

Topics : Interaction design,

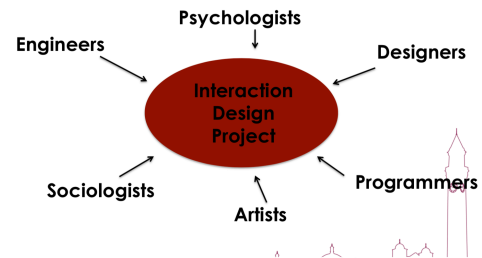
The user-centered design cycle

Levels of Involving users in the design cycle.

Interactive Design:

- designing interactive products.
Support communicate / interact
- Purpose: Make usable
user-centered

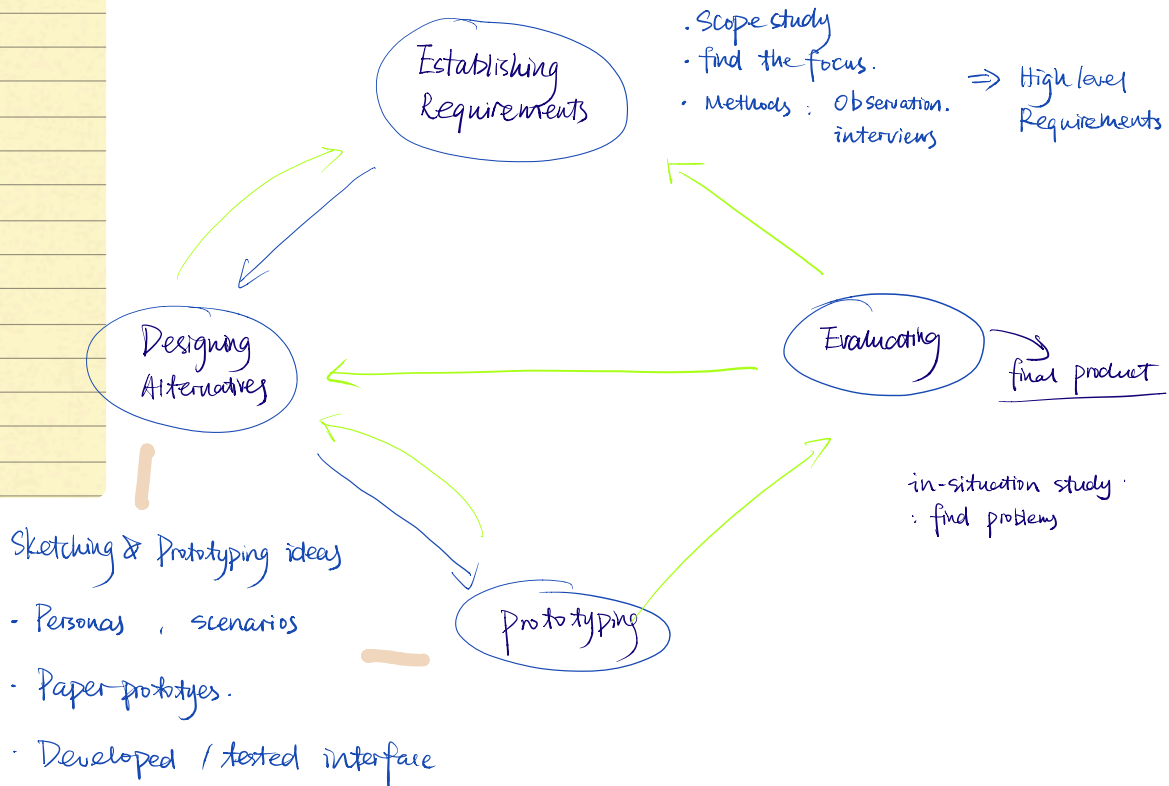
Who is involved in ID?



Interactive Des.
Aim / purpose

4 steps in
User-centered.

User-centered approaches



User-centered Approaches

- Early focus on users, tasks
- Empirical Measurement
- iterative Design

users:

who
stakeholders

ones with Direct task that use
the system.

find out more about users? →

Observation

Interviews

Lab studies

Questionnaires.

Surveys.

experience sampling
diaries

Cultural probes
调查

As informers.
(Most common)

Designer gather info from users
Guide design.

involved testing Prototype

Drawbacks: effortful 费力
low effort for users.

As designers

Part of the design team

Participate in design.

Drawbacks: time costs.
Not Design experts

As interested consumers

Given Newsletters.

Invited to workshops

less Involved

Why ~~user~~ involved in design

- Ensure user taken into account
- Designers Gain better understanding
⇒ More usable
- User expectation Management
- Users have A sense of ownership