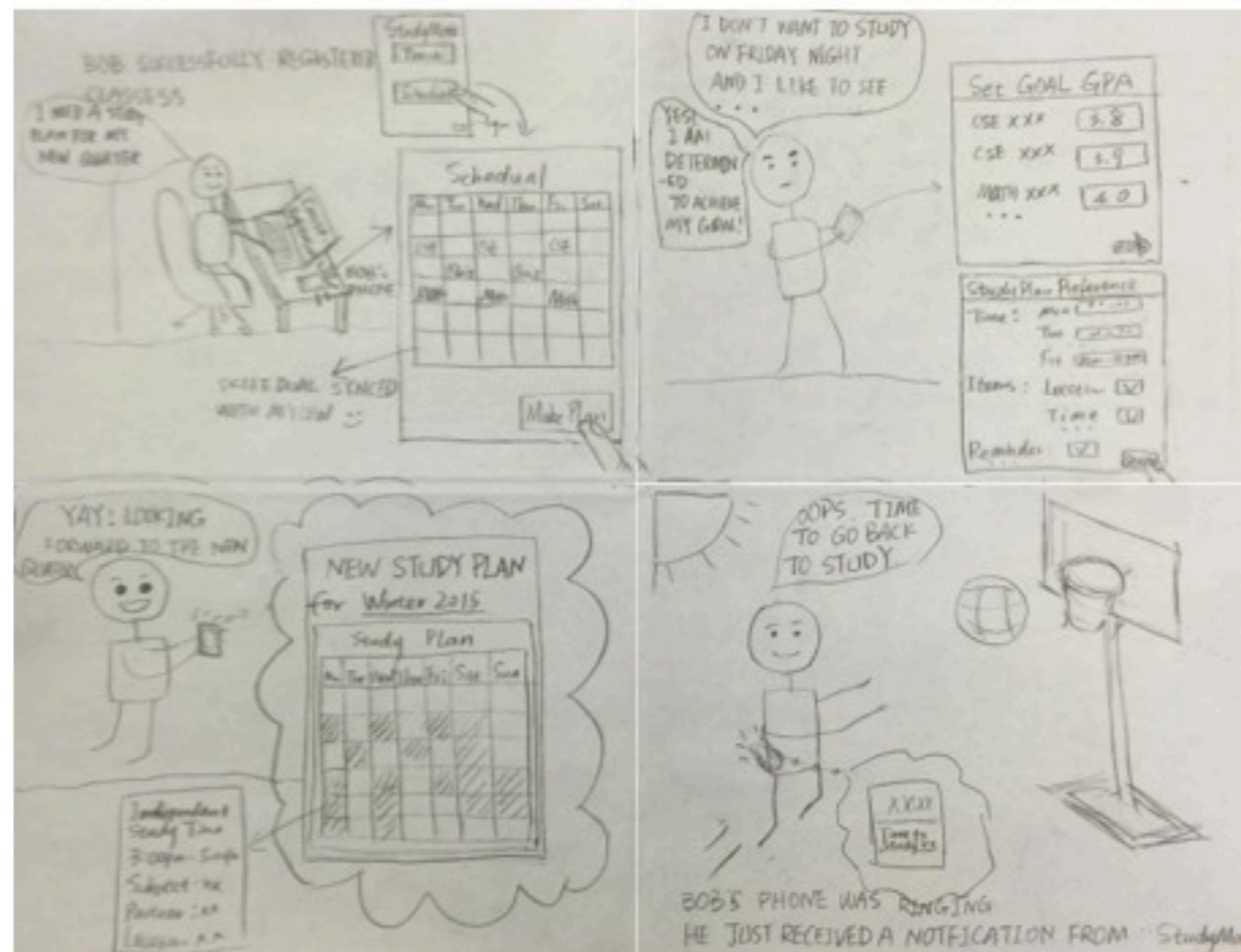
This design provides platform for connecting people who need feedback on their talking, and those willing to provide that feedback.

