IF3151

Human Computer Interaction

Project

Description

- Designing software product that is *innovative* or can solve UX/Usability Goal problems of existing software so that users will switch to your product
- Products are oriented towards convenience and ease of use
- User-centered design
- Variety of interface
- Output: Prototype

Domains/Topics

A

Health

Medical, personal hygiene, etc.

B

Sport

Tracker, report, etc

C

E-Commerce

Retail, wholesale, etc

D

Education

Provide wider access to education or innovative learning tools.

E

Tourism

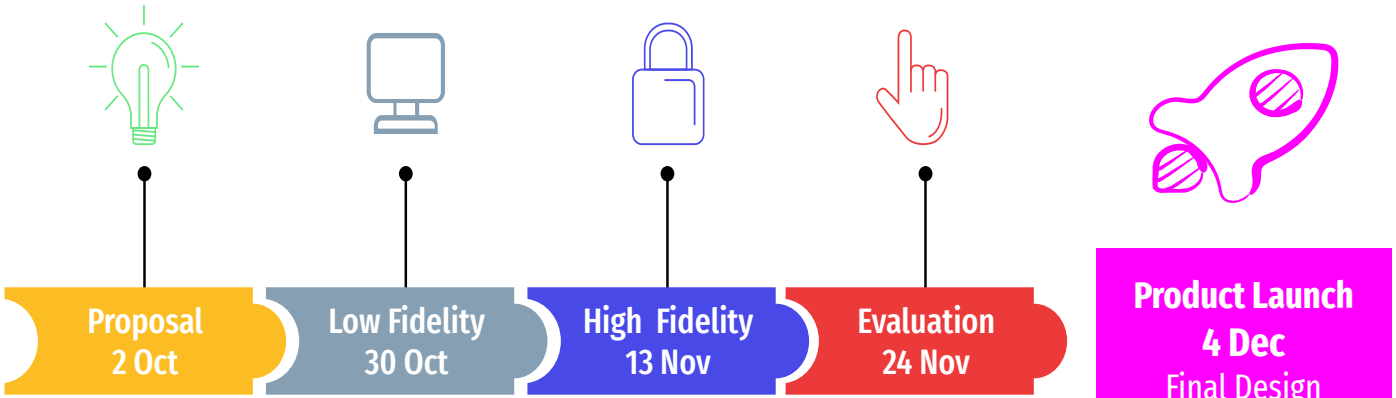
Tour, travel, transportation, etc.

F

Creative Industries

Fashion, art, etc.

Milestones



User Research: Formulate a problem to solve then get the right solution ideas

Specifying the requirements

Producing preliminary design solutions

Producing detail design solutions

Evaluating the design

Proposal

2 Oct

User Research (1) : Generative or exploratory research

This is the type of research at the very beginning of the product cycle when we don't even know what problem to solve for our customer.

The purpose is to be able to formulate a problem to solve and be halfway sure that this is a relevant problem.

We do this by going places, watching people, interviewing customers, experts and sometimes also random people, researching the Internet very broadly amongst other activities.

We want to understand their life, environment, behaviors, look out for hacks they engage in to solve their problems to be able to identify them.

User Research (2) : Descriptive and explanatory research

Starting with a problem statement already narrows the solution funnel.

Happy us! We now have a concrete problem to solve, but there are still gazillion of more or less viable ways to solve it.

We now need to gain better and more detailed understanding of the problem context and the context of the people we solve the problem to not fail.

We need to find the sweet spot of

“What and How”

Requirement

A statement about an intended product that specifies what it is expected to do or how it will perform

The purpose is to explore the problem space and establish a description of what will be developed

Functional Requirement:

“What the system should do?”

User – Who are they?
Characteristics: nationality, educational background, attitude to computers
System use: novice, expert, casual, frequent

Task Descriptions (*individual assignment*)

- For given **application area**:
  - Identify at least three must-to-have functionality requirements of the application.

- For **each functionality requirement**:
  - Briefly describe (in 3-4 sentences) what this functionality is supposed to do.
  - Identify the most important usability goal.

