CSE 593

Contextual Inquiry (part 2)

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Logistics

- Assignment 1 (Individual) was due yesterday.
- Assignment 1 (Group) due next week.
- Get started on the assignments as soon as they are released
- Quiz 3 assigned today and due tomorrow.
- No upcoming required reading.

Consent form

- A description of the study
- Inclusion/exclusion criteria
- Participation is voluntary
- Handling of the PII
- Benefits of the research
- Risks and discomfort
- Compensation

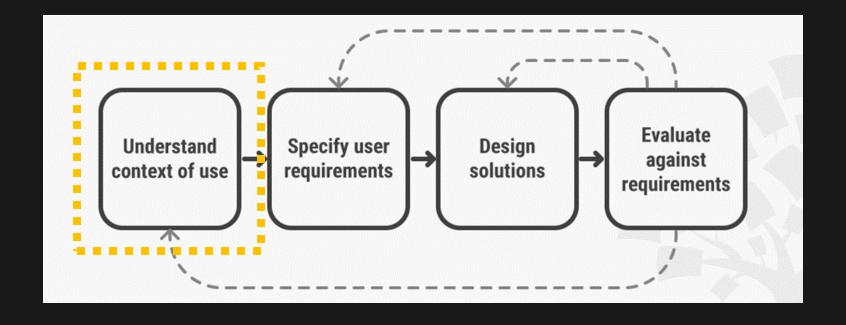
Learning goals (over two lectures)

Learn how to study the current context of use.

Learn to apply observations and interviews to identify gaps and breakdowns with existing interactive systems.

Learn how to elicit information relevant to functional and technical requirements and constraints.

User-centered design process



Contextual Design

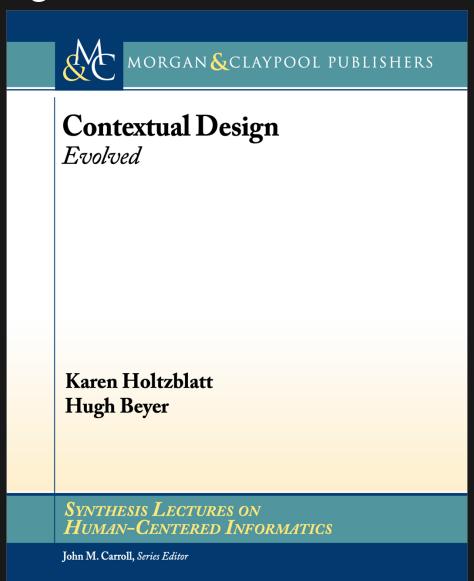
Contextual Inquiry

Interpretation

Consolidation

Design

Contextual Design



Interpretation

Sequence Model

Flow Diagram (from earlier Contextual Design)

Example: communicating with friends



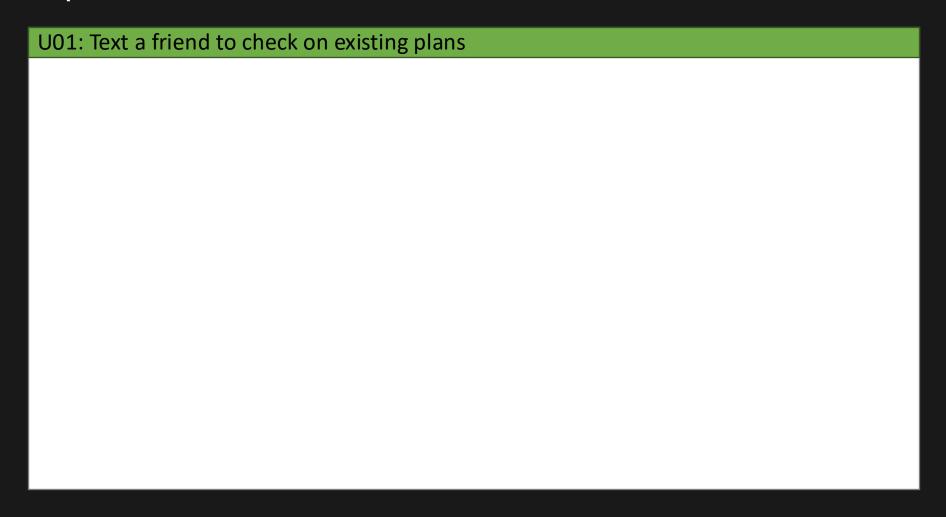
Example: texting a friend

Code	Interpretation
U01-01	They texted their friend to check on existing plans.
U01-02	To text a friend they had to first find their phone that is not always on them.
U01-03	They had to ask their significant other to call their phone to be able to find it.
U01-04	To text a friend they located an old SMS thread and simply "replied" to an unrelated message. It does not matter what the previous message was about.
U01-05	They then typed a message asking about dinner plans later that weekend. They read the message a few time before sending to make sure it was free from errors and that it "made sense."
U01-06	The friend does not always respond right away; that is fine as long as they hear back in time.
U01-07	When phone is handy, they can text right away.

