CS 352
Introduction to Usability Engineering

Design Process

PRICPE- A DESIGN PROCESS

- Developed by Mike Madison
  - A professional designer
  - Uses this process in all his work

- This is the process you will use

Many of these ideas are from Marty Siegel and Mike Madison

PRICPE

- Pre-dispositions
- Research
- Insights
- Concepts
- Prototypes
- Evaluate

PRICPE: Pre-dispositions

- What DO you know?
- What do you NOT know?

- Which is more important?
- Why?

PRICPE: Research

- Study users!
- Also do research from books, the web, and what you see around you.

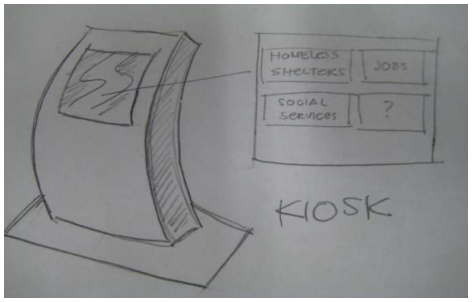
- Study users?
  - Will they be honest?
  - How do you find out how they really use the system?

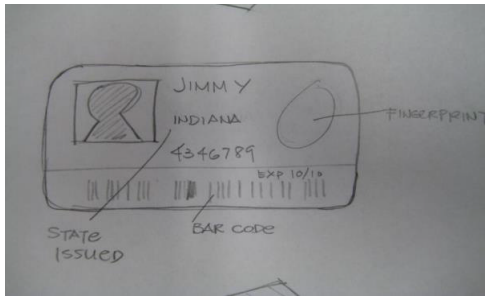
PRICPE: Insights

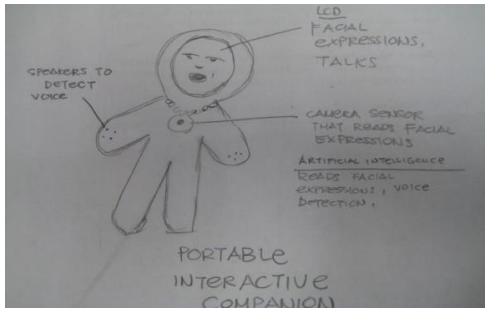
- Now, do we know enough?
- Do we need more research?
- What has changed regarding your predispositions?

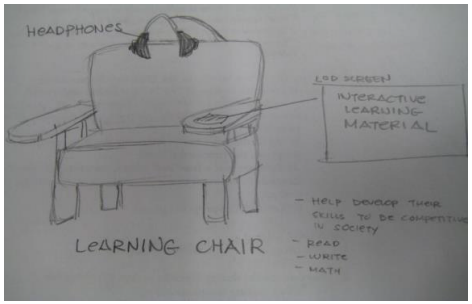
PRICPE: Concepts

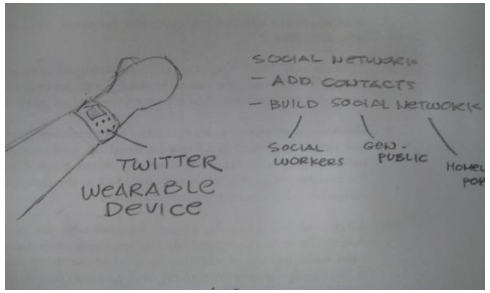
- A design sketch
- Example of some of Mike's concepts:

