Designing for user experience

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Presentation outline:

- Intro & Goal
- Design process
- The final design:
  An art Exhibition
- Reflections

Intro & Goal

Intro & Goal

- To make a spatio-temporal design
  - Physical place or space matters
  - Time or temporal structures are relevant
- To evoke a distinct user experience
  - Create the notion of discovery
  - Discover something about oneself and others.
- To enrich an already existing user experience
  - Avoid disturbing the ongoing journey
  - Enriching the existing emotions

Design process

Record people at places & let others that visit the place listen.

Record people

Where? → Museums, Parks and Taxis more suiting than Restaurants, Shops or Bus Stops

Why? → To hear other opinions, for fun, to learn something, to experience something through sounds

Experience? → Captivation, Discovery, Exploration, Expression, Fantasy, Humor

Record people

↓

Art museum → It is a journey with few interfaces, roles and transitions. Open spaces, people, specific art at specific spots.

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Discovery → Learn something new. Find forgotten things. Unravel things. Try something new. Discover something about oneself, others or the world.

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Discovery → “when products perform an action in a surprising way, such as a toaster that burns a figure on a slice of bread”

Record people

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More dynamic → Here-once vs Here-recurring, different reflective questions & answers could make the visit more dynamic.

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Create a story → Temporality, creating something that you can keep and share extends the journey beyond your visit

