



Berner Fachhochschule
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Software Engineering and Design

CS1 – Task 3 (Design Thinking)

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CS1 Task 3: Design Thinking (1)

Design a Web-based, mobile application for your target user by following the Design Thinking Process:

1. Scoping

- ▶ define: project scope, out of scope, and success measures

2. Research

- ▶ investigate: literature, case studies, state of the art systems, ...
- ▶ conduct: ≥ 1 interview/field study

3. Synthesize

- ▶ collect, order, and analyze all material in your group
- ▶ define: ≥ 2 personas as target user(s) for your application
- ▶ define: main features (i.e., user requirements)

CS1 Task 3: Design Thinking (2)

4. Design

- ▶ design storyboards
 - ▶ ≥ 2 storyboards per team member
 - ▶ discuss and iterate
 - ▶ make sure your storyboards are detailed enough to show the usage of a real system

5. Prototype

- ▶ ≥ 3 card-based prototypes for your most promising storyboards

6. Validate

- ▶ test your storyboards/prototypes with friends or family (i.e., outside this class)
 - ▶ first define your evaluation questions
 - ▶ then how you will find the answer

CS1 Task 3: Design Thinking (3)

- ▶ Aim for 3 iterations (start simple and then elaborate)
 - ▶ your team needs to decide how to proceed
 - ▶ who does what, how to produce a joint result, next steps, ...
- ▶ Presentation of final results: p 29.03., q 30.03.
 - ▶ 10 min per group incl. discussion
 - ▶ 5 points for the presentation
- ▶ Documentation
 - ▶ record results from each phase
 - ▶ take pictures of your non-digital material (storyboards, ...)
 - ▶ explain/justify your decisions
 - ▶ 20 points for your documented results

Hints

- ▶ keep your project diary up to date
- ▶ place all work results in your repository under path ... \doc\task03\