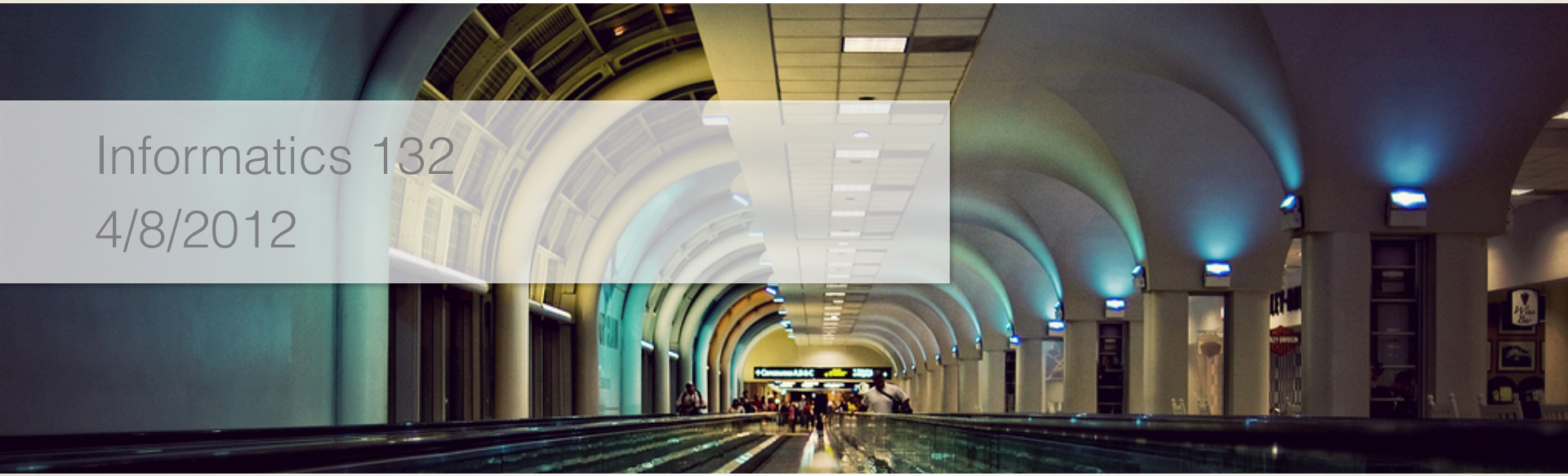
Group Projects



Informatics 132

4/8/2012

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Development Cycle

Successful products typically follow four stages of creation: requirements, design, development, and testing.

All products progress sequentially through basic stages of creation. Understanding and using effective practices for each stage allows designers to maximize a product's probability of success. There are four basic stages of creation for all products: requirements, design, development, and testing.[1]

TODAY

- Generating design and research questions
- Examples of a successful project
- Tips & Advice

UPCOMING

- Due Next Wednesday:
  P0 - Design Question & Project Team Form
- Due Next Friday:
  ***Sketching:** Open-ended: Sketch three new improvements or design ideas to any problem you want*

Work Time: Developing a Design Question

- Generate 3 possible design questions
- Choose 1 to discuss in your break out group
- Generate 3 possible research questions for your design question
- Discuss in your break out group

Project Components

P0: Design Question & Project Team Form (5%)

P1: User Research (30%)

P2: Ideation & Sketching (15%)

P3: Prototyping (25%)

P4: Design Spec. including Evaluation (25%)

P0: Design Question & Team Form

Determine your project design question and at least 3 research questions.

Complete team form:

- Names, UCI IDs, and email addresses of everyone in your group
- Project team name (does not necessarily have to have anything to do with your project)
- At least one time that you all commit that you will be available to each other every week
- 3-5 research questions you need to answer to make progress
- A short 2-3 sentence statement about who you think interested stakeholders in your project are

Due next Wednesday!

P1:
User Research

- Define stakeholders
- Choose 3 user research methods and apply them to your problem
  - e.g., interviews, contextual inquiry, survey, observations, diary studies
- Come up with design requirements

P2:
Ideation & Sketching

- As a group, brainstorm at least 15 ideas for potential solutions to your users' problem
- Use methods from class to help narrow down the sketch ideas to the best three

P3: Prototype

- Construct a prototype or prototypes of your most promising ideas
  - Can be whatever method you choose
  - We will discuss numerous types in class
    - Paper, software, interactive, video, etc.