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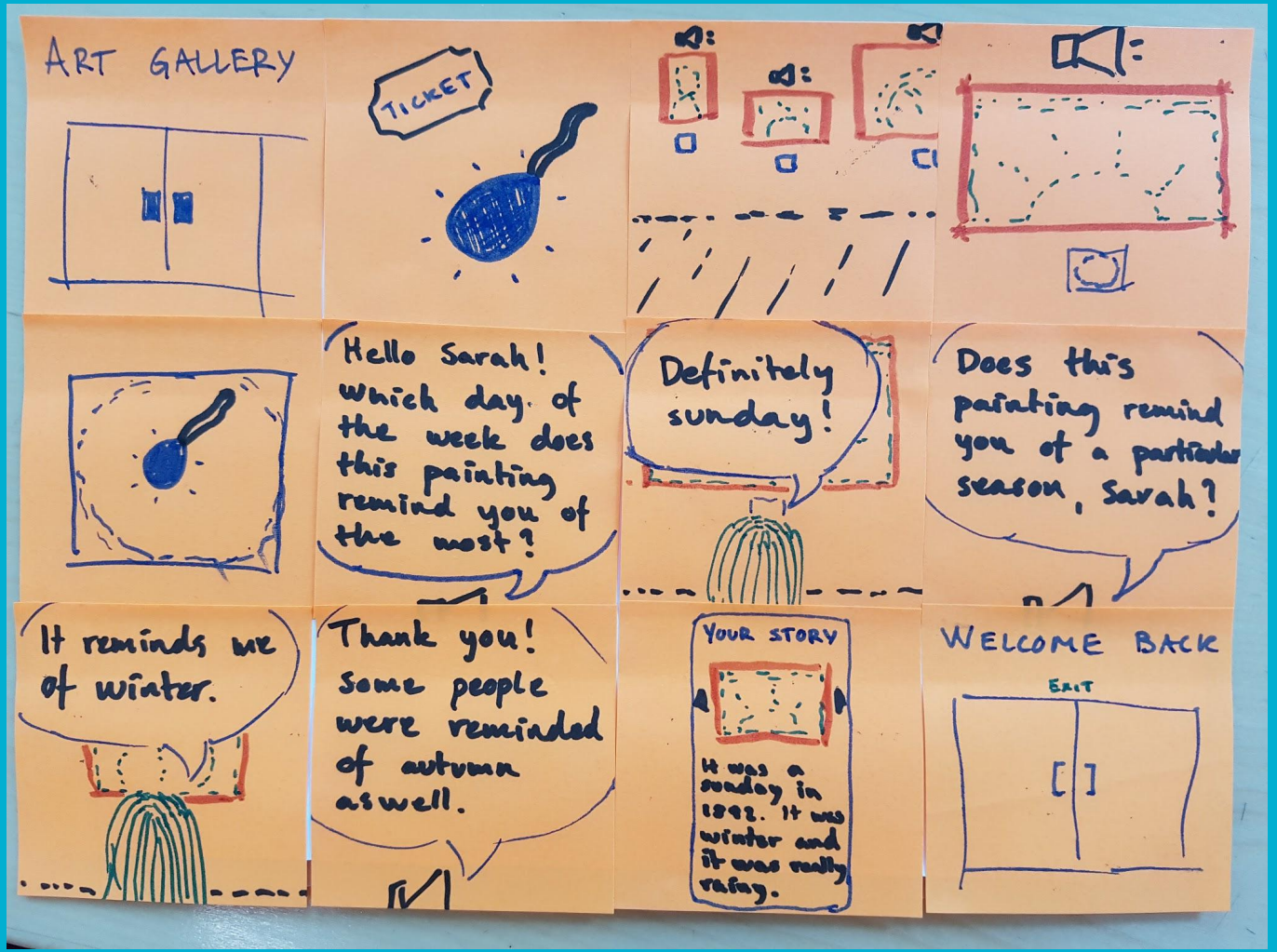
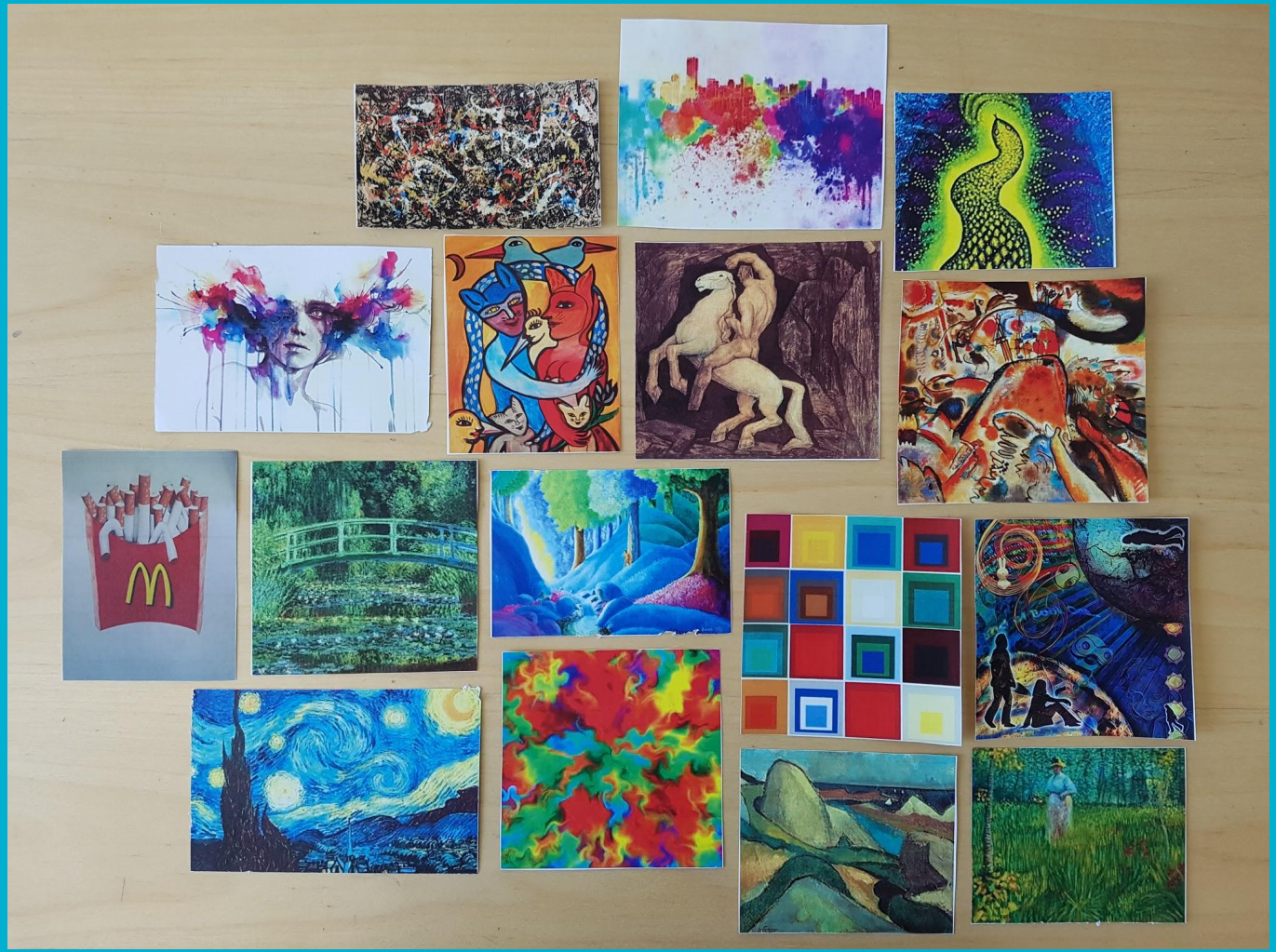
Discovery → Hearing what others have said about the art. Figuring out what you think yourself.

