

Brief for Lecture #7

Title: Journey map Workshop.

Literature:

[Cooper]: Allan Cooper, About Face, 4th edition, 2014. Read: *Creative Teamwork*, pages 145 – 163 (Ca. 1.5 hours of reading).

Further reading:

All the stuff you did not read so far – seriously. This is by far the easiest class all semester and therefore a great chance to catch up.

Purpose of the day:

To experience participating in a workshop focused on evaluating and improving design.

Interface design, and web development in general, is not a closed off business, but one that involves every aspect of users lives. You will acquire knowledge and skills allowing you to conduct a focused workshop that both validates, tests and generates new data for your design process.

Control questions – (before coming to class, be able to answer the following):

- Question for the Alan Coopers text:
 - What are the roles associated with a *Generator* and *Synthesiser* in group work?
 - What is the *15 minute rule*?
 - What is *Environmental Serendipity* and why is it important?

Wrap up – (Will be updated after class with corrections or added points):