

Summary slides

- o Importance of generating multiple design ideas to avoid local maxima/ local hill climbing
- o Sketching as a method for exploring multiple ideas
- o Sketching is important early on to explore ideas – try to find the 'right design'
- o Scenario based design
 - Scenarios are another method to explore the design space

Designing < ^{right design, design right} sketching Scenarios

Problems:

- Select approach quickly \Rightarrow premature commitment
- Use external constraints to simplify problem quickly
- elaborating current design proposal \rightarrow inadequate analysis of other ideas

Need to avoid local maxima

- Right design : explore design space
- Design right : improve as much as possible
 - exploring variations

Designing Alternatives

- generate a lot of ideas
- throw most of them away

Come up with Multiple Ideas

Sketching – sketches exploring ideas

Why

• explore alternatives \rightarrow suggest, explore

- stimulate imagination
- Not final, quick, cheap

to be thrown away

Aim.

- Come up ideas, get feedback
- Sketchy & rough
- Min detail.

What to sketch

- Alternatives – aspects of interface representing interface context of use [design right]
- Details – exploit the design
- Animate sth. hard to sketch

Build on Initial ideas (iterate)

- Come back on previous ideas
- Show other people the sketch
- Think about how others might use

(storyboard)

benefits / sketch for

\rightarrow Come up ideas

\rightarrow think rough ideas

\rightarrow visualize how ideas come together

\rightarrow Experimenting

\rightarrow fail faster

\rightarrow Communicate idea to others

\rightarrow find the right design

Margin Notes:

- Scenario** : a sketch of use
 • Capture the essence of Interaction Design

what

stories including Setting, Actor, tools

lead to outcome - Current practice represent future situation

Scenario based design.

- current situations
- explore future uses
- Concrete but rough
 - Multiple layers of detail
 - visible progress
 - Relax commitment to expressed idea
- Maintain an orientation to needs
 - emphasize people & experience
 - is the idea appropriate?
- Raise questions evocative
 - evocative / incomplete
 - empathy of users
 - Seeing from multiple-perspective
 - Usage questions
 - Promotes reflection

Scenario.

- Brainstorming
- Alternative
- raise questions about assumptions
- Analyze requ.
- specification
- guide interface layout
- plan evaluation

- Problem scenarios.
- current practice
 - pos. neg practice

Sharon is a busy third-year psychology student at Virginia Tech. Even though she has a biology exam tomorrow morning, she has been looking forward to her science fiction club meeting for several days, so she decides to go and stay up late to study when she gets back. She remembers that they were planning to talk about Asimov's Robots and Empire, and she has a new theory about the timeline for first detection of the Zeroth Law.

The meeting is scheduled for 7pm at their usual room in the town library. But she is late getting back from dinner with her room-mate, so she misses her regular bus and arrives 15 minutes late. The meeting is already underway; she notes that they have a relatively small group tonight, but is happy to see Bill and Sara, who are the real experts on Asimov. She is even more delighted to see that these two are already having a heated discussion about the Zeroth Law. But she is cannot immediately tell what points have been made, so she sits back a while to catch the drift of the conversation. At a break, Bill greets her and asks her what she thinks about Faucian's insight. She replies that she isn't sure about how central he is to the plot, but that she has a new theory about the timeline. They promise to hear her proposal in a few minutes, then resume the argument.

face-to-face interaction
 + Non-verbal / Verbal

- inhibit parallel idem

Instead of mapping existing Tech. & practice

⇒ Metaphor come up with Concepts for new design.

existing situation → some other situation

"similar"

Augmenting

e.g. Reading books in Library ↔ fiction Meeting
 Hearing lecture ↔