PRESENTATION
FEEDBACK
PRESENTATION FEEDBACK
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

Koala

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
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

- Noise: 27.3%
- Online Commercials: 18.2%
- Social Media: 13.6%
- News Pages: 9.1%
- Relationships: 9.1%
- Internet in General: 9.1%
- People Talking: 13.6%
- TV: 1.8%
- Radio: 1.8%
- Others: 0.9%
3 Design Sketches

This design allows 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 a 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
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

Running with Friends

Erica Putsche, Heidi So, Luke Chang, Linsen Wu
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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