Legibility of storyboards/sketches



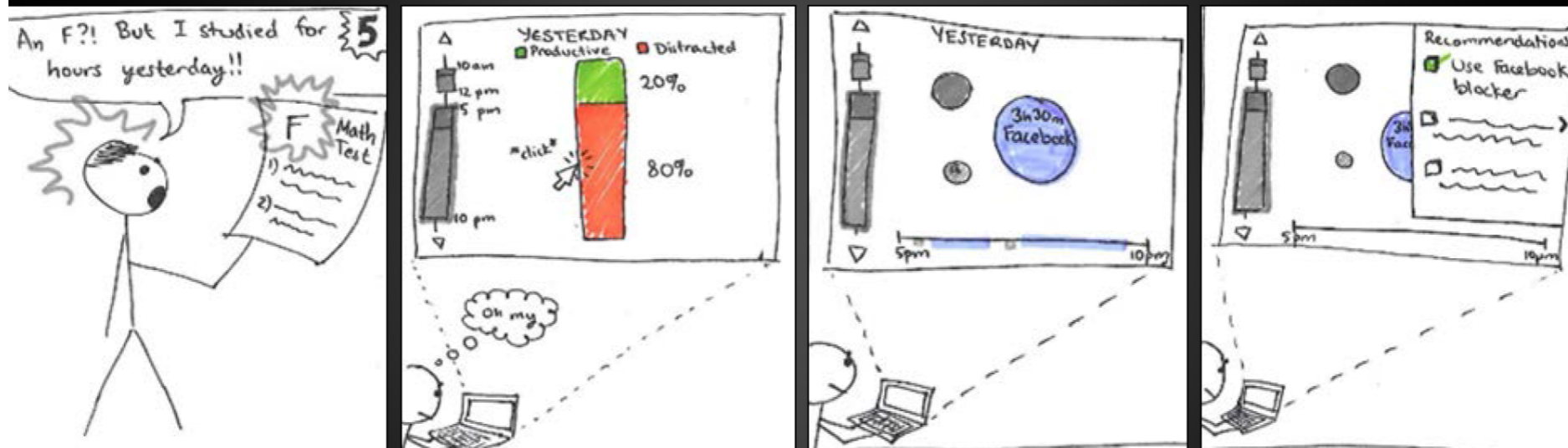
Legibility of storyboards/sketches

Storyboard 1



Color for emphasis

Task: Reflect on recorded data relative to time and location



Consistency of emphasis

Many people make **general** budgeting goals.

Large items are monitored.

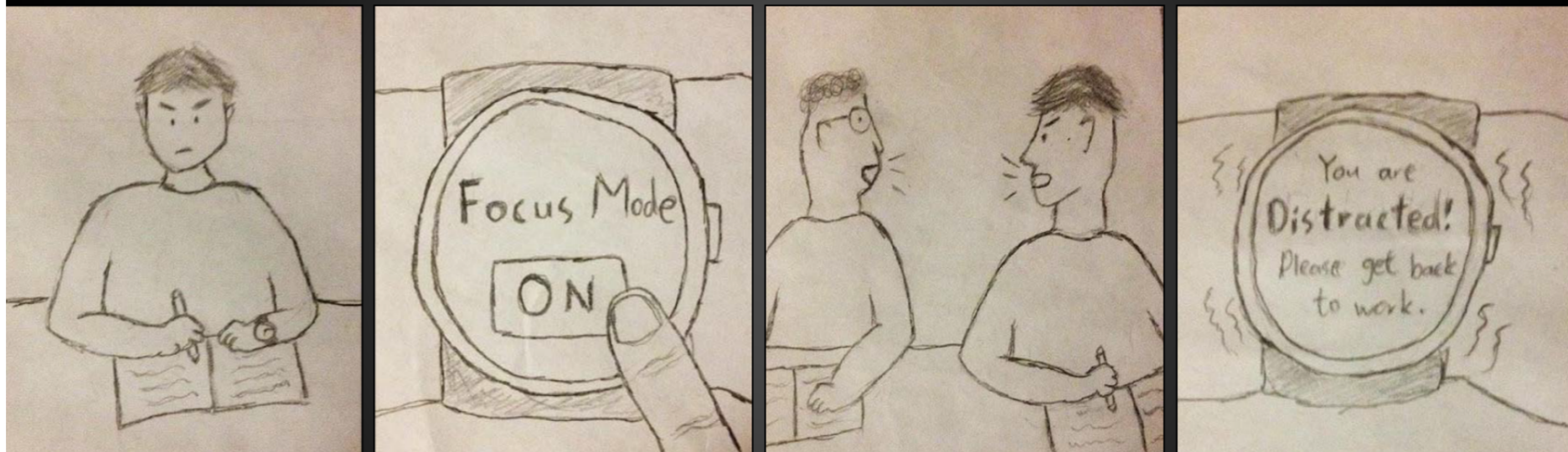
Small items cumulative impact **not considered**.

