

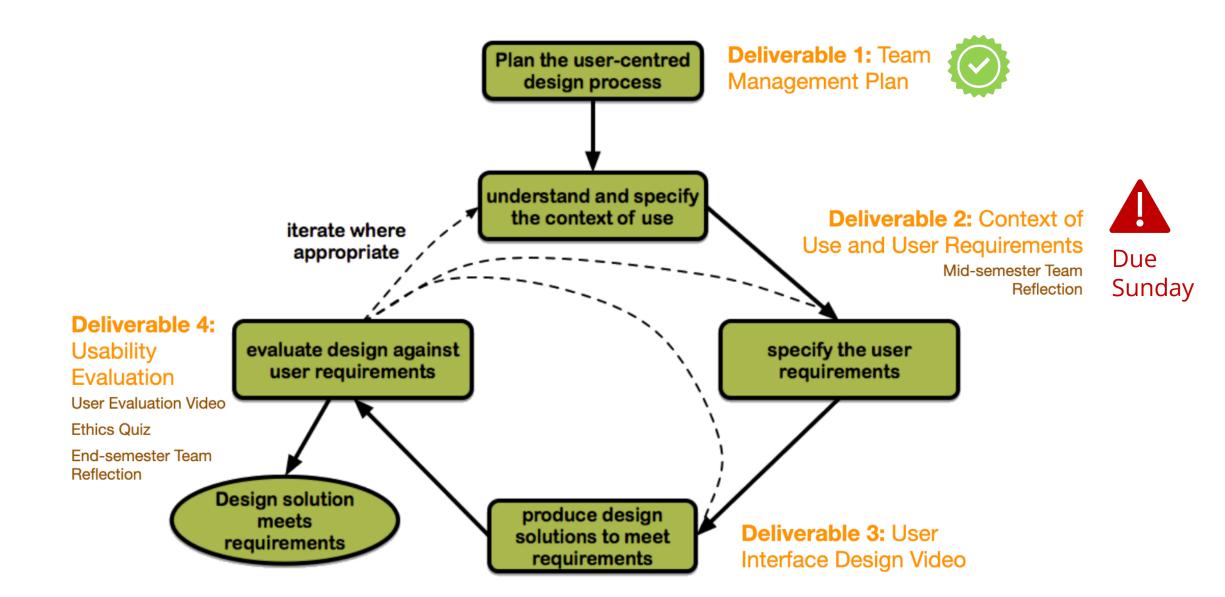
User-Centred Design

Tutorial!	5: Concep	otual Design
-----------	-----------	--------------

Agenda

- Questions since last week
- Team stand-ups
- Context of Use and Requirements Report
- Get feedback on:
 - models section (worth 33% of report)
 - requirements section
- Start User Interface Design
 - Conceptual Design

UCD Process



Wandering Tracker App

UCD 3: User Interface Design Video (due W9)

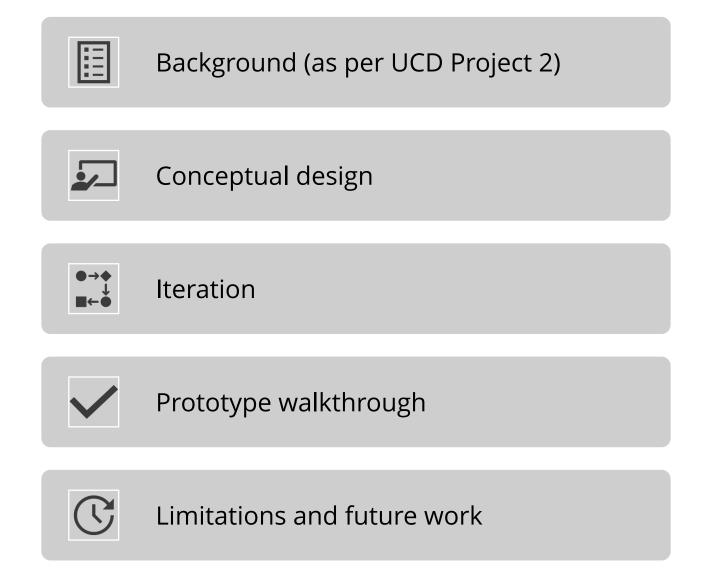
- Design and build prototype app for Freedom Tracker
- Present design and design process as video
 - 10 min
 - Include demo of prototype



- Need to present to get marks
- Name must be on video when talking



UCD 3: User Interface Design Video



New skills to learn:

- how to use prototyping software
- how to make video

Time consuming tasks:

- generating design concept*
- making prototype**
- making video*

Case Study: Low Water Warner

Farmers on large Australian cattle farms may have to travel 100's of kilometres to check the water supplies for their cattle.

The aim of Low Water Warner is to remotely monitor water troughs and tanks and reduce the need for them to check them manually.

