

Informatics & User-Centered Design

Morya Breland Jr.
Keegan Farley
Jacob Koch
Nick Mao

Intro Survey

*Please take **five minutes** to fill out our introductory survey*

Today

Introductions

Informatics & User-Centered Design

Group Activity 1

The Design Process

Group Activity 2

Introductions



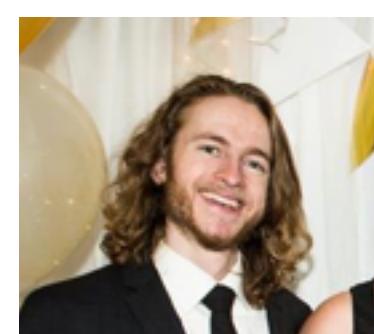
Morya Breland
Jr.



Keegan Farley

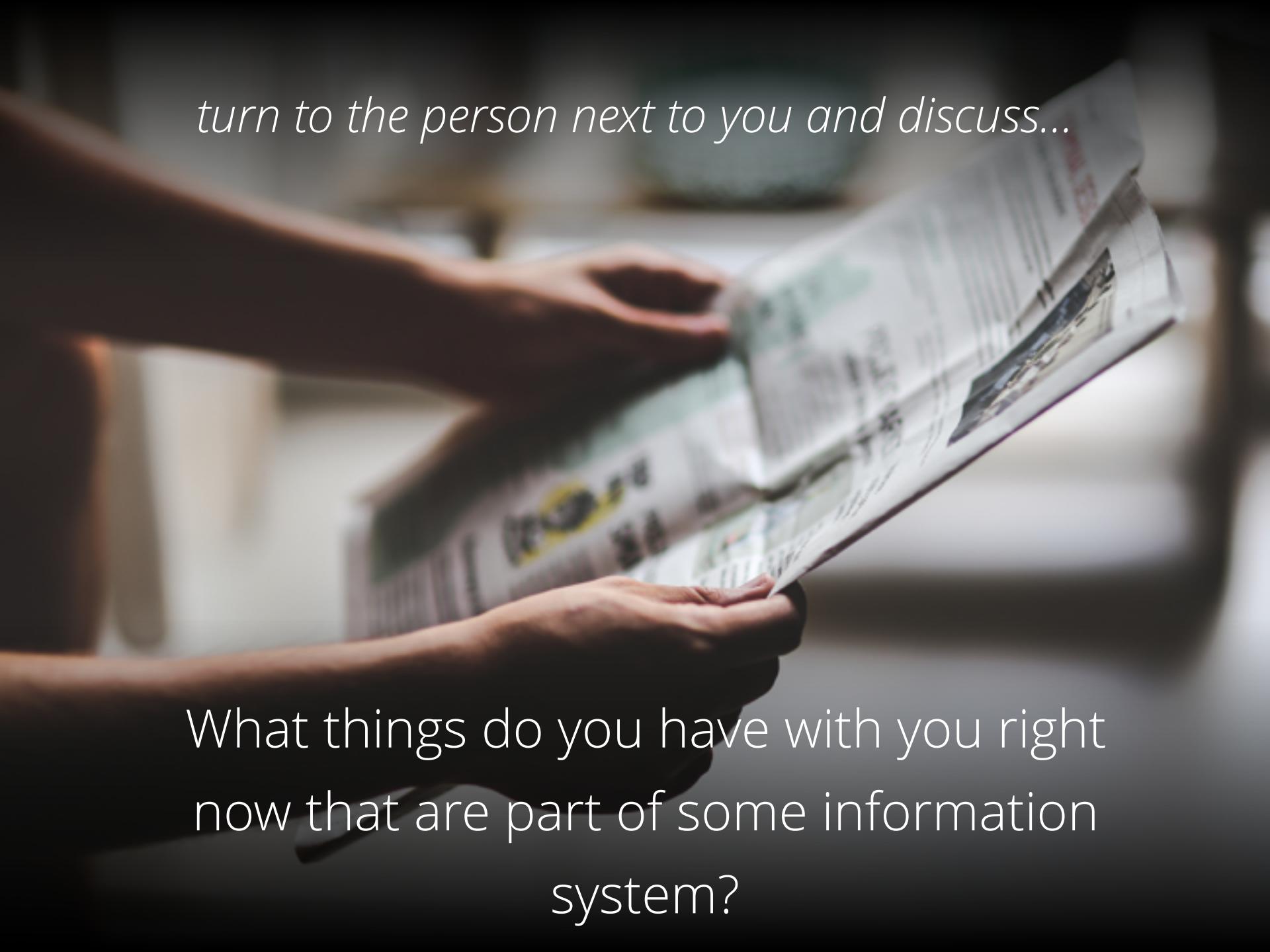


Nick Mao



Jacob Koch

turn to the person next to you and discuss...

A close-up photograph of a person's hands holding a newspaper. The hands are gripping the edges of the paper, which is slightly crumpled. The newspaper has various columns of text and some small images or advertisements. The background is blurred, focusing attention on the hands and the paper.

What things do you have with you right now that are part of some information system?

What is Informatics?

The science of human-centered information processing:

- how we create and capture it
- how we store, manage, and protect it
- how we find it when we need it
- how we manipulate it
- how we share it
- how we make it work for us more than we work for it

Jobs in Informatics

Web Developer

Information Security Specialist

Information Architect

Database Manager

Project Manager

UX/UI Designer

Data Analyst

Entrepreneur

...and more!

User-Centered Design

Design based completely around the needs of
the user



Group activity!



Twitter's Design



Let's take a quick break!

The Design Process

1. Understand the problem
2. Understand the user
3. Ideate
4. Prototype
5. Iterate

Group activity!



Understand the problem

- What is the root problem?
- How do you know this?
- How did this problem develop?
- What other complexities are involved with the problem?

Understand the user

User story:

“As a _____,

I want to _____,

so that _____”

Example: “As a user, I want to send photos and videos to my friends that disappear so that my photos and videos don't stick around”

Ideate

Think of solutions based on the **problem** you defined and the **user stories** you laid out

There are sticky notes at your tables to do sketches and ideating

Prototype

Create a prototype of your solution

Sketch each screen in your app using sticky notes

Iterate

Go back and revisit your problem, users, or solution to develop revisions for your current prototype



What did you create?



Why User-Centered Design?

A photograph of a man from behind, walking down a narrow, sunlit street in a historic city. He is wearing a dark blue long-sleeved shirt and dark shorts. The street is flanked by tall, aged buildings with various windows, some with black shutters. The architecture is traditional, with brickwork and stone details. The lighting suggests it's either morning or late afternoon, casting long shadows and giving the scene a warm, golden glow.

Thank you!

Email us at jtk217@uw.edu if you want more information about Informatics at UW

Outro Survey

Please take five minutes to fill out our outro survey