Important note in CPT208 CW

Peiyu Hu

# Contents

00. **Interaction Design Lifecycle**

Key point

- Complete compliance with the entire iterative process, which needs to be implemented sequentially, rather than doing what comes to mind
- Requirements discovery and evaluation are the most important. They determine what your next iteration will be
- You don't need many iterations, but you need to make sure that each iteration is sufficient
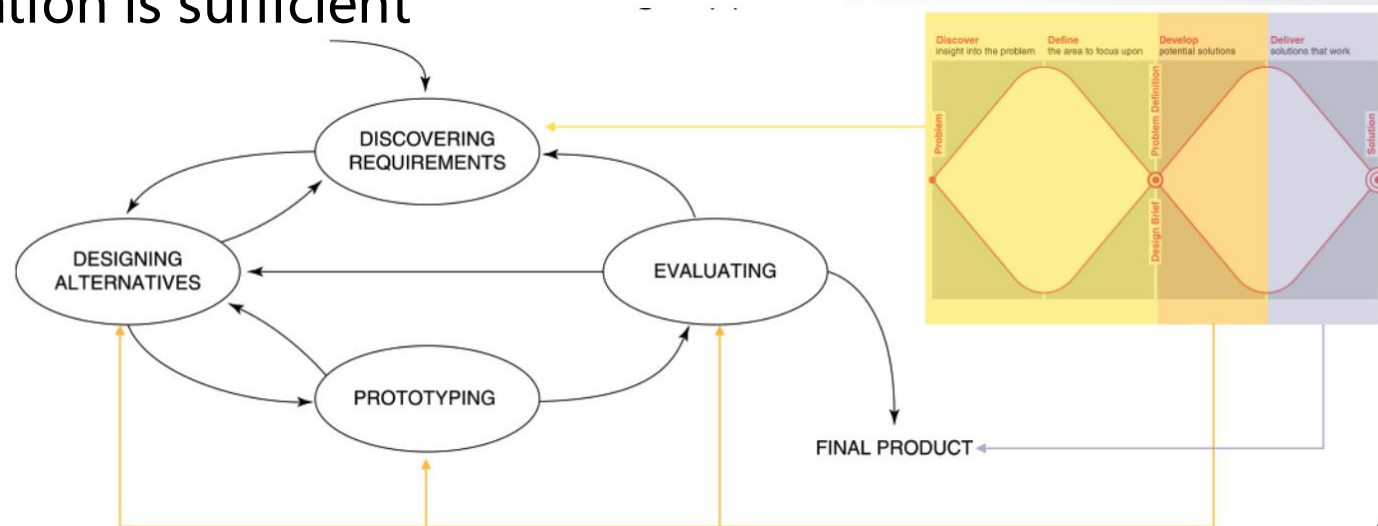
01. **Discovering Requirement**

Key point

- Inspiration can be varied, but the final needs need to be specific
- Whether the demand really has this pain point, or dispensable
- Research needs as diverse as possible (teachers, classmates, family)
- Determine requirements as early as possible to avoid changes later in the design

02. **Design**

Key point

- Don't need over-pursue beauty, but as far as possible to achieve the required functions
- Try to experience existing similar apps in depth to get more inspiration
- Comply with design principles and mainstream design as much as possible

Design inspiration website

- https:// www.pinterest.com
- https://dribbble.com
- https://www.behance.net
- https://www.zcool.com.cn

03. **Prototyping**

Key point

- Don't be lazy, implement as many versions as possible (big iterations, small variations of features, different page designs)
- Use specialized design tools (Figma,modao,ps) whenever possible, which take time but give better results

Design material website

- https://storyset.com
- https://www.iconfont.cn
- https://www.drawkit.com

04. **Evaluation**

Key point

- Use as diverse a range of assessment methods as possible (employing various methods and different objects of comparison).
- The feedback you get is critical, and it basically determines the core of your next iteration
- It doesn't have to be a lot of people, but the evaluation process needs to be reasonably detailed

-Don't be a **perfectionist**

-Getting it **done** is more important than doing it well

-Not an art contest, but more of a **detailed iterative process**

-Ask for help and feedback (**teachers**, classmates)

-**Practice**, not assume (questionnaires, interviews)

THANKS