Tutorial 2: UX and Multimedia Design:
Assignment initial design challenge

Autumn 2018

Question 1 *Brainstorming ideas*

Your assignment has to be something to support computing study (see the assignment handout for details). What will you choose? What did you study? What did you find difficult? What did you find easy? What did you find appealing?

Come prepared with some thoughts about what you will implement for the assignment. Be ready to give a **1 minute** overview of your topic.

Question 2 *User personas*

Develop at least two personas you are going to use to guide your assignment design. Who are the users? What is their experience? What do they want to use the your application for?

Question 3 *Tasks*

Given the user personas above, choose one of the tasks they have to do and break it down into sub tasks using hierarchical task analysis.
Is this a time-based process, or an event-based process? Which approach is more appropriate for this application? What "channels of communication" (e.g. text, still images) are you likely to use in your application for greatest effect?]

In class, we will work in groups to challenge those ideas and develop them further.