

DT Week-11

L1 Analyse Phase 3

- EAST version 1 → 2 → now we are in version 3.
- some old users & some new users.
- in analyze, again do the multi-whys & conflict of interest.
- talk to the experts to get their insights.
- in such a way, there will be so many iterations.

L2 Guest Interaction - Gopi Ranjan

L3 Puzzle Speeding Vehicles

- how to slow speeding vehicles, w/o more people involved.

L4 Puzzle Open Air Gyms

- how to get open gym → to get fresh air. But what if I take such equipments outside → they may get in bad state.

L5 Human Factors in Design

- user design for people to use. what if dinosaurs had evolved further?
- engineers are logical. But people are people. We have to design for the way people are, not the way we wish they'll be. We have to understand human needs, capabilities, behaviour & design to accommodate these. We have to address cultural aspects as well. Eg. Auto drive cars.
- Car bent → related to safety, also, to avoid blocking your vision.
- Eg. Trucks to carry loads of items. Factoring Safety (see the cultural setting)
- User Exp. → how should the product be used, what happened during use
- concept of feedback → good / poor / excessive feedback - Error msgs / help to complete the task. 404 Error
- provide help to enable the task
- feedback → time lag associated with feedback, expect[~] of duran[~], how to address. (Time lag is subjective to the users, understand their brain)
- How long it is likely to take?
- The model of a product & how it impacts our experience.

- the concept of human error \rightarrow people forced to perform as per machine's requirements. Boeing inst., long hours, sudden precise ac", multi-tasking, legal req. is the human experience, errors must result in minimal to no damage.
- A design that takes human factors into account is more likely to succeed in the long run.