



ID2216

Developing Mobile Applications

L1. Mobile Observations & Innovations
Spring 2021 | Lungaro





Course Project add examples adobe XD & Figma

- During the course, students work in small teams that propose, build, and document a mobile app.
- The students should in the end of the course have developed an functional application (Web or Native) that addresses an interesting and relevant area that the students have identified.
- The aim of the course project is to teach step-by-step how to design mobile applications and services.
- Each step is accomplished with a lab assignment and in the end an oral presentation and a written report should be delivered.



Get started...

- Form groups of 4 students
- Register your groups and tentative name in Canvas
- Start to work on A1: Course project proposals



MSL // KTH

Mobile Service Lab: Project ideas for ID2216 based on current research projects



Digital

Mobile Observations & Innovations



Exercise 1: Observations & Interviews (20min)

1. Team-up pairwise
2. Select an App to investigate
3. Create some interview questions
4. Interview
 - a. Let the other person interview the first person about about the App and what they like and don't like
 - b. The interviewer takes notes
5. Observation
 - a. Let the first person demonstrate how the App works
 - b. The observer takes notes during the demonstration
6. Join with another group. Present the outcomes and compare the lists and talk about the overlaps and differences

Mobile Health Mashups



+3500 Observation / 7 Persons / 4 Day's sorting



Data analysis, generalization, brainstorming, and conceptual design

Affinity analysis

- To create major findings from the study: identify users' needs and requirements, generalize from specific observations

Brainstorming

- Generate, discuss and rank new ideas

Conceptual design

- Illustrates the potential design for an idea
- Envision hypothetical context of use and functionality

Exercise 2: Conceptual Design (20min)

1. Affinity analysis
 - Write each observed statements to stick-it notes one-by-one
 - Group into categories based on similar observations
 - Generalize into a number of themes: larger goals of participants
2. Brainstorm based on themes
 - For each theme each participant write 2-4 ideas
 - Present each idea – one-by-one
 - Pick three favorites and rank them
3. Write up a concept
 - Based on top ranked favorite write up a scenario for each on how this App could be used

Paper prototyping

Design quickly alternatives of
your mobile app

Test your design
assumptions early with users
and gather feedback





Exercise 3: Paper prototyping (20min)

1. Draw some screenshots from the scenario
2. Ask another group to “use” the “App”
3. Note how they used and understood it
4. Check your design towards Apples Guidelines
5. List and rank redesign suggestions



Field Study

Get to know your domain of interest

Observation

- Observe user behavior in the context of interest
- Take notes, video, track logs

Semi-structured interviews

- Ask users questions in-situ
- Keep some key question but be open to discussion
- Be aware of consensus
- Collect data: audio, still pictures, consensus



Exercise 4: Field observation

Brainstorm around your domain

Think about:

Write a small observation / interview plan

- how to observe people
- which questions to ask them
- how to collect the data

Do observation / interviews and collect notes

- Define roles
- Execute the observation plan

Analyze interviews and extract key themes (incl quotes and pics)

Walk through collected observation data and summarize findings



A1: Course project proposals

Observation-based field study

- Do a quick plan for a mobile field study
- Take your jacket and leave the classroom.
- Perform at least 4-5 observation in at least 2 different locations
- Perform 2-4 informal interviews on daily use of mobile apps and services
- Collect, sort and group your pics, notes, quotes, etc

Define the course project proposal

- Identify common themes and outliners
- Rank findings based on interest and importance (affinity)
- Perform a brainstorming based on the most important findings to define your course project proposal
- Envision context of use and functionality through a second brainstorm / bodystorming

Prepare a project proposal presentation for S1 [More online]

- Write up 2-3 scenarios how this App could be used
- Use a selection of collected mtrl to ground the scenario
- Tell us a good story!!

Write a 2-4p summary of your field study and course projectproposal



Appendix

W.E. Mackay: Video Techniques for Participatory Design: Observation, Brainstorming, and Prototyping
CHI Tutorial, 2000.

Available online at:

<https://www.lri.fr/~mackay/pdf/CHI00.Tutorial.pdf>

