

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.

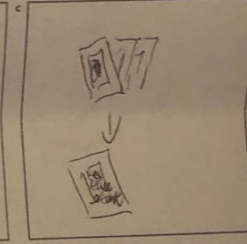
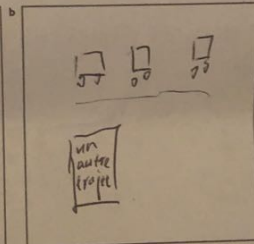
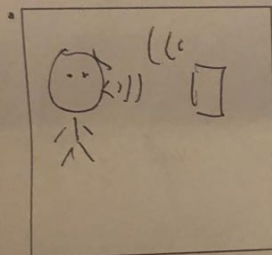
Interaction points

Group:

Project:

Date:

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	Name	Project	Date
Persona 1	A	IHM	12/02/22
	25 ans, prends plutôt transport commun, toujours quand il y a façon de transporter, Homme		
Persona 2	B		
	18 ans, Femme, qui est en retard tous les temps, veut plusieurs choix		
Extreme Character	C		
	autisme, qui veut prendre son toute savoir sur les carte ou y a des avis tranquille moins des gens		

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	Project		Date		
Setting	person de qvri				
Persona 1	A	Persona 2	B	Extreme Character	C
Event	t est Bon voiture est en panne il appelle a par service pour remorque il utilise la fonction pour partage de position pour localiser				
Event	cet jour C veut aller au lya comme tous les jours soit pleins soit annule, il veut avoir des different de choix				
Event	il veut aller doit être a heure pour un reunion il veut aller plus rapide comme elle se leve tard				
Event	A il veut prend un vacances en la dym, il veut aller tout seul il demande les conseil pour vite				
Event					
Event					
Event					
Event					