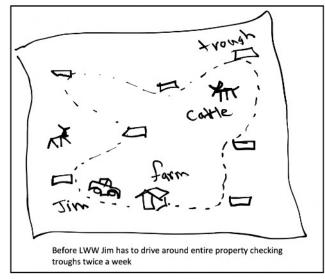


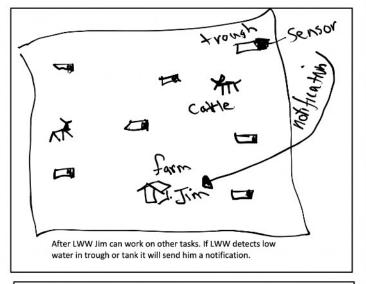


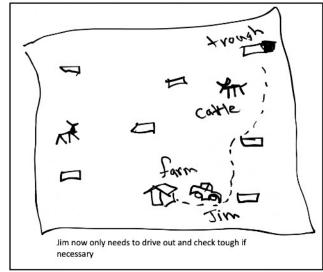
Conceptual Design: Design Scenario

Bill and Leanne's outback NSW cattle farm is 8,000 square km. The majority of their cattle are watered by troughs supplied by bore water pumps. Making sure these are working properly is critical. In the past it took Bill an entire day to check all the troughs are working and between checks he was always worrying about them. However, the installation of Low Water Warner (LWW) has largely removed unnecessary trips to check troughs and the constant worry. Water level sensors wirelessly connected to LWW are installed in all his troughs and the tanks suppling them. If a tank or trough runs low LWW sends him an immediate notification so he can go out and check it. He can also check tank levels for all his troughs and the rate at which cattle are drinking the water. This helps him see seasonal variations and identify if he needs more/less troughs in an area.

Conceptual Design: Storyboard









Conceptual Design: Wireframes

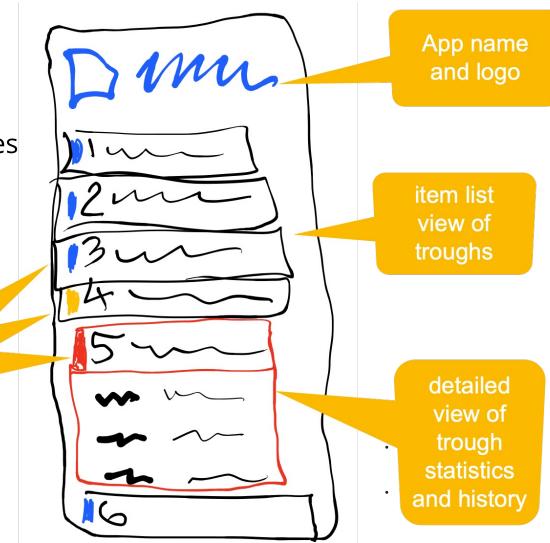
- Keep level of detail low
- Only include colour if meaningful to design
- provide annotations to help explain design features