Challenging setting up budgets.

Complicated input leads to **less use**.

Consistency of emphasis

Task: Find and implement methods/strategies to reduce distractions and increase focus



Choosing titles

Professor Matt McGarrity

PHD COMMUNICATION AND CULTURE, INDIANA UNIVERSITY, 2005;

UW SENIOR LECTURER, INTRODUCTION TO PUBLIC SPEAKING; FOUNDER AND DIRECTOR OF THE UW PUBLIC SPEAKING CENTER

Good speaking equals good judgment.

- naturally decide speed, cadence, intonation, pitch, tone, cues, and more in order to speak appropriately and effectively for the context at hand.
- To teach someone to be a good speaker, it requires a humanistic approach and much practice to develop that judgment.
- It is analogous to sports.

Resolution



Overall Problem

Contractions/Typos



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Typography, consistency

Finding

- **Reimbursement is a burden...**
 - More people, more difficult
- **Compiling shopping list**
 - mental note, notepad, or phone
- **Brand and price conscious**

Widows/orphans

Summary

- Iteration is key
- Understand how users think
- Better design ideas came from more out-of-the-box thinking
- Discretionary spending is easy but discretionary spending tracking is hard
- Users crave positive motivation


Widows/orphans

Things to Do (Tasks)

1. Ability to record running statistics such as distance run, speed, number of runs, etc.
2. Share statistics with friends
3. Create running events and invite friends
4. Send mass notifications to friends for a spontaneous run
5. Find a SmartMatch (based on various criteria) to run with
6. Write and search for reviews on the route/experience

Sense breaks



<p>Feb 16</p> <p>President's Day</p>	<p>Feb 17</p> <p>Digital Mockups 10:30 - 11:50 EEB 045 </p> <p>3d - Usability Testing Review</p>	<p>Feb 18</p>	<p>Feb 19</p> <p>Evaluation-II 10:30 - 11:50 EEB 045</p>	<p>Feb 20</p> <p>Sections 10:30 - 11:20 MGH 287 1:30 - 2:20 MGH 254</p> <p>3e - Digital Mock-ups</p>
<p>Feb 23</p> <p>Reading2: Kelley's design principles</p> <p>Maya Office Hour 1:30 - 2:30 CSE 542</p>	<p>Feb 24</p> <p>Video prototyping 10:30 - 11:50 EEB 045</p> <p>3f - Report</p>	<p>Feb 25</p>	<p>Feb 26</p> <p>Presentations 10:30 - 11:50 EEB 045</p>	<p>Feb 27</p> <p>Presentations 10:30 - 11:20 MGH 287 1:30 - 2:20 MGH 254</p>

