What we will do today

Communicating your designs

Exam Recap

Q&A
Communicating your design
### Presentations in this class

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<td>CSE Atrium</td>
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Our expectations

**Well-rehearsed** presentation with appropriate preparation

Provide **visual aids** that help the audience to follow your story

Slides should be **legible** to people further away from the screens

Stick to the **time limit** (7-8 minutes) + 2 minutes for questions
Our expectations

The presentation should include:

- A compelling problem
- Low-fidelity Prototypes
- What you did to test it...
  - ... what you found
  - ... how it affected your design
- Broader lessons learned that might be helpful for others
- Final prototype and how it resulted from your test findings
- Digital mockup and how it relates to the final paper prototype
Some examples
Introduce Yourselves

DisTrack
Refocus yourself

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

We can help
Typography, Consistency

Finding

• Reimbursement is a burden...
  – More people, more difficult

• Compiling shopping list
  – mental note, notepad, or phone

• Brand and price conscious

Task

1. Making list & budgeting
2. Choosing a store & transportation
3. Shopping
4. Purchasing
5. Storing groceries
6. Managing $$$ & requesting reimbursement
Too Much Information

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: 4.5%
- Radio: 4.5%
- TV: 4.5%
- Others: 4.5%
Too Much Text, Too Much “People”

Our three inquiries showed us:

1. People valued the insights acquired from a mood journal.
2. People thought journaling was a hassle.
3. People were interested in what triggers their mood
4. People want to share information with a mental health professional
Design 1: Running separately
May add some motivation but does not provide the full experience of running with a companion

Design 2: Coordinating running events in advance
Tasks can be accomplished using Facebook events or other similar tools

Design 3: Spontaneous Running
Tasks are unique and they also address the concerns raised in our contextual inquiries. Our chosen design also provides us with an interesting opportunity to explore personal informatics
Pictures are great

Contextual Inquiry

- Dancers
  - Use of entire body
  - Diverse Injuries
- Observation
  - Warmup
  - Preventative Habits
Pictures are great

Contextual Inquiry

- People do not want to be interrupted or distracted
- Most people do not have a liquid intake plan
- People often reach for soda, coffee, or other beverages when they feel thirsty
Pictures are great

Contextual Inquiry

Professional (20-40s)

Family

Undergrad Student
15% of Americans between the ages of 20 and 69 experience hearing loss that may have been caused by noise at work or during leisure activities.

Motivation of Participants

- **Very noisy** work environment
  - Some control over exposure levels

- **Moderately noisy** work environment
  - Lacks control of his noise exposure

- Dartmouth student who is exposed to **noisy social environments** multiple days per week
  - Has control over exposure levels
Short Tasks

Tasks

- Record mood reflections
- Discover triggers and warning signs
- Discover wellness strategies
- Planning for health
- Quick mood check-ins
- Aid your health professional
Too Distracting

Tasks

Facebook, please! I am trying to study!

Check me! Check meeee!

Our relationship entered its decline at this point.

That's when you started graphing everything.

Coincidence!
Speaking of Distractions

Whether correct or not, many things distract
  Plural possessive
  *a posteriori*
  sensitive content

Write easy and simple!
Verb as Task

Adjust budget between different categories.
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**.
Naming Designs

Design 1

Pre-shopping

- GroupShop
  - Hi there!
  - Honey Nut Cheerios on sale! Get it now?
  - Sale ends Oct 31st
  - Add to shopping list
  - Dismiss

- Search
  - SELECT LIST:
  - PETER's list
  - Household's list
  - Create list

- Household
  - Honey Nut Chextor $4.19
  - Chocolate Milk $2.09
  - Orange Juice $5.99
  - Add an item
  - Done
Legibility of Sketches

Design 3

[Description of the sketch, including a watch-like design with various annotations and labels such as "DigTrack," "Dashboard," and "Reflection: Pie Chart." The annotations suggest elements like "Start," "leak," "Mock," and "Feedback."]

