**Dino, A. E.**

**Essentials:**

* Approach to Design based on the needs and interests of the users
* (Early) emphasis on making products usable and understandable
* based upon an explicit understanding of the users, tasks, and environments
* involves users in all design and evaluation phases

**UCD Project Cycle:**

1. Understand Context
2. User Requirements
3. Design Phase
4. Evaluation Phase

# 1. Understand Context

* **Identify stakeholders**

**Dr. Laurianne Sitbon** - idea to **bring citizen science as an opportunity for people with intellectual disability to actively engage with nature, through a mobile app** designed inclusively with neurodiversity in mind. I finally have a team of IT students who are keen to explore and develop the idea, and I would love for you to meet with them as they are going through early stages of their project. The key aspect at the moment is to identify a citizen science project that would be suitable in terms of location and type of engagement, genuinely needs data, and is likely to continue for at least a couple of years.

* **Understand organisation**

**Endeavour Foundation** – independent ‘for purpose’ organisation helping make possibilities a reality. Dedicated to helping people with a disability live fulfilling lives, working together to turn possibilities into reality for each individual. Core services: Home, Daily Living, Social & Community Participation, Relationships & Independence, Work, Learning.

* **Describe Culture**

Believe in ability and understand that everyone is different, working to make the most of individual skills and interests.

# 2. Understand the People

**Who are we and what makes us interested in being part of the group here today?**

**Maria** – history working with Narelle in community; Tess and jenny for NDIS planning & partnering with QUT.

**Narelle –** like volunteering, always wanted a job, never worked, want to help people, like charities, like that I can relate personal experience with the charity, can’t wait for NDIS to enable me to do more, without service restricting me

**Tess 23 years old -** history school, special education, led to voluntary work, loved it, always want to help others, world is around parents, want to have own world and do every day things, isolated within current set up, want to access community, need supports for all aspects of access community – safety, risk getting lost, vulnerable. Use PC at home to find place for family to eat – princess Thai, like to do more of this. Parents bought Tess a car for support to use with Tess – ideal to use internet, create plan for day – study, social, community, volunteering. Like taking photos, everyday life, love typing documents, skilled creative writer to express feelings and daily life, mum learns about me through my writing

**Needs and Goals**

* Need people who are curious compatibility & interest with the science
* Need meaningful outcome / science data. Many examples of data collected – not used
* Any kind of science - not just cute & fuzzy

**Values**

* Narelle wants to give back to the community

**Skills**

**Preferences**

* Tess & jenny have lots environmental options – three homes in various geographical locations
* Narelle has open spaces around where she lives

(Scenarios, Personas, Storyboards, Mood-Boards)

# 3. Design

**Sketch**

* No sketches made yet. Waiting for Simulation Feedback for UI Design – 30/04/18. AD.

**Simulate**

* Simulated Prototype made for Ant Picnic Project – 30/04/18. AD.

**Prototype**

* In Progress of learning Ionic Framework for App Creation - 30/04/18. AD.

*Proof of concept, seeking early feedback, and test alternatives. Prototype early to show for feedback.*

# 4. Evaluate

**Find Issues, hence improve the design**

* *30/04/18*

*Alice McKellar critiqued Aarond Dino’s Simulation Prototype.*

AM: “Not very user friendly for the targeted user audience. Too many words, perhaps use video tutorials and more pictures, and going to have to reword many of the paragraphs”.

AD: “The project ‘Ant Picnic’ requires preparation of different foods as bait for the experiment. There might be some difficulty in compressing the number of words, while explaining the precise preparation required for the experiment results do be desirable”.

**Uncover misunderstandings, hence improve process**

*30/04/18*

The UI for the targeted audience was too difficult according to feedback, the way the instructions to perform the project experiment must be rethought to find a clean process for the user audience to operate with. i.e. Less words, compress, use images and media.

**Improve understanding of the design problem**

* Seeking receive ideas for app design for the instructions relay for carrying out the project experiment, in the next meeting. - 30/04/18.

**Ethics**

To speak to users, QUT ethics approval required.