DIGITAL MOCKUPS

Wireframes, Mock-ups, Prototypes

Wireframes, Mock-ups, Prototypes

- **Wireframes:** Illustration of basic structure and elements on an interface

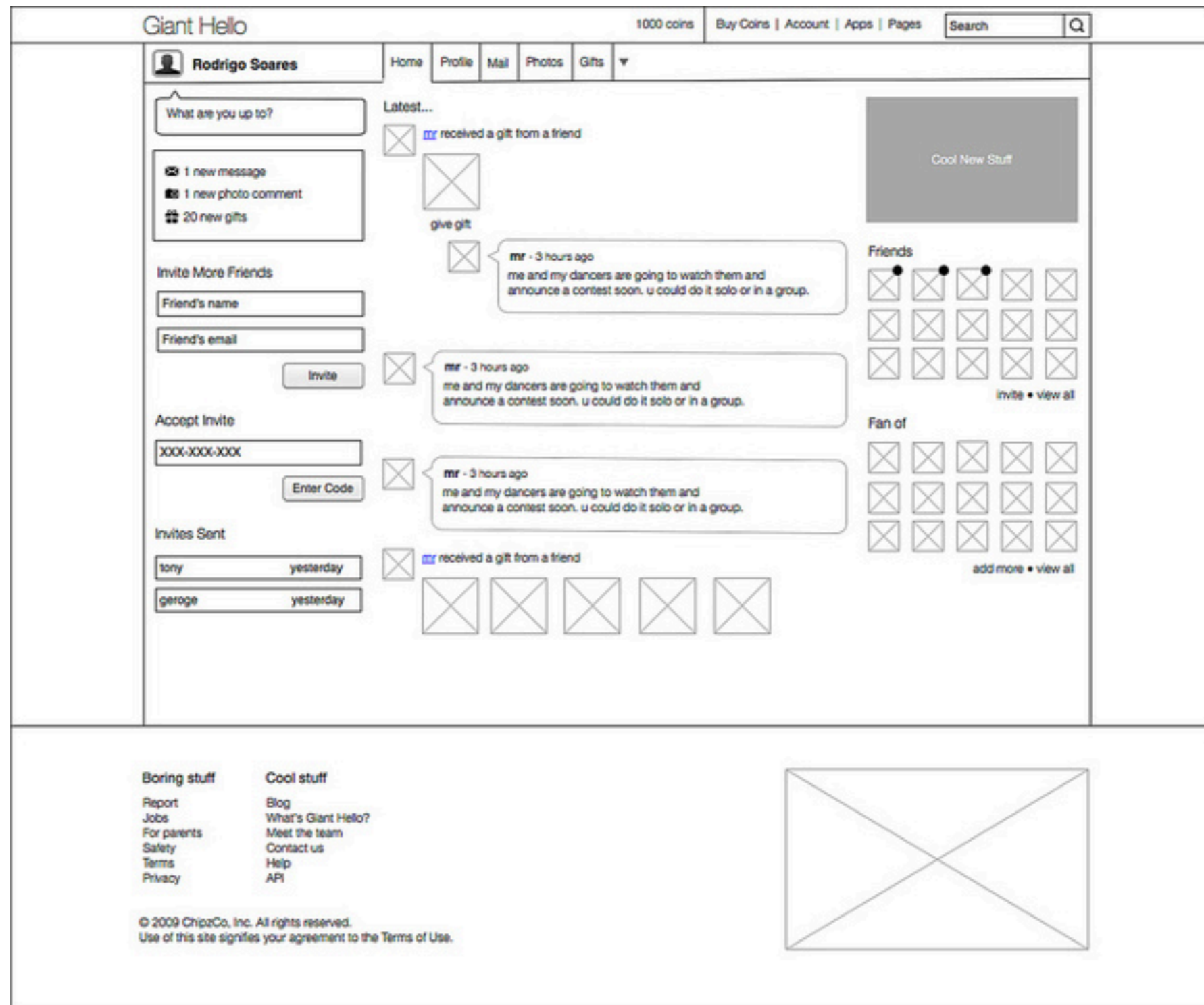
Wireframes, Mock-ups, Prototypes

- **Wireframes:** Illustration of basic structure and elements on an interface
- **Mockup:** Visual illustration of the interface including graphics, colors, and typography