User scenario



User tests

Study of artists



Final design

An art exhibition

- Your own experience

Welcome!

This is an art exhibition where you get to reflect about what a piece of art is to you.

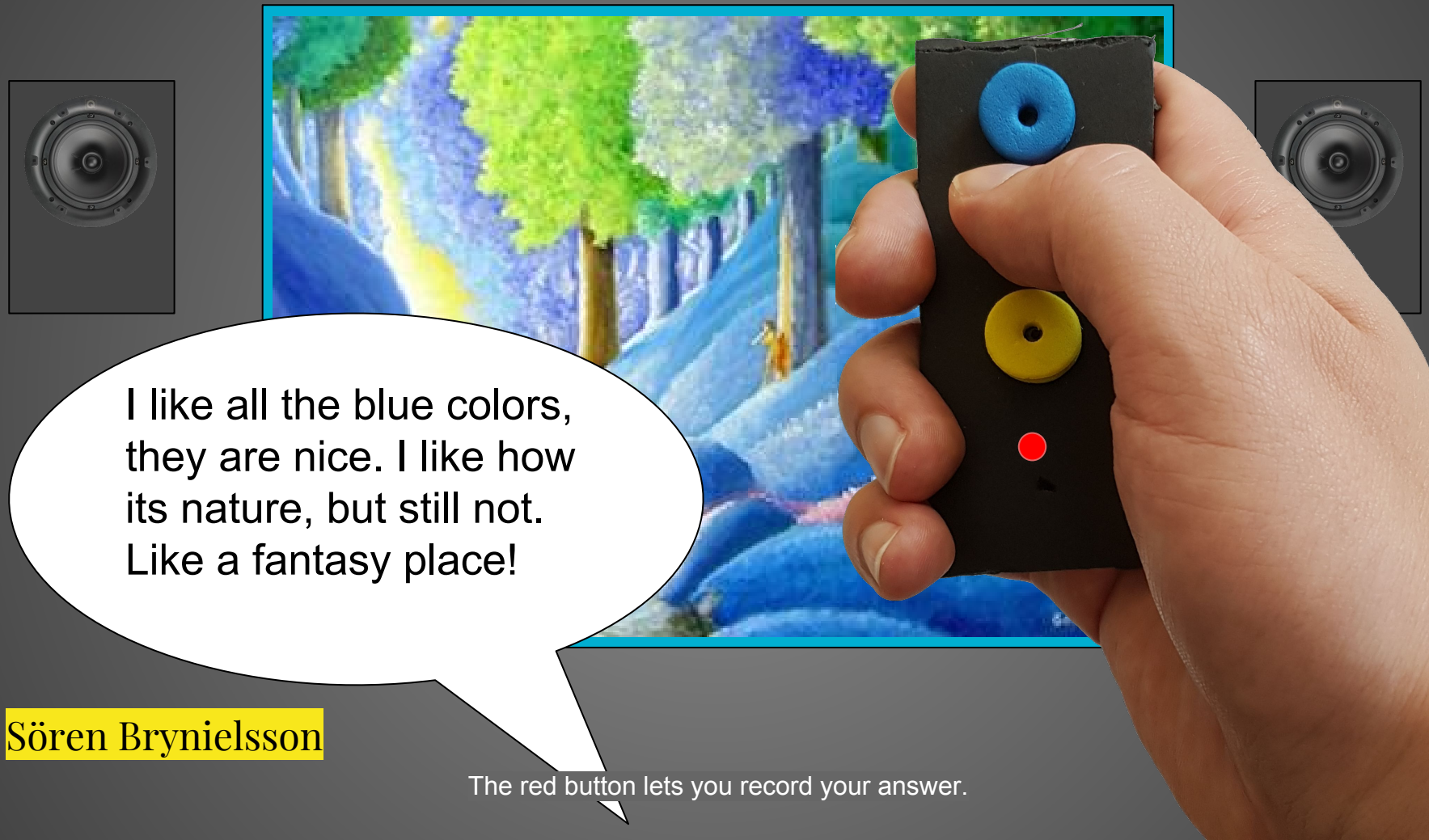
Sören Brynielsson

Close to a piece of art you can use the controller.

