IT281 E-Business & Project

Project 1: Kickstart Your Project

Agenda of the Day

1st Hour

- Module Introduction
- **■** Team Formation
- Project Briefing + Q&A

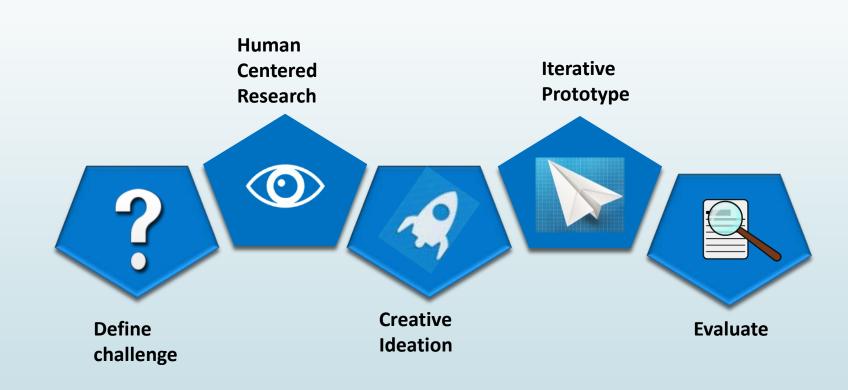
2nd Hour

- Activity 1 : The Challenge (15 mins)
- Activity 2: Plan & Conduct User Research

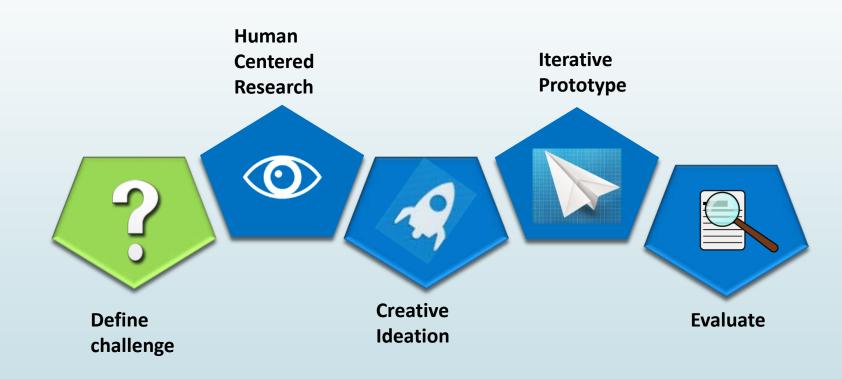
Team Formation

■ Min 4 pax, Max 5 pax per team

Recap Design Thinking learn in ITP182



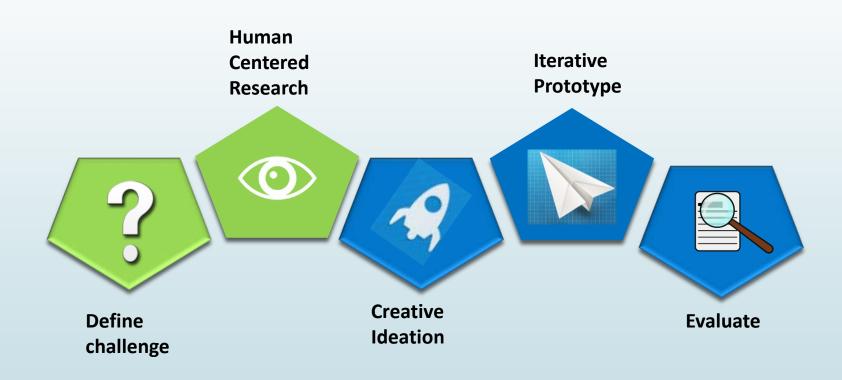
Define Challenge



Activity 1: The Challenge

- Our challenge
 - How might we provide a time & money saving service for the busy people in Singapore?
- What you know and don't know activity
 - Write down what you know and don't know on post-it knows
 - **■** Duration: 15 mins
 - Each group must have at least 15 of each

Human Centered Research



Empathy

- Empathy is the foundation of human-centered design
 - Engage Interact with and interview users through both schedule and short intercept encounters
 - Observe View users and their behaviour in the context of their lives
 - Immerse Experience what you users experiences

Activity 2: Plan & Conduct User Research

- Identify Stakeholders (Users)
- Use questions from "what you know and don't know" activity as a basis for the questions
- Go "deeper" into the questions with
 - What
 - Why
 - How do you feel?
- Restrict 10 words to each question
- Ask neutral question
- Don't ask Yes/No questions

Tips on conducting interviewing

- Never say "usually" when asking a question
- Encourage stories
- Look for inconsistencies
- Pay attention to non-verbal cue (e.g. body language)
- Don't suggest answers to your questions (avoid leading qns)
- Only ask 1 question at a time, 1 person at a time
- Make sure you are prepared to capture

Before Week 2 Lab

- Complete Survey Question
- Conduct User Research
 - If your group have 4 members, you need 4 x 10 = 40 survey participants
 - If your group have 5 members, you need 5 x 10 = 50 survey participants
 - This is the minimum, the more the better
- Bring the results back for discussion with the team and your supervisor