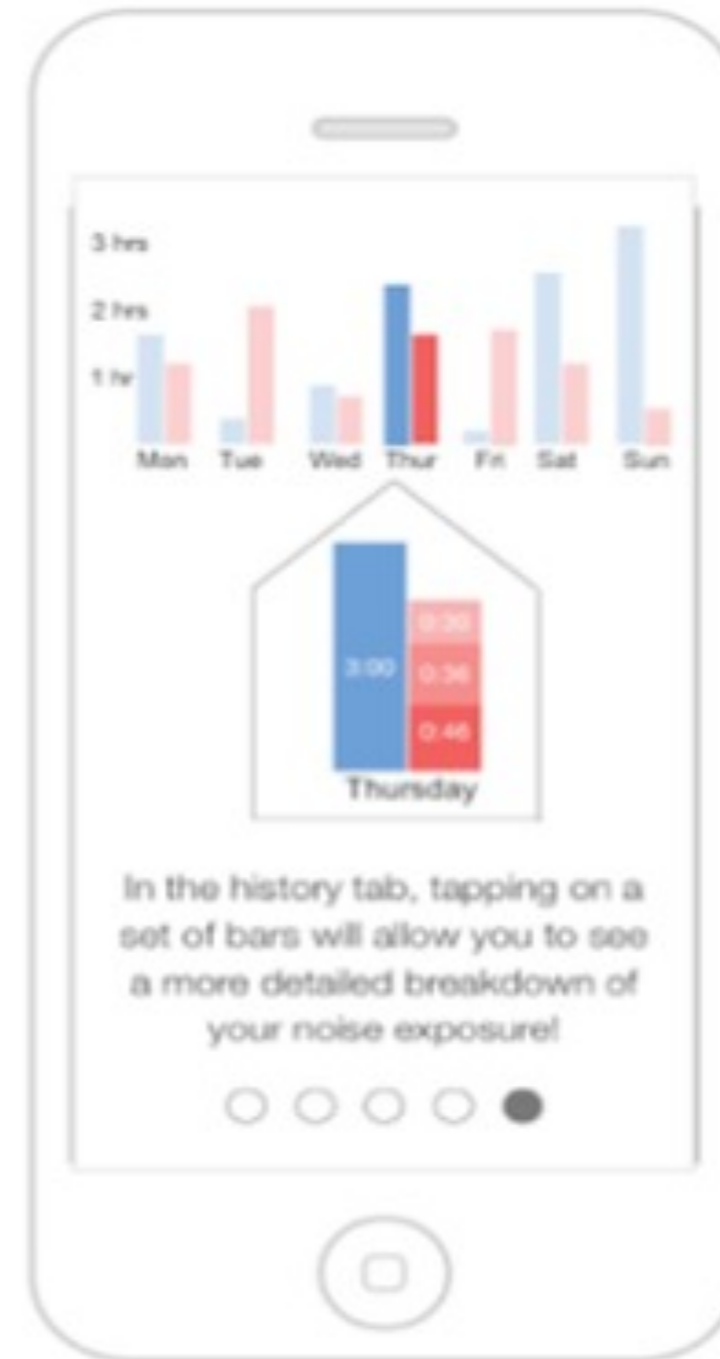
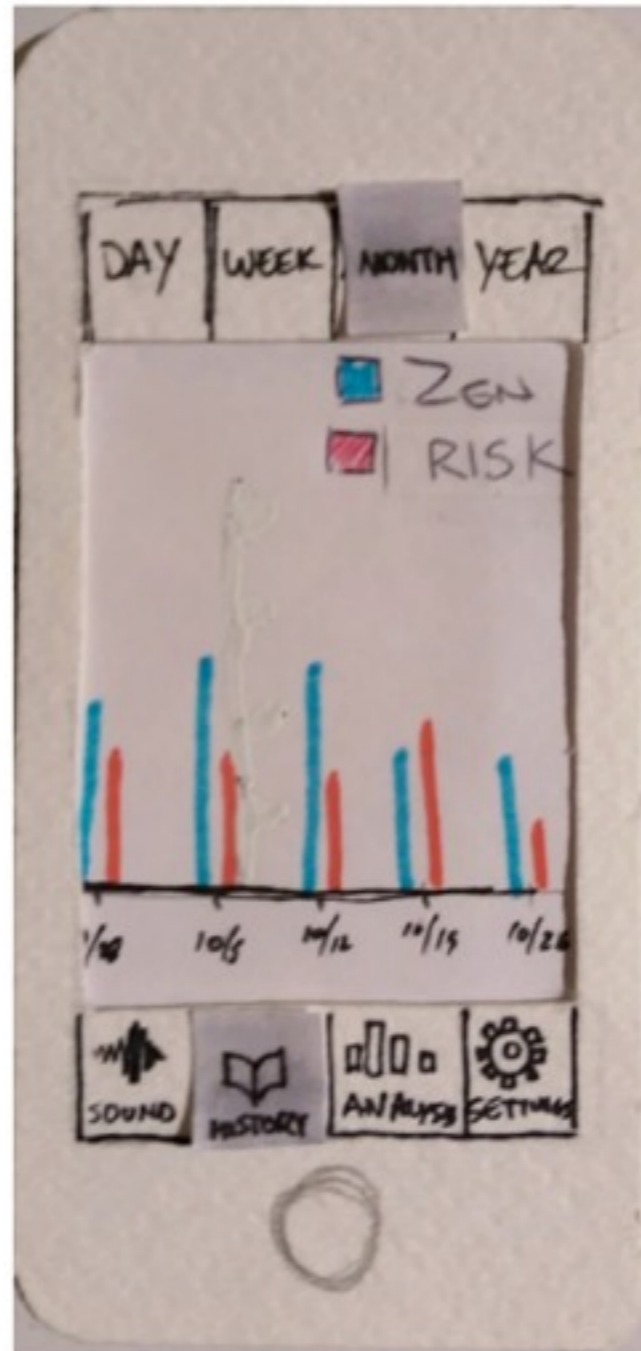
Wireframes, Mock-ups, Prototypes

