Bisrat Asefaw

CSS 478

Human-Computer Interaction

Prof. Annuska

**Design Thinking Case Study: Acting Class**

* **Ideation: Turn in a list of ideas you and your group generated.**

**List of ideas from group:**

Understanding Mark: He is comparing himself to role models like robin Williams and Johnny Depp. When he does this, he feels that he doesn't measure up and it deflates his confidence. He wants to improve his acting skills to be more like those mentioned, which includes boosting his confidence and improving accents. He hopes that this will make his impersonations more recognizable.

Problem to solve: How might we go about helping mark get feedback on his acting without having to travel long distance?

**Solution one:** Use a AR/VR featured system to act so that people can see him fully. People will be able to see his body movements to better analyze if he is following mannerisms well. They will also be able to simultaneously see and hear him, this will allow for them to analyze all essential parts of acting and most closely replicate in person acting.

**Solution two:** Utilize video platforms such as zoom to meet with both fellow actors and mentors. A weekly/bi-weekly/ monthly improv style group may be formed. Use ride share with friends or colleagues to reduce expenses/costs of travel. He can get feedback from people in the group on the acting skills he has been working on

***Solution three: Find an online acting class or private online coach. Mark and the coach may meet via a video platform such as zoom, and the camera will be set in a way that Mark’s mannerisms may be tracked as this is an element of acting which he wishes to work on***. Reduce the number of classes in person classes to ½ in a week or use a pre-recording to show his peers or friends.

* **Favorite solution: Indicate which is your favorite solution. Explain why.**

***Favorite solution: Find an online acting class or private online coach. Mark and the coach may meet via a video platform such as zoom, and the camera will be set in a way that Mark’s mannerisms may be tracked as this is an element of acting which he wishes to work on***.

My favorite solution is the one that I highlighted above. I choose that because I think this solution accompanies all the other listed solutions that comes up on the meeting from every team member. e

* **Prototyping: Turn in your storyboard and wireframe of at least 1 screen or part of the user interaction.**

Story Board: first image when he is registering for online class and the second image is joining

Online class. The third one is when he is acting in front of his instructor.

Graphical user interface

Description automatically generated

Wireframe:

A picture containing text

Description automatically generated

* **Answer the following questions to reflect on material covered in the lecture.**

Part of the lecture that contributed most to my learning is the steps in design thinking.

The ideation activity is helpful to me because it stretches my knowledge of design thinking, as it is helpful to generate idea quickly and effectively in a team. It helps me what I need to do in my current project and any upcoming projects that needs design-thinking. During the ideation session, reading my team members generated ideas make me to visualize the problem and generate possible solutions supported by wireframes and story boards.

We couldn’t finish the wireframe section of the activity within the time provided, but the activity overall was helpful. After class I created a sample wireframe for one activity based on my team’s solution. One thing that was insightful, and I liked personally is generating solutions in 1 minute, because that helped me to visualize the problem in different way.

Based on my personal opinion, I would like to have a half/full class time of practicing ideation so that we can be more familiarized with it. I don’t have any suggestion other than it was an interesting topic.