

Interaction points

Worksheet

Activity:

An interaction point is the moment in which the user performs an action, the system responds, and the user reacts. (The system can also initiate an action, followed by the user's action, and the corresponding action by the system.)

Look through your interviews and identify the most interesting interactions. This is a fine-grained analysis: describe and sketch what happened at each step so that someone else can understand it. Include what the user wanted to do,

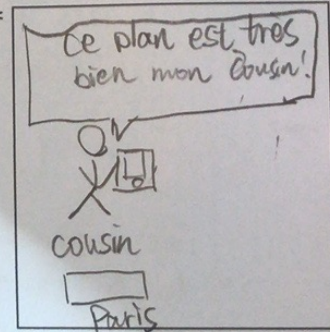
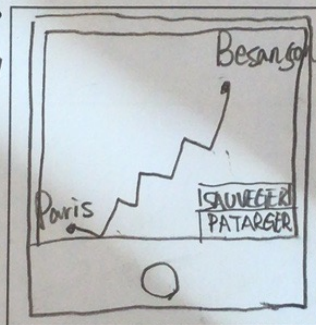
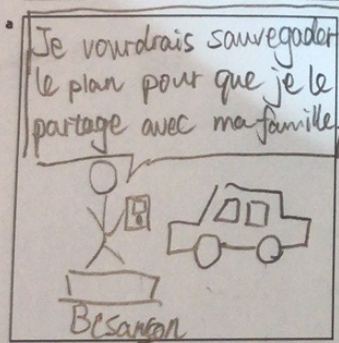
how they interacted with the system to accomplish it (or not), and how they reacted to the result.

Choose the interaction points from your story interviews. Note that a simple button press to launch a function is rarely interesting. Instead, look for situations that involve more complex sequences of interactions and results. These interaction points translate directly into video brainstormed ideas and will form the key elements of a story-based video prototype.

Interaction points

Group:	WANG FEL	Project:	IHM	Date:	12/02/2020
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Interaction point: Titlecard



Personas and Extreme characters

Worksheet

Activity:

Personas are specific, but imaginary people who represent individuals from the target user group. They share characteristics of people you interviewed. 'Extreme characters' are personas who test the limits of your design. Note that 'extreme' is relative to the design problem, not the person: A persona who must quickly create 25 different maps for 25 different people can be considered an extreme character.

Re-read your interviews, then create two ordinary personas and one extreme character. Give them each a specific name, age, profession (if applicable), expertise, and relevant personal characteristics, context and motivation that affect how they will interact with your design. These three personas will each play a role, and interact with each other in your video prototype.

Personas and Extreme Characters						
Group	NANGI Fei		Project	ITM	Date	12/02/2020
Persona 1	Name: Tony					
	Homme, 26 ans, Étudiant Lopper son train pour le TD 8h30 à cause de manques d'informations de transports publiques en temps réel/même					
Persona 2	Name: Jenny					
	Femme, 35 ans, Elle voudrais chercher un restaurant dans un immeuble de 5 étage, elle voudrais savoir quelle étage se trouve pour ce restaurant.					
Extreme Character	Name: Amy					
	Femme, Livreur, 24 ans Elle voudrais savoir le plus court chemin pour certain plusieurs endroits une fois pour délivrer le plus vite possible.					

Use scenario

Worksheet

Activity:

Use scenarios are like a tiny one-act plays, subdivided into one-paragraph micro scenes, or interaction points, that describe how users currently perform one or more tasks.

Re-read your interviews, write a story that involves all three personas and extreme characters as they perform a complex task with maps on a

phone. Choose a realistic setting, date and time, choose the context, and tell the story as a series of events that occur over a period of time. Be sure to include events that suggest the need for a new design. *Careful!* Do not confuse this with a design scenario. Avoid designing a solution; instead describe what these users do today.

Use scenario					
Group	WANG FEI	Project	IHM	Date	12/2/2020
Setting					
Persona 1	Tony	Persona 2	Jenny	Extreme Character	Anmy
Event	Tony veut aller à la prefecture à l'hème, mais pas avant donc il cherche les infos de transports publiques en temps réel.				
Event	Tony veut rentrer chez lui mais il ne veut pas attendre trop de temps pour métro, donc il cherche les infos de transports publiques en temps réel.				
Event	Jenny veut chercher un pharmacie dans un immense site peut voir l'étage de ce pharmacie.				
Event	Anmy prend le plus court chemin pour delivrer plusieurs endroits en une fois.				
Event					
Event					
Event					
Event					

