



DESIGN INFORMING MODELS

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INTRODUCTION

Design-informing models are not building blocks that appear directly in a design but are artifacts that embody, drive, inform, and inspire the design.

They are design-oriented constructs, such as task descriptions or user personas, that turn raw data into actionable items as design ideas, as elements to consider or take into account in the design.



FEATURES

- help integrate and summarize the contextual data
- point back to the data, to maintain the “chain of custody” to ensure that the design is based on real contextual data
- provide a shared focus for analysis now and, later, design Persona
- provide intermediate deliverables which can be important to your working relationship with the customer.



ENVISIONED DESIGN INFORMING MODELS

- Envisioned design informing models are a step closer toward design from analysis.
- Most of the envisioned design informing models can be very brief, addressing only the differences from the existing models.
- In case where the new work practice and new system are only incrementally improved versions of the old work practice and systems, envisioned design informing models are probably of little value and usually can be skipped.



SOME GENERAL “HOW TO” SUGGESTIONS

1. Maintain Connections to Your Data

It is important to label everything you put in a model with an identifier tag that points directly back to the place in the raw data that was the source of this item in the model.

2. Extract Inputs to Design-Informing Models

The business of extracting inputs for design-informing models is not the “next step” after requirements extraction, but it is done in conjunction with requirements extraction



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3. Use Your “Bins” of Sorted Work Activity Notes from Contextual Inquiry and Contextual Analysis

Example: Bins of Inputs to Design-Informing Models from MUTTS -

a. Personas

- I usually work long hours in the lab, on the other side.
- I like classical music concerts, especially from local artists
- I love the sense of community in Middleburg .



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Task descriptions -

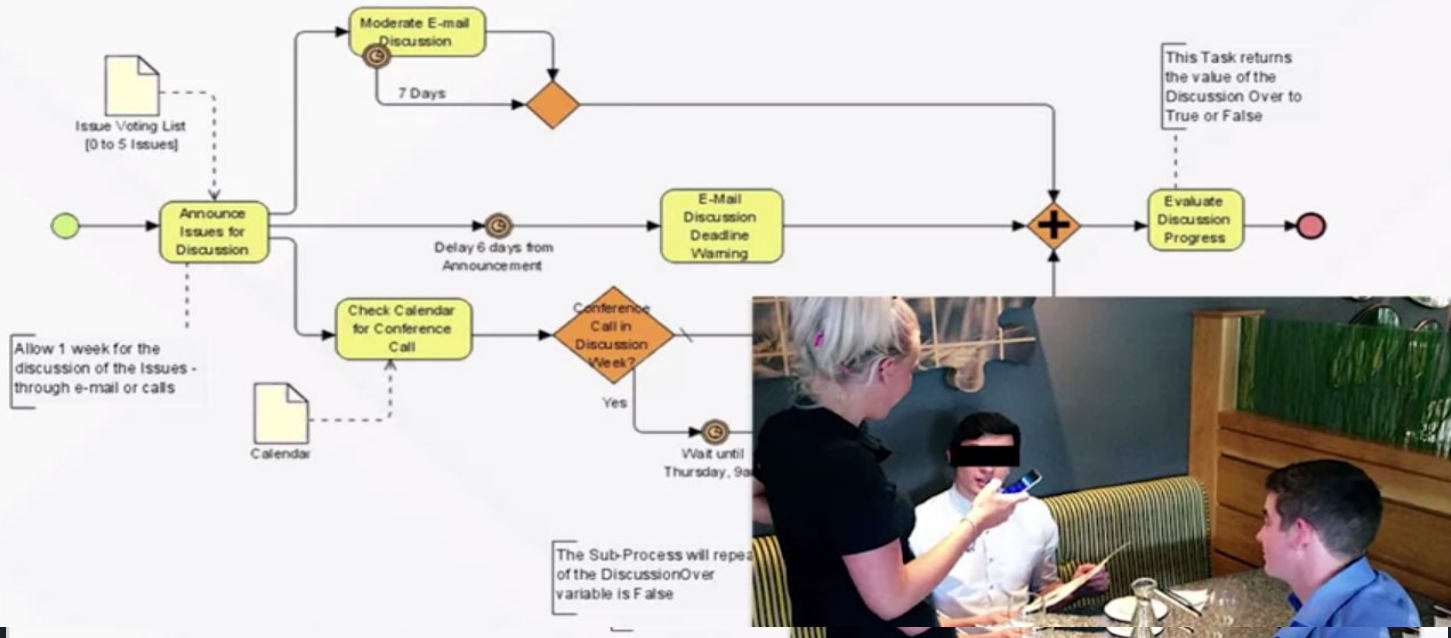
- Sometimes I need to buy a set of tickets with adjacent seating
- After the lottery results for an MU football game are out, students who won try to exchange tickets with others so that they and their friends can sit together .

4. Represent Barriers to Work Practice -

- Anything that impedes user activities, interrupts workflow or communications,or interferes with the performance of work responsibilities isa barrier to the work practice

EXAMPLE

An Example of A Business Process Model





REFERENCES

- 1.The UX Book- Process and Guidelines for Ensuring a Quality User Experience, Rex Hartson.
- 2.<https://www.coursera.org/learn/mobile-interaction-design/lecture/1JaxJ/design-informing-models>

THANK YOU

The background features a series of dark gray, three-dimensional rectangular planes that create a sense of depth and perspective, receding towards the right. Two trapezoidal shapes are integrated into this structure: a light green one positioned higher and a blue one positioned lower, both appearing to be part of the geometric arrangement.