Hi Sarah, do you like this picture? What is it that you like, don't like, about it?

Sören Brynielsson

The blue button will ask you a question about the picture.


I like all the blue colors, they are nice. I like how its nature, but still not. Like a fantasy place!
Sören Brynielsson
The red button lets you record your answer.

How interesting! Do you want another question or maybe you want to hear an answer from another person?

Sören Brynielsson

There are more than one question available.

Sören Brynielsson

You can listen to what others have answered.

Silvia Pelissero

Many of the questions are reused for different pictures.

What about this picture Sarah, what do you think the artist thought when she made this?

Silvia Pelissero

But which you get first is chosen randomly.

Silvia Pelissero

A microphone in the controller becomes quite handy!

I find this painting very hectic. I can't really explain why, maybe it's just too much for me...

Vasilij Kandinskij

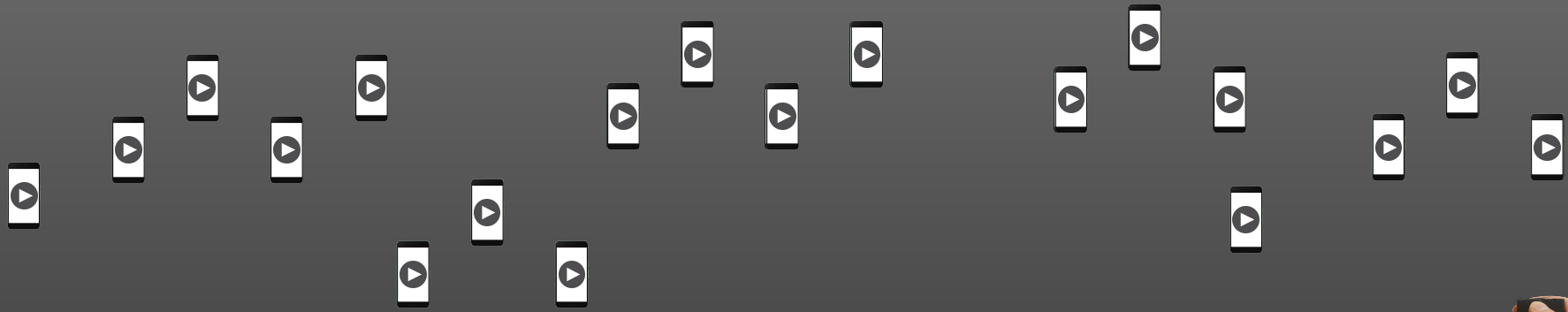
You can walk around and listen to what others have said.

Hi again Sarah, why do you think there's a rabbit in this picture?

Sus Lyckvi

There are some questions that are picture-specific.

Review wall



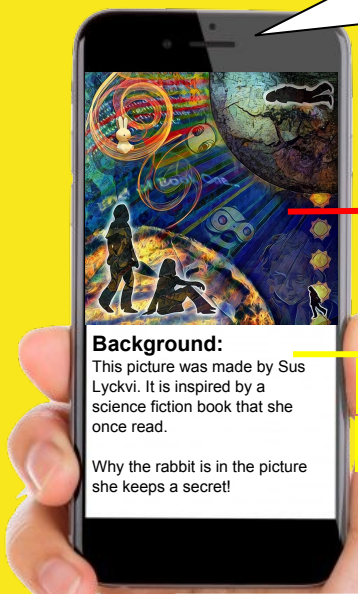
In the end you will find a lot of movie clips on a wall.

Review wall

The clips are summaries of visits made by other people.

You will get one aswell!

The summary clip contains the pictures you've shared your thoughts about.



Recordings you've made.

Pictures you've given comments about.

Learn more about the pictures' background.

You can choose whether this and your recordings will be shared in the exhibition.

A kept experience

- Your own experience