Week 4 tutorial

* Week 2 task
  + Affinity diagram (use the sample data first, even if you haven’t interviewed people
  + Interview 2 people
  + Then you add you data from the 2 people you have interviewed to the affinity diagram
* We should have asked if the participant takes transport late at night and if they want to have public transport late at night
* Do not critique the ideas that participants have because you are collecting user requirements from them
* Visual representation of how the user is going to use the program/app to solve their problem
* Conceptualise application layout with a wireframe
  + Have multiple wireframes for multiple pages of your app
  + How the participant will be interacting with the product
* You need to do a story board
  + How the product is going to solve the problem (step by step)
  + You need to create a story board to explain how the user will use the program to solve their problem
* User group
  + International students
  + Local students
    - Both types of user groups take public transport differently
    - This is because they have different backgrounds.
    - Local students knows the surrounding and are familiar with where everything is (know the area very well)
    - International and local are different user groups because of the local knowledge that the local students have.
    - Goals are very similar, but the way that each user groups accomplish the tasks may be different.
* Process
  + Steps of the methods that allows users to reach their goals
    - Needs
    - Environment
    - tasks
* Principle
  + The motive behind the process
    - ISO UCD principals