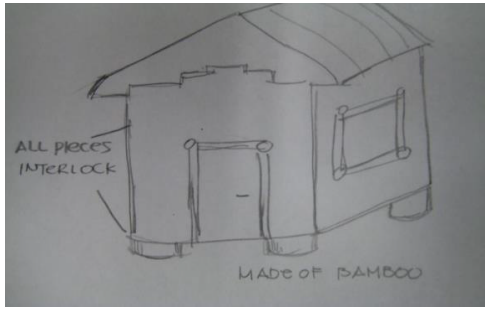








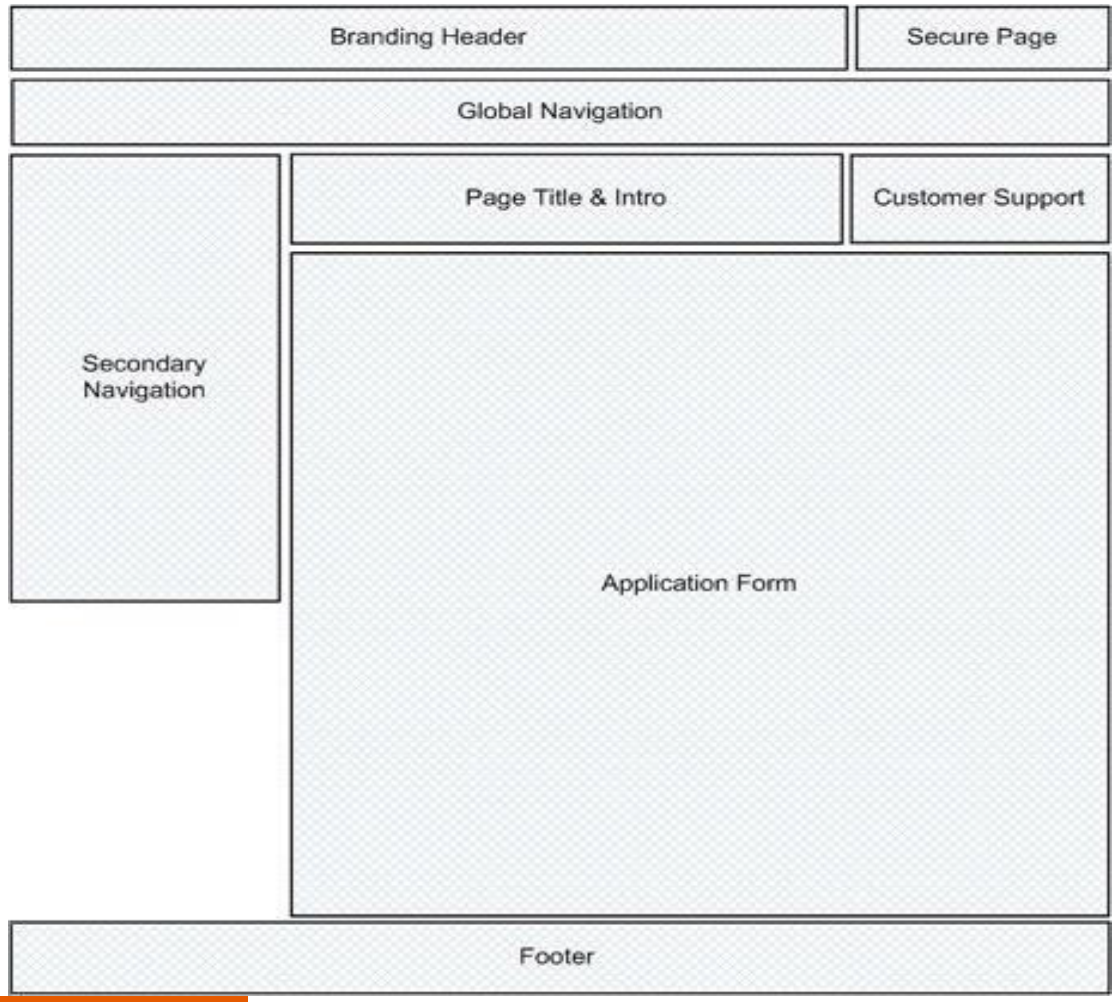




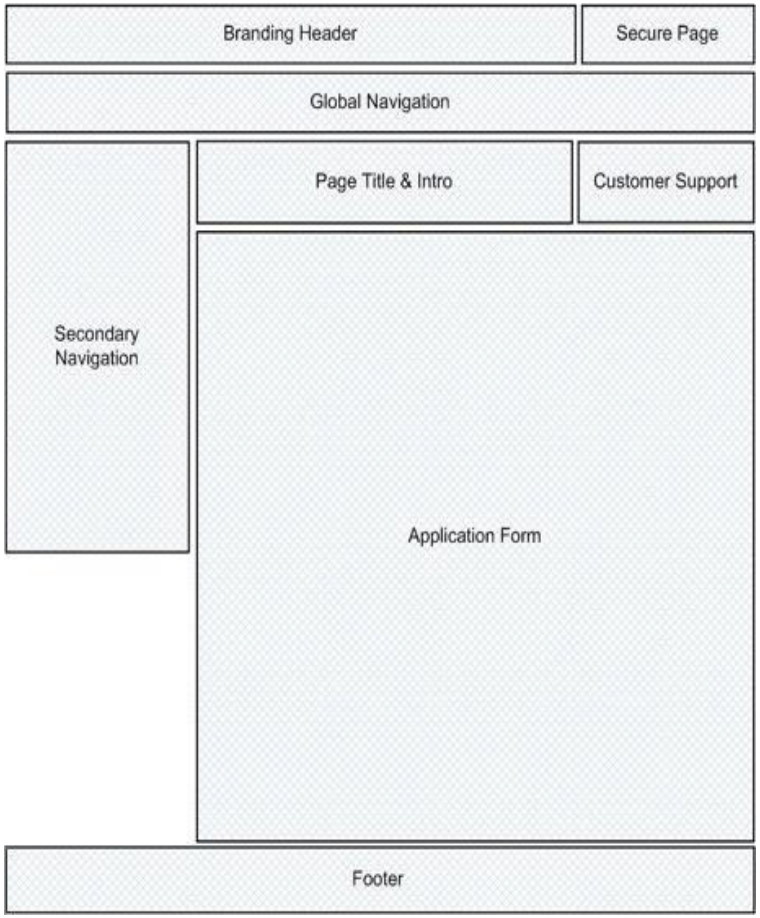
PRICPE: Prototypes

- An example or a working model
- You explore your ideas and concepts
  - Before investing time and money
  - Changes can be made more easily
  - Changes can be made less expensively

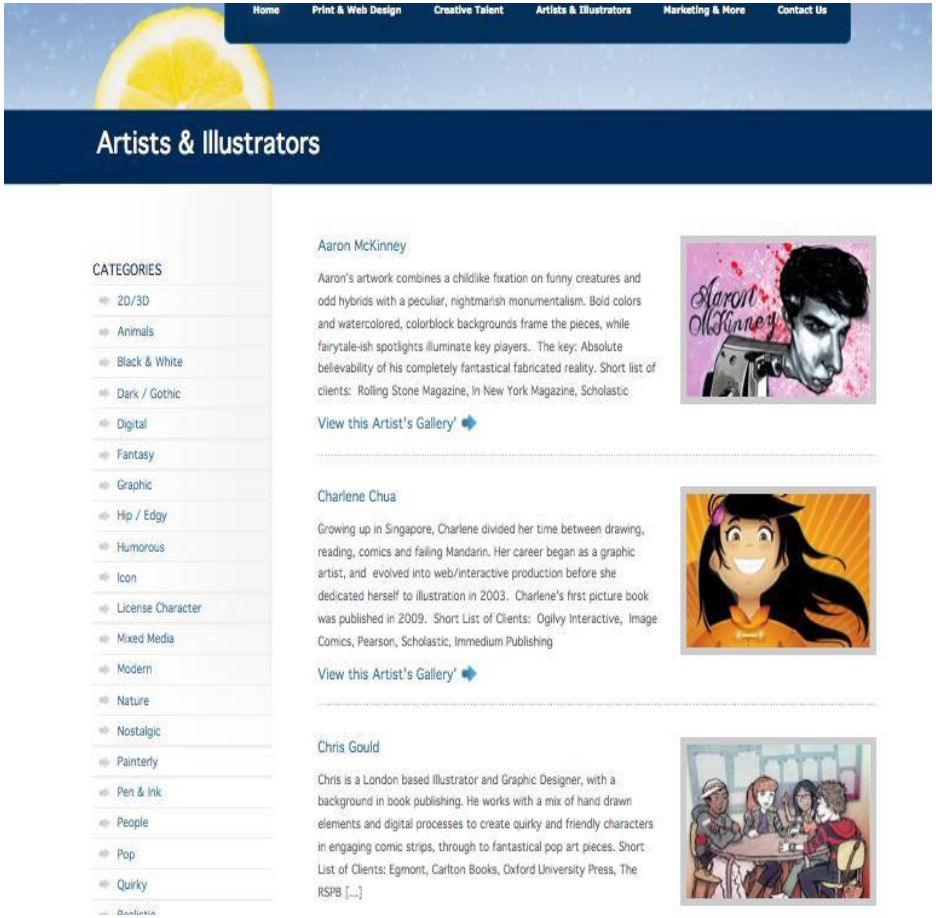
Prototype Example (wireframe)



Prototype Fidelity



Low Fidelity



High Fidelity

PRICPE: Evaluate

- Did it do for users what you had hoped?
- Does it satisfy the requirements?
- Evaluate continuously, throughout the process
  - It is never too early to evaluate!

PRICIPE

- Iterate often!
- As with any design process you may need to revisit previous stages
- You many even need to jump back!
  - You find a problem developing a prototype that requires you to revisit your design
  - And then all the intervening steps

PRICPE and Other Design Processes

Process activities (from the book)

- Identify needs/requirements
- Develop alternative design ideas
- Build prototypes of the designs
- Evaluate iteratively
  - Throughout the process