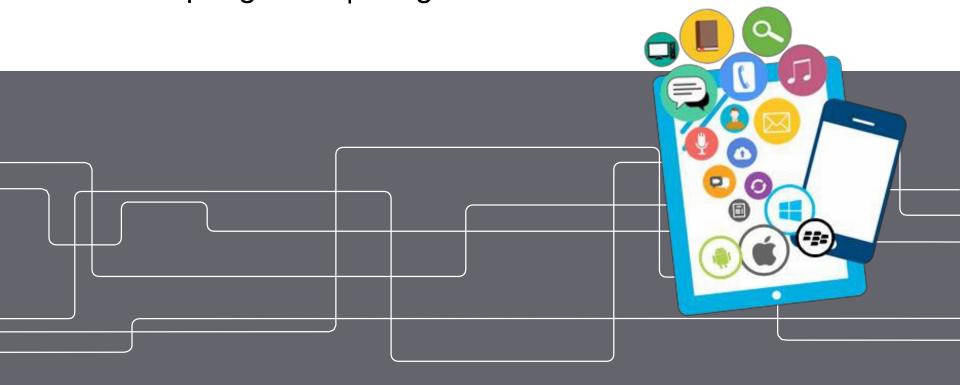


ID2216 Developing Mobile Applications

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

2020-01-16 4



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
- 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 oneby-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 project proposal



Appendix

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

Available online at:

https://www.lri.fr/~mackay/pdffiles/CHI00.Tu torial.pdf