Task Descriptions (*group assignment*)

Discuss and summarizing the individual works of group members containing:

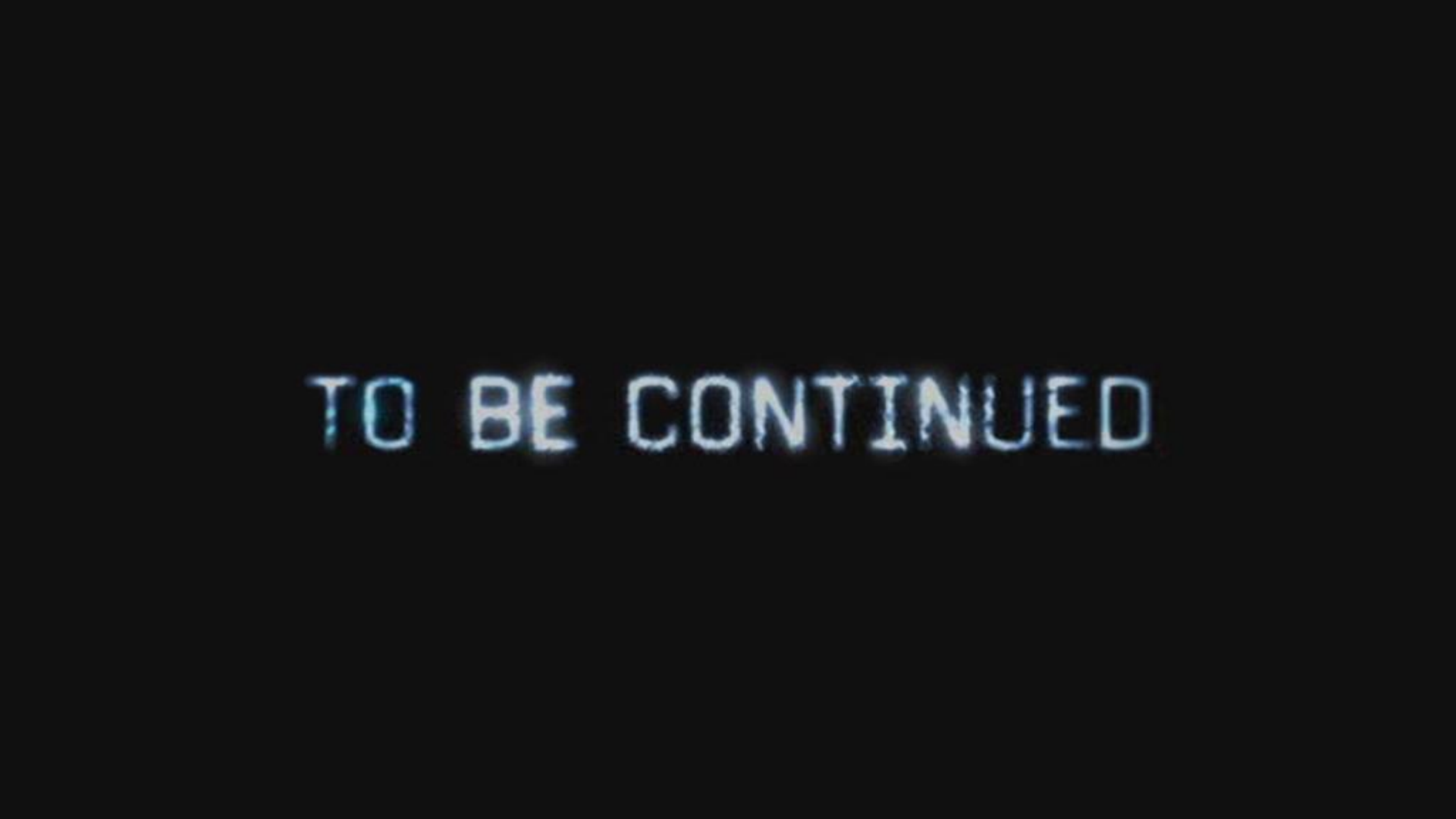
a) Description of the main stakeholders (users).
b) From whom and how data are collected for functional requirement identification.
c) Identify at least N most essential, must-to-have, requirements of the application (N = the number group members), each should have:
    - Descriptions (in 5-6 sentences) what this functionality is supposed to do
    - The most important usability goal and reasons
d) Identify the most crucial user experience goal to achieve and its reason for the application

Deliverables

1. Research Plans
   See example and checklist
2. Research Results
   E.g. questionnaire data, interview transcripts, etc.
3. Problems (2-3 pages)
   Problem statements - Justify!
4. Solutions (2-4 pages)
   Mapping problems onto solution ideas - Justify!
5. Group Result (Refer to slide 10)
6. N-Individual Results (Refer to slide 9)
7. Appendix: Teamwork Assignment

Deliverables

- One concise report in document format and one amazing presentation
- Naming convention
  1_Proposal_GroupID_ClassID e.g.
  1_Proposal_G9_K9.doc(x)
  1_Proposal_G9_K9.ppt(x)
- Upload **TWO** seperate files (**NOT in a zipped**) to Edunex before **2 October 2022 20.01**


TO BE CONTINUED