P4: Final Report & Evaluation

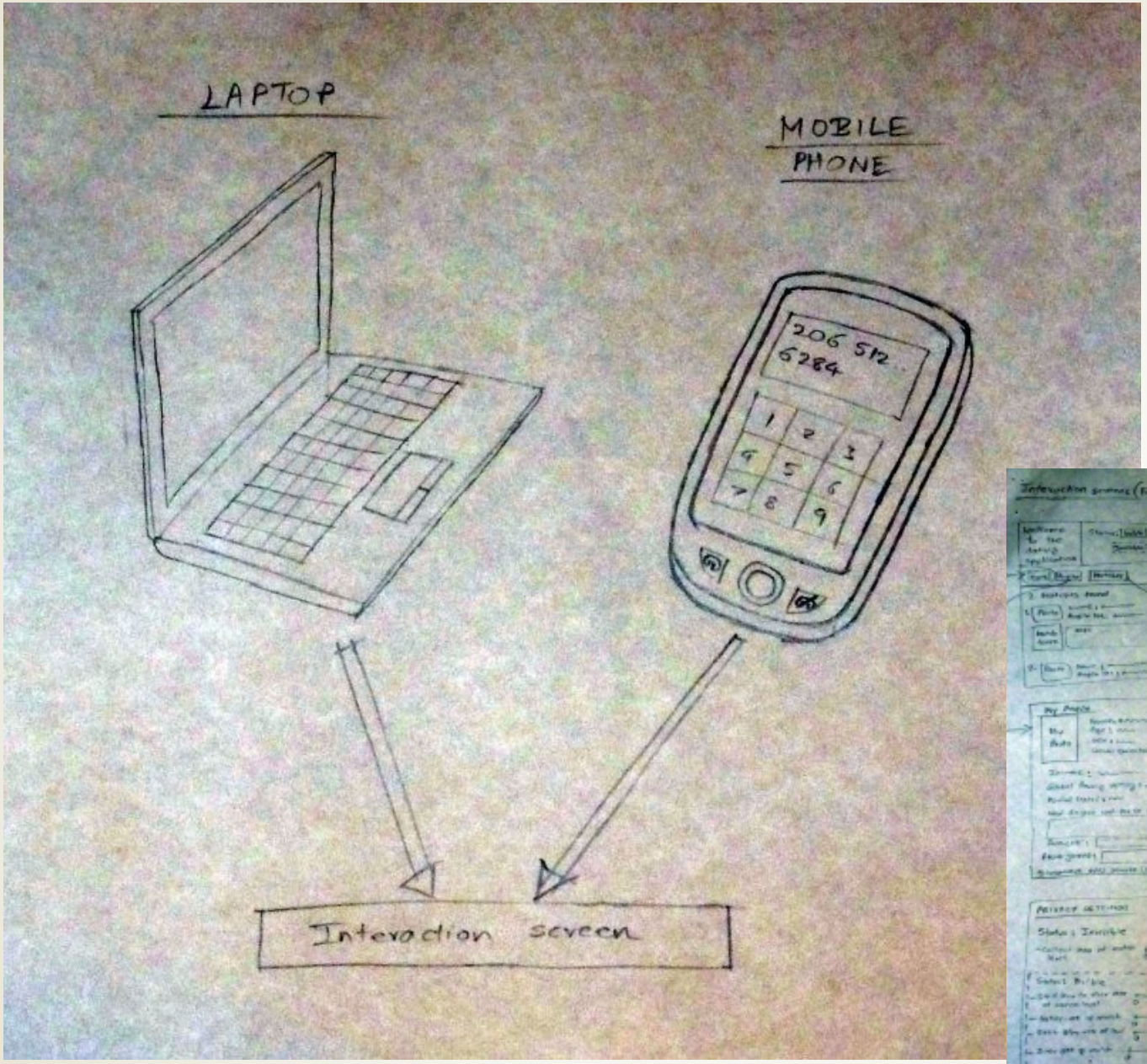
- Develop & write up an evaluation plan.
- Conduct a pilot evaluation with your target users (if available) using the prototype from P3. Incorporate changes you would make to your final eval plan based on this experience.
- Write up a final design spec outlining details of your design solution and the rationale behind them

Example:
Instant Date Match

- Community: Singles
  - Problem: Connecting people who are shy
- P1: User Research: Contextual Inquiry, Interviews, and Survey with people currently single and recently connected

