STUDYING TASK ORIENTED EXPERIENCES

Part One – Diagramming
Produce a diagrammatic representation of a user’s experience completing one of the tasks listed below. Your diagram should identify the events, actions and feedback that occur. Include what you see, hear, feel and do as well as everything provided by the object/interaction in order to initiate, represent, process and otherwise facilitate this experience. Also include any feedback received, critical (prompts or responses to your actions) and noncritical (internal sounds etc). Your diagram should show the sequence of events from beginning to end. You can use text and graphics; avoid photographs at this point as they can bias an audience. You are encouraged to innovate the visualization of this information, or find alternative means to represent the process in a clear, useful and compelling way.

Use one 11 x 17 sheet of paper. Color or black and white is okay.
Choose one of the following tasks:
1. make a single 8.5 x 11 copy in the SOA library
2. ride an elevator somewhere on campus
3. buy a soda or snack from a vending machine
4. pull money from an ATM machine
5. scan a page from a book in the SOACC

No more than five people should follow one task. As a group, you should observe and document one another performing the task. Then create your own visualization of the experience.

Due Tuesday January 15.

Part Two – Experimenting with Flash
Using your diagram from Exercise One, experiment with Flash to see how it changes with the introduction of movement over time. We will be reviewing Flash (CS3) next week, both Tuesday and Thursday. Between now and then consider how you might incorporate movement and transitions to add another level of information to your diagram. Your new “diagram” should still identify the basic events, actions and feedback that occurred. Start with a simplified version, don’t get too bogged down in details. This is part experimentation, part learning a new (and complex) program.

Due Thursday January 31.

Schedule for the next two weeks:
January 17 – lecture, small group crits on diagrams
January 22 – Flash tutorial begins at 8:45 promptly in SOACC
January 24 – Flash tutorial continues in SOACC until 10am; Project 2 assigned
January 29 – work session on Project One; tentative lecture on Periodic Table
January 31 – Flash experiment for Project One due