[Additional notes and suggestions related to the sketch, indicating areas for improvement or features to include.]
Legibility of Sketches

Design 1
Low Contrast Images and Text

Updated Sketch

Two Tasks
- Recurring subscription management
- Insight and informed decisions
Finishing Slide

KACHING
What makes a good poster?
POLISCOPE
THE NEWS YOU WANT, IN ONE PLACE

OVERVIEW
Gaining a well-rounded perspective on a news story or political issue often necessitates sifting through multiple news outlets, which is a laborious and time-consuming process.

TARGET AUDIENCE
Our intended target audience is comprised of college students who are interested in reading the news, but view this activity as being extremely time-intensive. These individuals want to stay abreast of the news in the most efficient manner possible.

SOLUTION
Our proposed solution is a smartphone application that will aggregate personally relevant news stories from multiple outlets into a single location. Additionally, users will be able to keep track of the news their friends are interested in.

PROCESS
Sketches quickly communicate ideas
Storyboard provides context
Paper prototypes allow design to change in response to usability testing

View news stories aggregated based on topics and news outlets you follow.

See the news stories that your friends are reading and sharing.

Read articles, and share them with your friends as well.
KA-CHING
CONTROL WHERE YOUR MONEY GOES

PROBLEM
Spending on small discretionary items adds up resulting in people not being able to spend on larger items that they actually want.

SOLUTION
A mobile application that solely tracks discretionary spending, highlights a concrete goal to save towards, and helps visualize the impact of smaller purchases.

PROCESS

Review application summary and purchase notifications.

Designate single items or whole purchases as discretionary.

Add goals and monitor progress towards goal completion.

See http://courses.cs.washington.edu/courses/ae440/14au/projects/kaching
What to expect at the poster session

Set up your poster by 10:45am.

Three judges will give out three prizes.
   Convince them that your design is solid and tackles a real issue!
   Have a 1-minute pitch prepared.

Do you need to be there?
   Yes. All of your group members should be there.
   You can switch off “guarding” your poster and answering questions
   so that you can also look at other posters.

Invite friends!!!
Exam Recap
Have you done all that??? :O
Iteration: Step 1

Framing the problem
- User research
- Competitive analysis
- Data analysis and summary

Exploring the solution space
- Brainstorming
- Ideation through sketching

Finding a good solution
- Scoping
- Consideration of constraints
- Scenarios, storyboards, personas
- Design rationale

Refining the solution
- Wireframes
- Lo-fi prototypes
- Early evaluations
- Mockups/mid-fi prototypes
- Additional evaluations
Iteration: Step 2

**Framing the problem**
- User research
- Competitive analysis
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Iteration: Step 3

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Iteration: Step 4

Framing the problem
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- Scenarios, storyboards, personas
- Design rationale

Refining the solution
- Wireframes
- Lo-fi prototypes
- Early evaluations
- Mockups/mid-fi prototypes
- Additional evaluations
You have also learned a lot of theory!

History of HCI

Design for diversity

Methods for user research, creativity, and design

Models on Interaction and Human Perception

Design patterns and principles
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- History of HCI
- Design for diversity
- **Methods for user research, creativity, and design**
- Models on Interaction and Human Perception
- Design patterns and principles
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History of HCI

Design for diversity

Methods for user research, creativity, and design

**Models on Interaction and Human Perception**

Design patterns and principles
Norman’s Execution-Evaluation Cycle

Gulf of Execution

- Goals
- Form Intention
- Develop Action Plan
- Execute Actions
- System Change
- Observe State
- Interpret State
- Evaluate Goals

Gulf of Evaluation
You have also learned a lot of theory!

History of HCI

Design for diversity

Methods for user research, creativity, and design

Models on Interaction and Human Perception

Design patterns and principles
Addendum: Interface Implementation

Why do we use tools?
Addendum: Interface Implementation

Why do we use tools?

What is the Model-View-Controller?
Addendum: Interface Implementation

Why do we use tools?

What is the Model-View-Controller?

What has UI design learned from animation?
Remember Both Sides of this Course

This course emphasized both
  Getting the Right Design
  Getting the Design Right

Many people fall into a trap of the latter
  Not everybody was even trained in the former

Be mindful of your methods
  Understand your actual goal
Ask me something!