- **Wireframes:** Illustration of basic structure and elements on an interface
- **Mockup:** Visual illustration of the interface including graphics, colors, and typography
- **Interactive prototype:** Actual webpage that simulates interactions with the interface, may lack most functionality

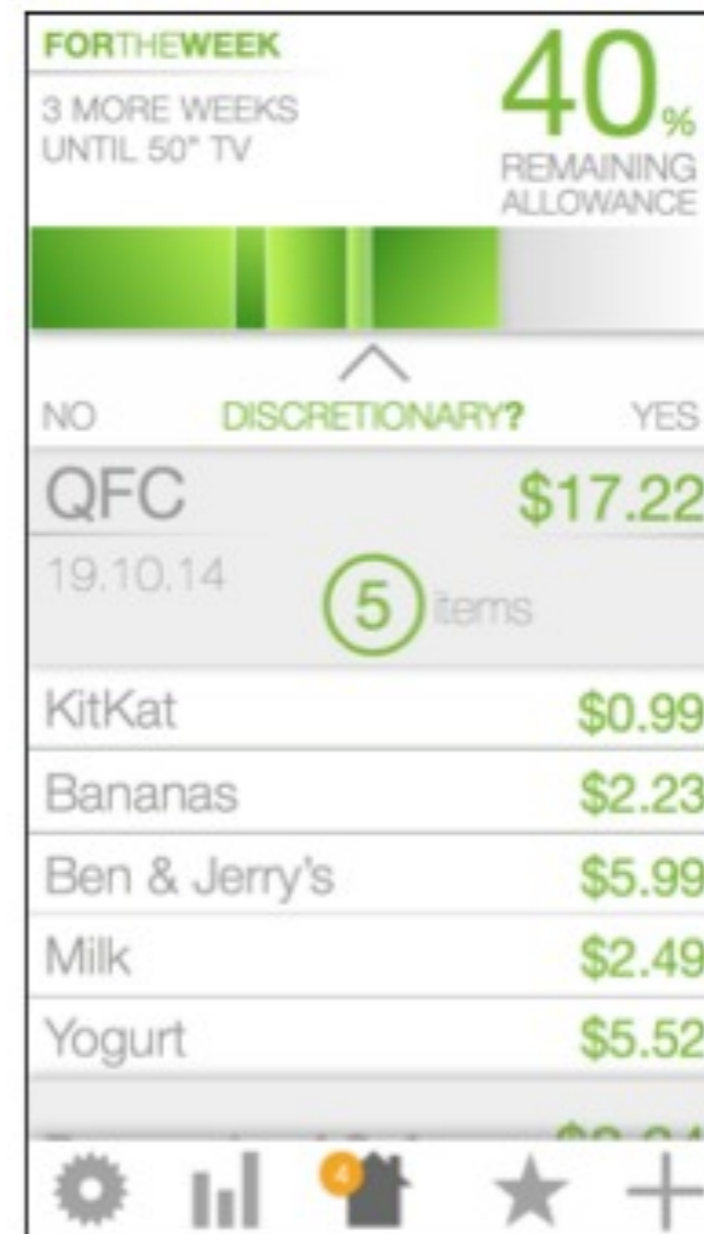
