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 – FEI	Project:	IHM	Date	12/02/2020

Interaction point: Titlecard

a
Je suis trop fatiqué...
Je ne veux que
marcher le moins possible
....

b
☐ le plus vite
☐ le moins marcher
☐ le moins correspondance.

c
Avec une solution
" le moins marcher "
je peut me
lacher....

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	Wang- Fei	Project	IHM	Date	12/02/2020
Persona I	Name: Anne				
	en apprentissage étudiante 21 ans. elle souvant prendre les transports commun. elle aimerais que l'application de carte puisse mettre à jours les informations des transports, avoir une noticification quand une ligne est perturbée.				
Persona 2	Name: Philippe				
	31 ans, il travaille dans l'ile de France et habite dans banlieu. Il conduit souvant au travail donc il prefère l'application qui a une noticification pour un embouteillage, et peut proposer une routine le plus efficace.				
Extreme Character	Name: André.				
	66 ans, il habite seul, il n'a pas d'enfants. Il est handicapé. Il voudrais avoir une application qui propose les routines plus comfortable pour les handicapés.				

Use scenario

Worksheet

Activity:

Use scenarios are like a tiny one-act plays, sub-divided 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	12/02/2020.	
Setting						
Persona 1	Anne	Persona 2	Philippe	Extreme Character	André.	
Event	conférence Anne a une dans un autre campus qu'elle ne connaît pas					
Event	une heure Elle a considère de prendre le métro, mais ⌄avant de partir, elle reçoit une notification que cette ligne est très perturbé à cause de grève					
Event	Anne est obligée de changer son plan. elle vérifie les autre solutions proposées par l'application.					
Event	Elle arrive à l'heure.					
Event						
Event						
Event						
Event						

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DOIT Worksheet