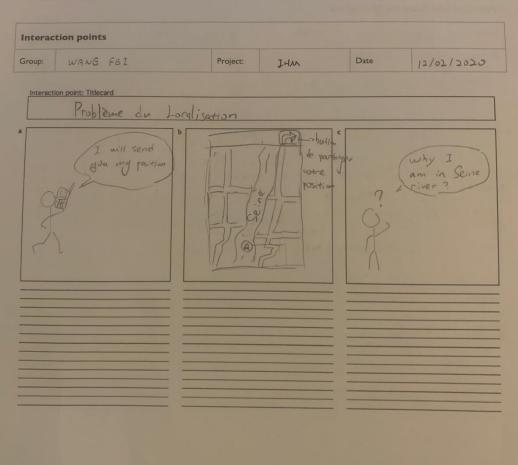# Interaction points

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	12/01/2020

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	WANG – Fei	Project	IHM	Date	12/02/2020
Persona 1	Name: Rookie				
Normal	22 ans, jeune, pas étudier, il ne sort pas tous les jours `a la maison, il ne rend dans des endroits familliers que lorsqu'il sort				
Persona 2	Name: Faker				
Normal	30 ans. Le père de deux enfants doit organiser un parcours pour emmener deux enfants à l'école				
Extreme Character	Name: Bao Lan				
	40 ans. Aveugle, Besoin d'une carte avec guidage vocal complet.				

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	Rookie	Persona 2	Faker	Extreme Character	BaoLan
Event	Rookie veut aller à stade de France				
Event	Faker veut prendre ses ses ses enfant après il travaile .				
Event	Faker veut chercher un park au phblic pour sa famille à dimanche .				
Event	BaoLan veut aller à école sans regarder la carte .				
Event					
Event					
Event					
Event					