P2:
Ideation & Sketches

- Came up with 25 sketches
- Narrowed it down to 3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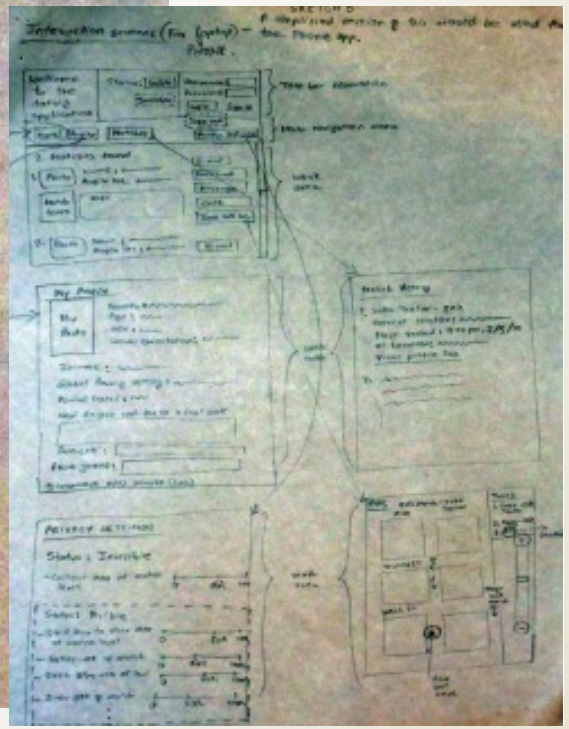
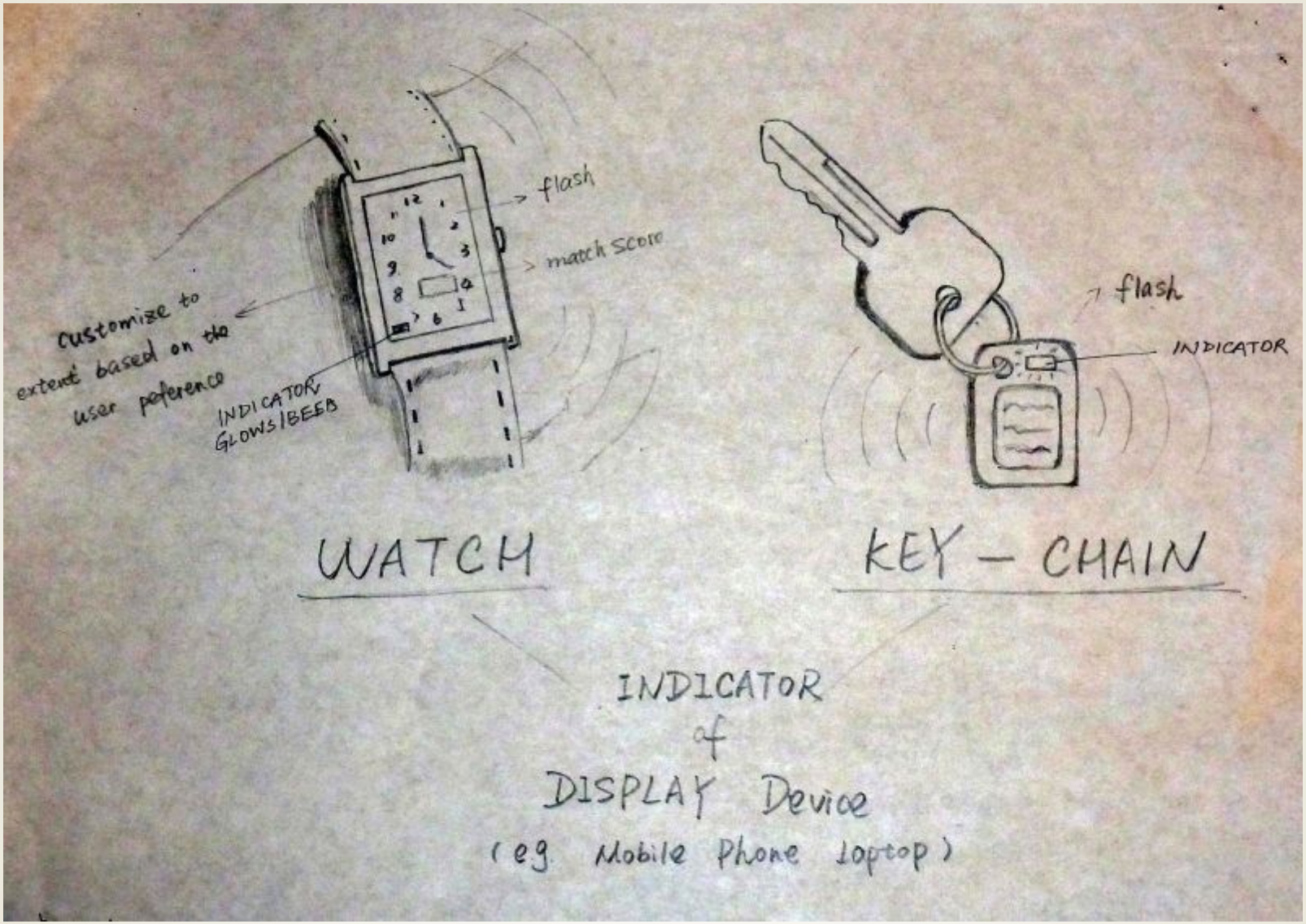
Interaction screen

