CPT208 Human-Centric Computing

03. Prototyping

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Agenda

→ Think about the ==requirement== you have identified from last week

→ How can it be ==achieved== to a certain extend in the real life

→ What is the ==practical way== in implementing a similar experience to users

→ What are the needed ==materials, techniques, and resources== to make it happen

Case: Photo organizing/searching with AI

➔ (potential) issues:
  → Too many photos
  → Hard to find a photo with vague memory
➔ Requirement:
  → Search with random words
  → Provide related results
➔ How could this be achieved?
  → AI, optional
  → Label, also viable
  → Combined?

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Similar experience with minimal effort

➔ Minimal effort means find the most convenient way to show your design
  → With a guarantee of similar (enough) experience
  → How minimal, it depends…
  → Begin with something complicated, then simplify it
  → More importantly, use prototype wisely for different purposes

➔ In our case, clearly it is not practical to develop a real AI system for this
  → Maybe we could use a prototype firstly to explore how users will behave in such situation
  → Then, we could consider to use 'wizard-of-oz' to simulate this process…

What are needed?

➜ Requirements means
- → In what environment
- → With what tools
- → How long
- → What are the processes
- → What data collection methods

➜ In this case:
- → One-to-one observation
- → With user's own smart phone
- → For 10 minutes each
- → …

Thus, this week...

→ Please try to continue clarify the requirement and then think how prototype could be helpful in proceeding the design process

Any Questions?

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