

Please note: You can do this work alone, or in groups of two or three. In general, most of you will find it more rewarding to work in groups.

Aim

To develop experience with using design representations, creating low-fidelity prototypes, evaluating prototypes, and presenting your work clearly and concisely.

D01: Description of setting

Based on your place of work – or other setting – pose an interaction design problem. Describe the problem, and explain why it matters. To ground your description, conduct a short, simplified “contextual observation.”

You should describe the setting in words. Your description should cover at least the following: What the place is? What kind of work is done there? Who are the people that work there? Why? What are their goals and task? What are the artifacts? How do people work with the artifacts? You should include sketches and photographs of the setting.

Use a scenario and/or persona to vividly – and concisely – capture the “problematic” nature of the setting.

NOTE: In your description, you must not include any personally identifiable information about the people you observe.

D02: Representing the setting

Analyze the setting by creating three different models (see Holtzblatt & Beyer, pp. 97 – 98):

- Context model* to show who the stakeholders are and what forces are at stake;
- Physical model* to show how the space is structured;
- Abstract flow model* to show how communication takes place.

D03: Prototype

Based on the problem scenario and other work models, develop a vivid and concise scenario of a possible solution. In addition, develop a list of functional – and if applicable organizational – requirements that could improve the situation. Write the requirements in the imperative, such as:

The user interface must be ...

Both sighted and blind users must be able to ...

Management must reward staff by ...

Be selective – only present the most significant requirements. Discuss any tensions or trade-offs that exist among these requirements.

Create a low-fidelity prototype that satisfies the functional requirements. The prototype should consist of a series of screens and dialog controls. Take photographs of the prototype that capture its essence and include those in your write-up.

Provide an overview of the prototype. What are its components? How do they fit together? How does the interaction unfold as people interact with those components?

Explain how the prototype satisfies the functional requirements.

D04: Usability evaluation

Develop a usability test plan, run an evaluation with at least three participants, and write up your findings. We will discuss the components of test plan, including tasks, success criteria, and so on, on week #7.

What to hand in?

The final deliverable, due on Dec 11, is the complete report, consisting of problem statement, scenarios, prototype, usability evaluation, conclusion and reflective statement on your learning.

Please note these are cumulative deliverables. You are encouraged to revise earlier deliverables in response to feedback and your own reflections.

D01-D02	Problem setting/finding	Nov 6
D03	Prototyping	Nov 20
D04	Evaluation	Dec 11

NOTE: Please format your report according to the template on the website. You have a maximum of six pages (plus appendices if needed) for the final report so you will need to be selective and concise.

Suggested outline for the final report

Problem statement	Concise description and brief discussion of the problem.
Body	A series of sections, containing applicable design methods, including such possibilities as: <ul style="list-style-type: none">• Description of setting (context, physical, abstract flow models)• Scenarios• Requirements• User Interface Representation (sketches, dialog design, user flow, wireframes, paper prototype)• Task analysis• Usability test plan and findings.
Conclusion	A concise statement of a main finding and an idea for future investigation. Leave the reader with a moral.
Reflections	Thoughtful discussion of your learning, drawing on the course's readings where applicable (~ 500-1,000 words).
References	Citations to papers that you've drawn upon.
Appendices	Other materials relevant to your work.