

Define: POVs and HMWs

10/14/2024

21/20 Points

Attempt 1



Review Feedback

10/13/2024

Attempt 1 Score:

21/20



View feedback

Anonymous grading: no

Unlimited Attempts Allowed

Details

Now that part of the world is in your head - that is, that you've understood something more about the topic and people you're designing for - you're going to crystallize those insights into better-informed problems. (Note - you **still** aren't coming up with solutions yet.) Two ways of doing this are POVs (Points of View) and HMWs ("How Might We" questions). This assignment consists of coming up with many of these statements to prepare you to brainstorm ideas (solutions).

Part 1: POV (12 points)

The format of a POV is four sentences as follows:

1. We met... (interview)
2. We were surprised to notice... (surprise, tension, contradiction)
3. We wonder if this means... (insight)
4. It would be game-changing to... (problem)

Come up with three POVs based upon your interviews and observations. Note that you may need to infer / fill in information as necessary (e.g. if you only observed someone and did not ask their name, you need to come up with a name for this point of view.)

Each POV is graded on each of the four points:

- (1 point) Does the POV start by focusing on one specific person and sharing relevant context?
- (1 point) Does your POV present a truly surprising observation or quote related to a paint point?
- (1 point) Does your POV offer an insight about the person that is emotion and flows logically from what you learned?
- (1 point) Does your POV help you generate many ideas immediately?

Part 2: HMWs (8 points).

Using your three POVs (plus any other ideas gathered so far), come up with 50 "How Might We" questions. Include all of them in the assignment, but **highlight** five of your favorite HMW questions.

Depth (4 points): 1 point for each of the 5 highlighted HMW questions that are properly scoped (not too broad, not too narrow). If all 5 are good, then you get 5/4 points for this part of the assignment.

Breadth (4 points): the degree to which the 50 HMW quesitons cover a broad range of problems

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CS495 - Intro to Human-Computer Interaction**Define: POVs & HMWs****Due 10/14/24****Part 1: POVs**

1. Interviewee 2

- a. **We met** Sultan, a 50 y.o. grocery shopper, at his house after his in-person shopping trip.
- b. **We were surprised to notice** that he feels excited about discovering new products in-store, yet gets frustrated when items are not in their expected locations.
- c. **We wonder if this means** he values having control and predictability in his shopping as much as the fun of finding something new.
- d. **It would be game-changing to** create a grocery store experience that keeps item placement predictable while still making space for discovery.

2. Interviewee 1

- a. **We met** Nujhat, a 20-year-old undergrad student, living with roommates in an apartment.
- b. **We were surprised to notice** she missed getting many of the items she needed for grocery shopping, resulting in making multiple trips to the grocery store and checking online.
- c. **We wonder if this means** she has trouble organizing her shopping list and remembering what to buy (perhaps due to pressures related to work or academics and time commitments).
- d. **It would be game-changing to** find a way to notify her of what items she needs to purchase, when to purchase them, and how often.

3. Interviewee 4

- a. **We met** Ajit, an 86-year-old retired man who enjoys cooking his own meals.

You are unable to submit to this assignment as your enrolment in this course has been concluded.