colour

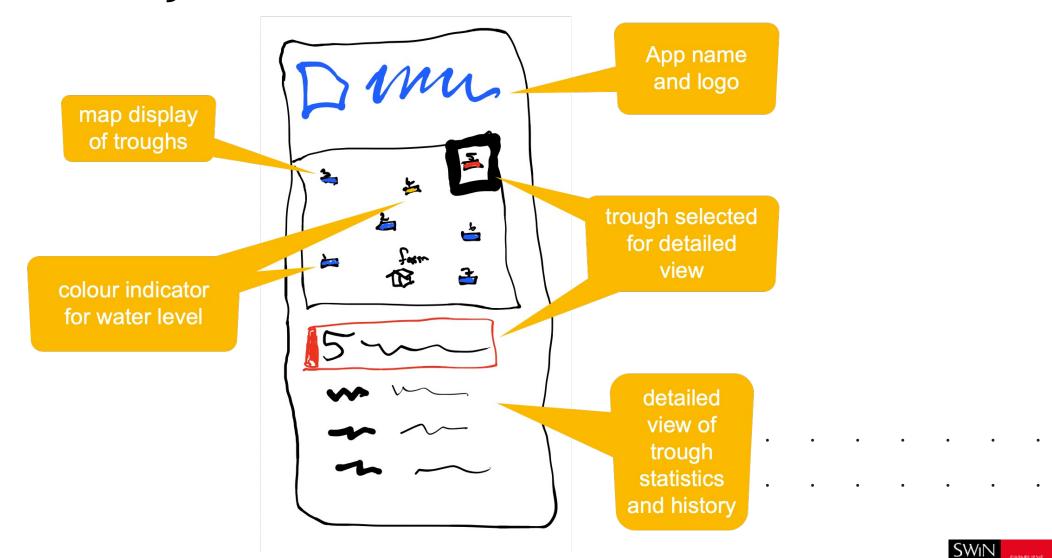
indicator for

water level

include at least 2 different design ideas



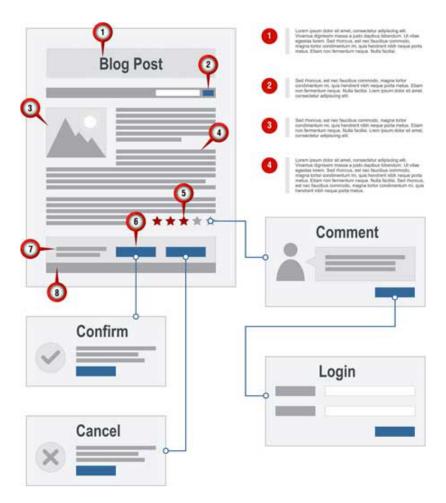
Conceptual Design: Wireframes



Key Project Deliverable: User Interface Prototype

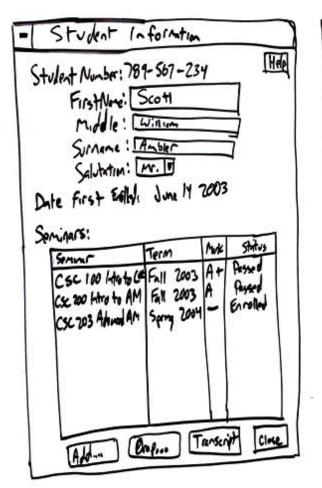
Interactive prototype

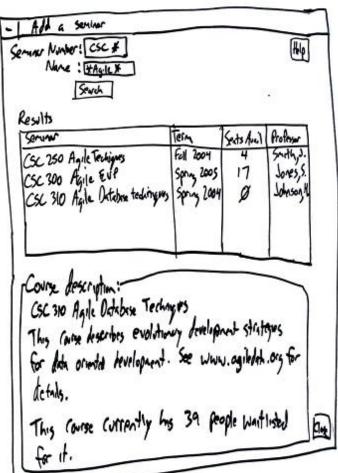
- Series of screens linked together with interactive hot spots
- Explore and test design ideas
- Get feedback on design
- Do not require programming!



Low Fidelity User Interface Prototype

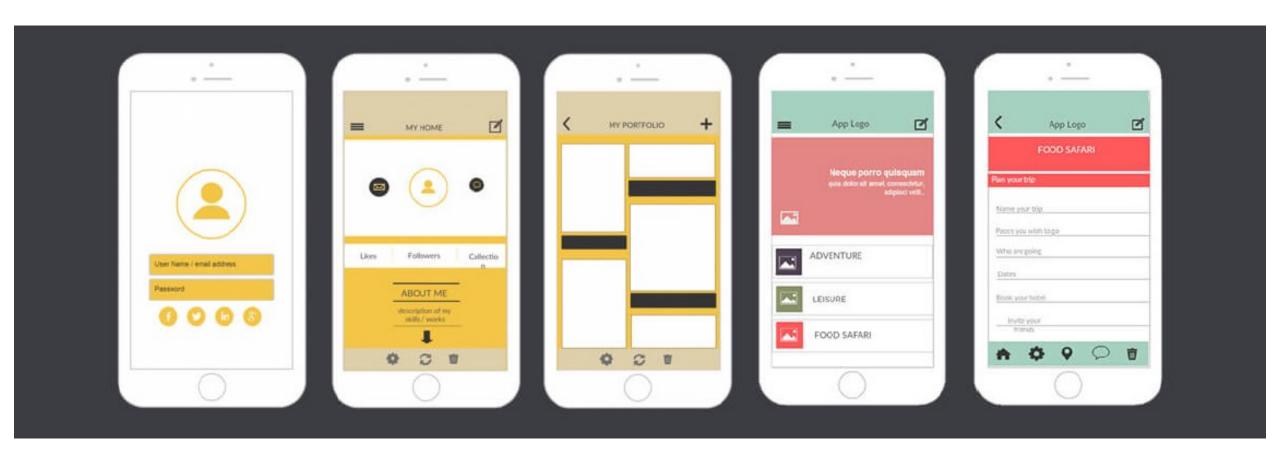
Start with low fidelity prototypes
Generate ideas without fussing
about exact placement, colour etc







Mid-Fidelity Prototype



Prototyping tools



Figma



Adobe XD



- ease of use
- utility (linking, Ul libraries, masters)
- skill development



PowerPoint

...plus many more.



Before next week



UCD 2: Context of Use and Requirements (due Sunday)

Format and edit document

Finalise contribution statements

Submit!



Start looking into prototyping tools

Recommended: Figma (education account)



Start thinking about design ideas



Prepare Week 6 Stand-up



COS70004 UCD Assignment (due at end of W6)

Bibliography

- Brinks, B, Stenekes, N, Kruger, H & Kancans, R 2018, *Snapshot of Australia's Agricultural Workforce*, ABARES Insights 3, Canberra, CC BY 4.0. DOI: 10.25814/5c09cefb3fec5.
- Hooper, S, Martin, P, Love, G & Fisher B S 2002, *Farm size and productivity, where are the trends taking us?* Australian Commodities vol 9 (3) p 495-500.
- Labinsky, M 2021 *How remote water monitoring has changed life on this outback station,* AgTrader, viewed 6 August 2022 https://www.agtrader.com.au/news/livestock-cattle/how-remote-water-monitoring-has-changed-life-on-this-outback-station