K. J. Somaiya College of Engineering, Mumbai-77
(A Constituent College of Somaiya Vidyavihar University)

TITLE : Refinement of the interface of B2C application.

AIM : To implement refinement process for the interface of B2C application.

Expected OUTCOME of Experiment:

CO 4:   Refinement, Prototyping, Implementation of product/ service.

Books/ Journals/ Websites referred:

1 "Design Thinking", Gavin Ambrose Design Paul Harris

Theory:

- Designing is an iterative process
- With every iteration; appearance, performance of the system may change
- Working up a design idea involves the continued refinement of the artwork and the message it communicates.
- Refinement sees small yet significant changes made to a design in order to enhance the idea and increase the effectiveness of its ability to communicate.

- Refinement can be done in :
  – Thinking in images and signs
  – Appropriation
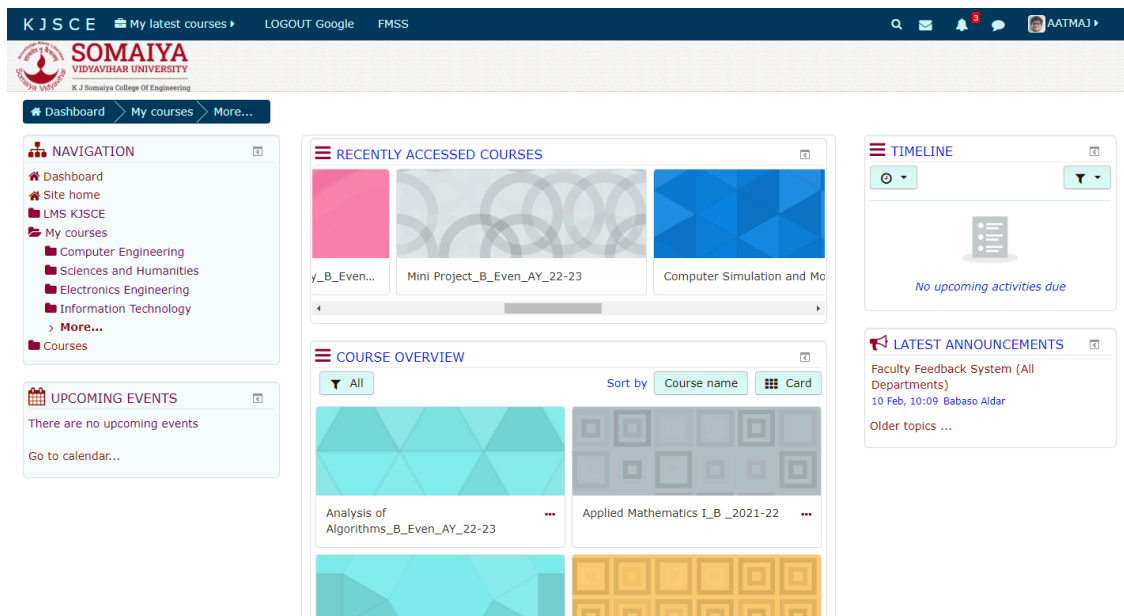 – Modification
  – Thinking in shapes and colours

Implementation:

Abstract about B2C application: LMS
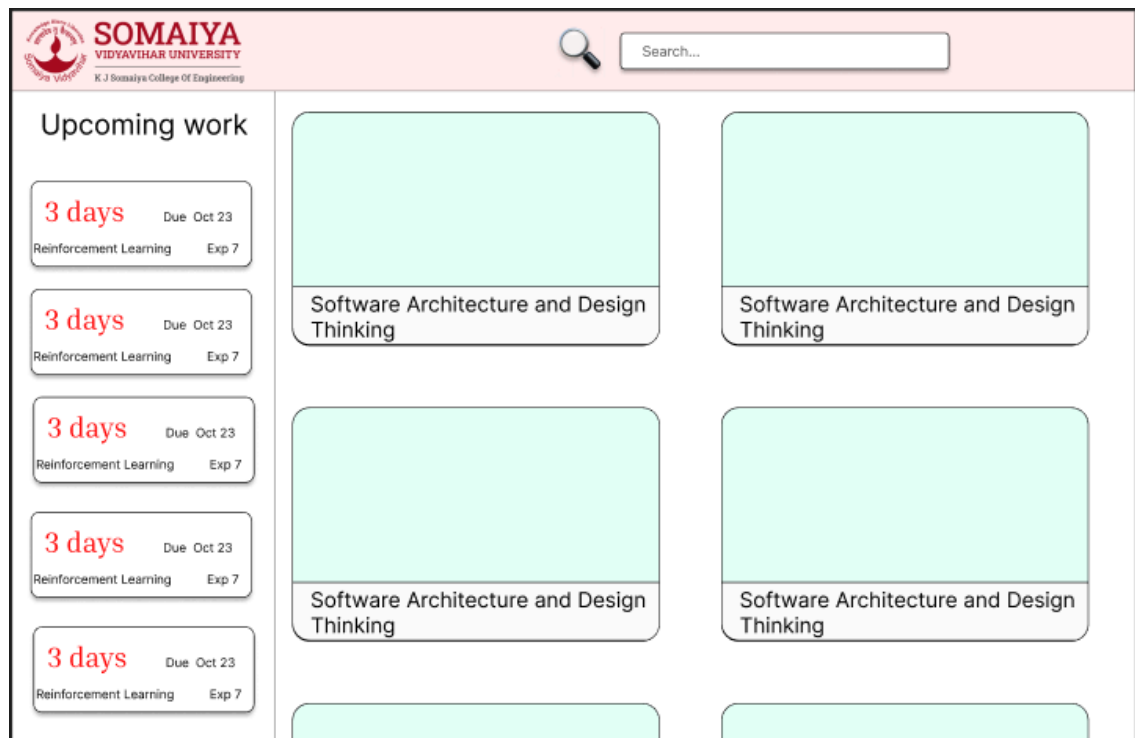Existing   Interface:

Refinement with respect to:
– Thinking in images and signs
– Appropriation
– Modification
– Thinking in shapes and colours

Refined Interface:

Post Lab Descriptive Questions

1. Explain the concept of appropriation in Refinement.

1. User-Centric Adaptation

Personalization: Users often adjust interfaces, features, or workflows to align with their habits and preferences. This can include customizing settings, rearranging layouts, or utilizing tools in unintended ways.

Contextual Use: Users may appropriate a product in ways that are specific to their environment or situation, leading to new uses that the designers may not have initially anticipated.

2. Learning and Mastery

Skill Development: As users become more familiar with a product, they often discover ways to utilize it that go beyond its intended design. This mastery can lead to innovative uses that enhance their experience.

Exploration: Users might experiment with different features and configurations, appropriating the product to serve their specific goals or to streamline their workflows.

3. Feedback Loop

Iterative Design: Observing how users appropriate a product can provide valuable feedback for designers. This can highlight areas where the design may not fully support user needs or where additional features may be beneficial.

User Insights: Engaging with users to understand how they appropriate the design helps refine the product, ensuring that it aligns more closely with real-world use cases.

Date: 11 Oct 24   **Signature of faculty in-charge**