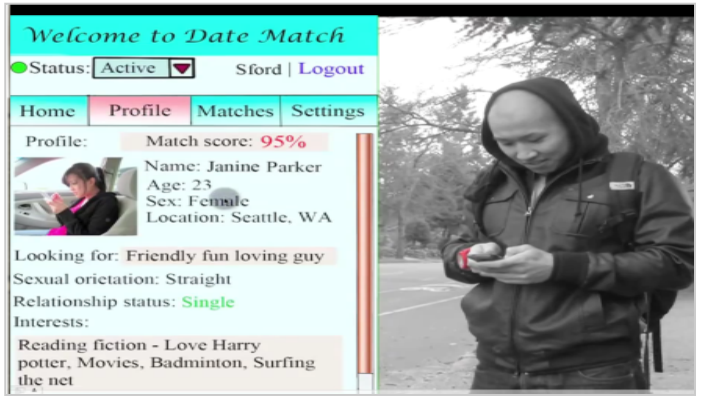


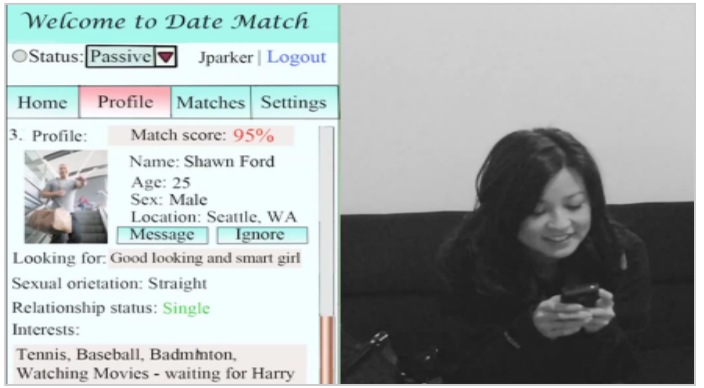

flash
match score
customize to extent based on the user preference
INDICATOR GLOWS/BEEPS
WATCH
flash
INDICATOR
KEY – CHAIN
INDICATOR of DISPLAY Device
(eg Mobile Phone laptop)

P3: Video Prototype & Mock Ups

http://www.youtube.com/watch?v=DQRlvTudTg8

Figure 8: The finalized design prototype





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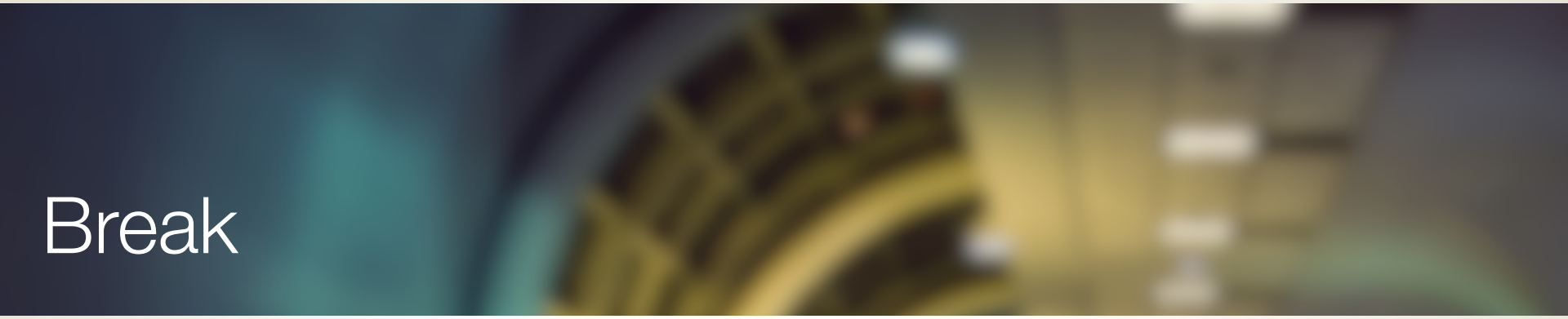
P4: Evaluation

- Users shown video prototype & screen mockups
- Interviewed and surveyed afterwards to provide feedback and opinions

- A bit high level, but still provided valuable feedback

General Advice

- Spend a lot of time gathering information
- Do what makes sense, not what you know how to design for
- Look for ways to leverage stakeholder's interests
- Face time is worth a lot, try to work with other group members around if you can
- Have a specific stakeholder, design for someone in particular



Break

- Talk amongst yourselves about potential groups
- Exchange contact information
- Talk about possible project ideas