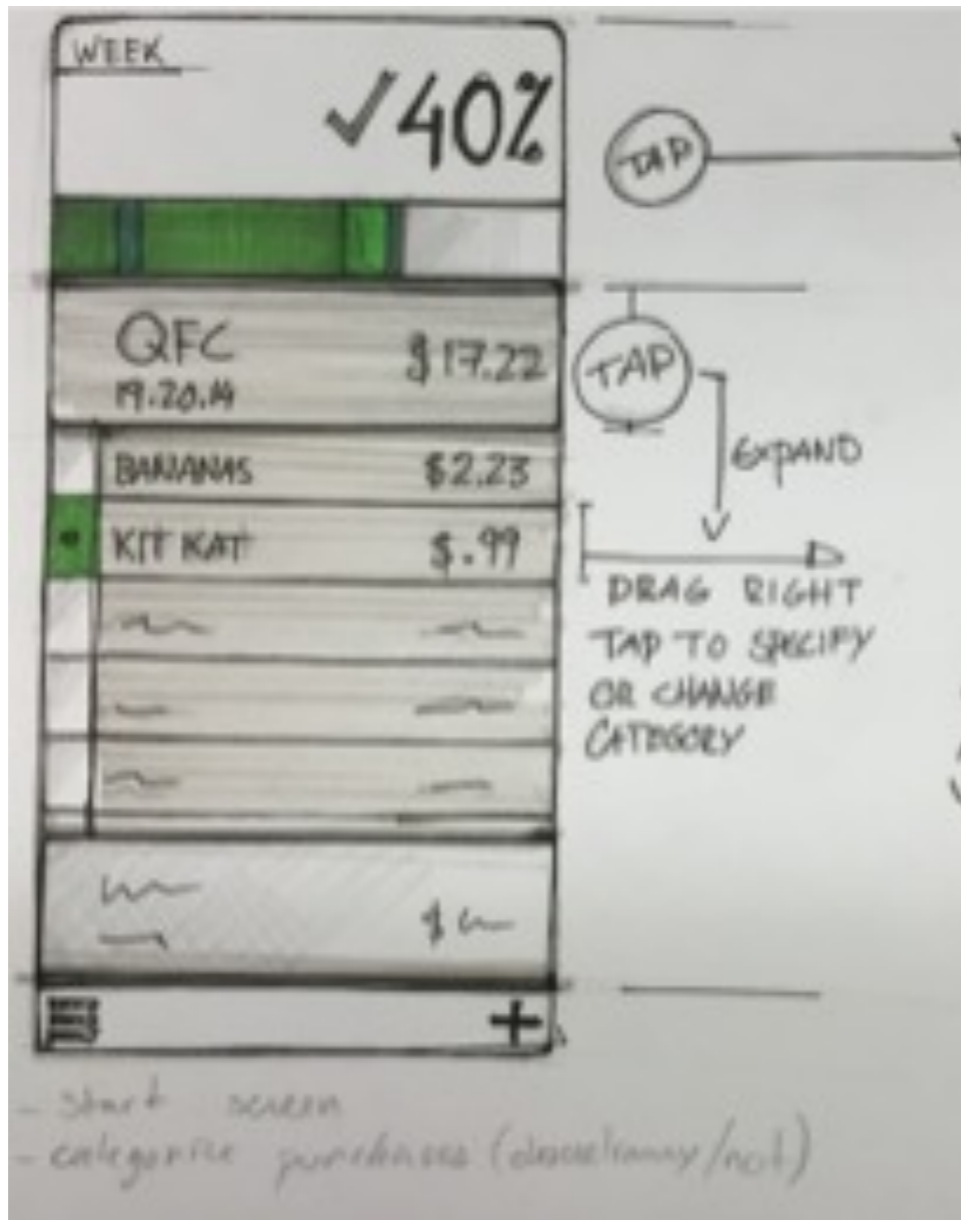
Wireframe example



Digital mockup example



Digital mockup example



King Alcohol
Matt Habits
Matt Pet informatics
King Drugs
King Success in a course
Brad Decision making
Maya Eldercare
Brad Food spoilage
Maya GI
Matt Relationships
Maya Mood factors
Maya Speech
Brad Sunlight