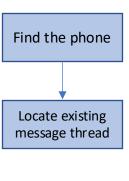
Interpretation

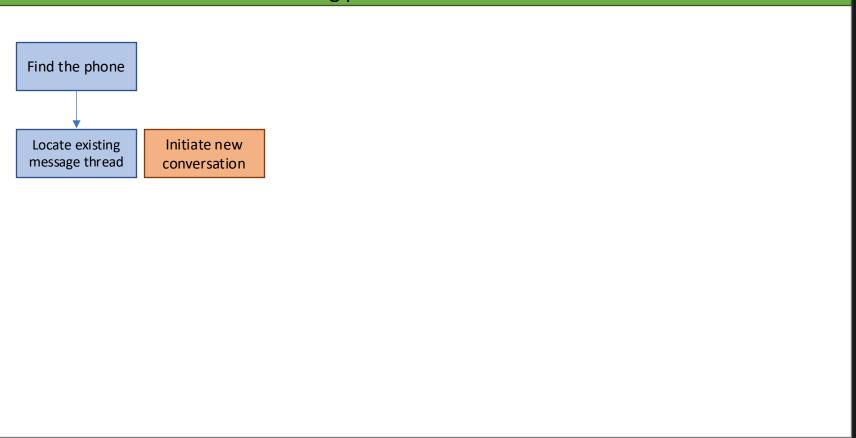
Sequence Model

Flow Diagram (from earlier Contextual Design)



U01: Text a friend to check on existing plans Find the phone

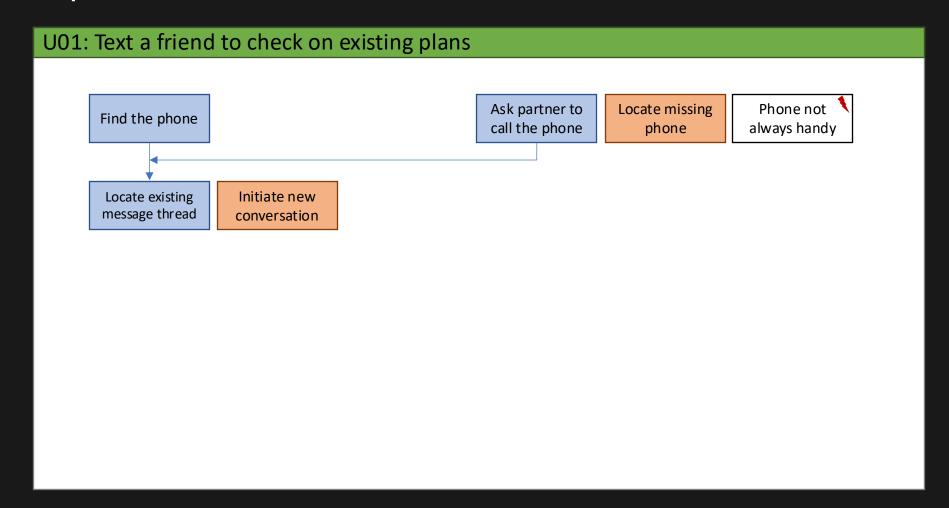


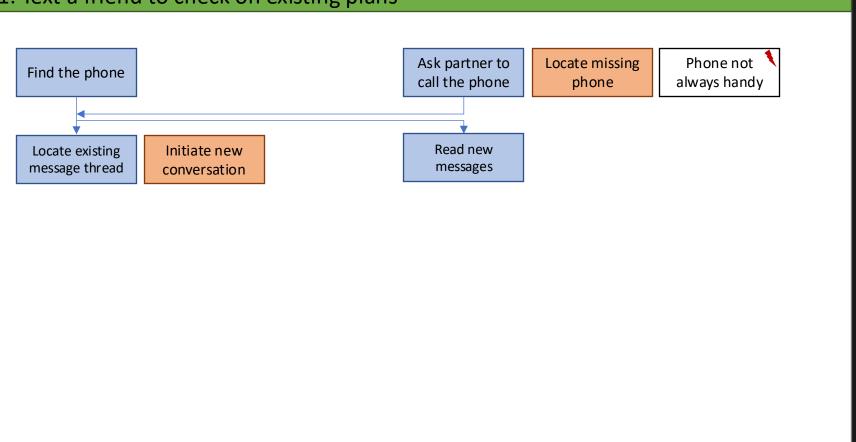


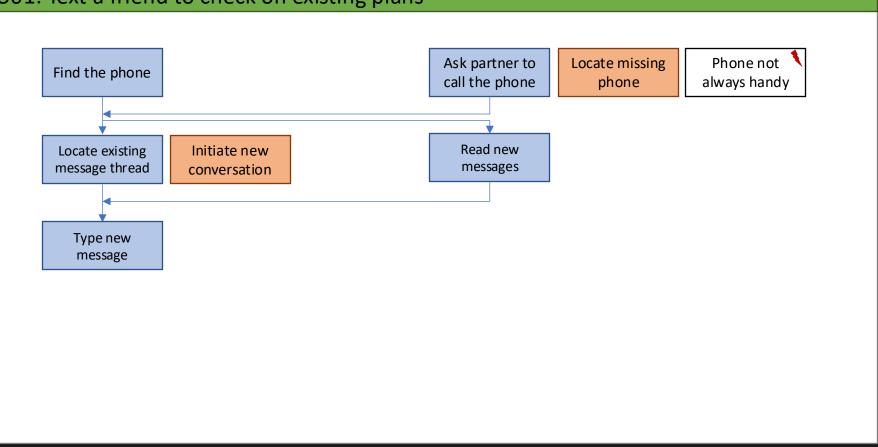
U01: Text a friend to check on existing plans Ask partner to Find the phone call the phone Initiate new Locate existing message thread conversation

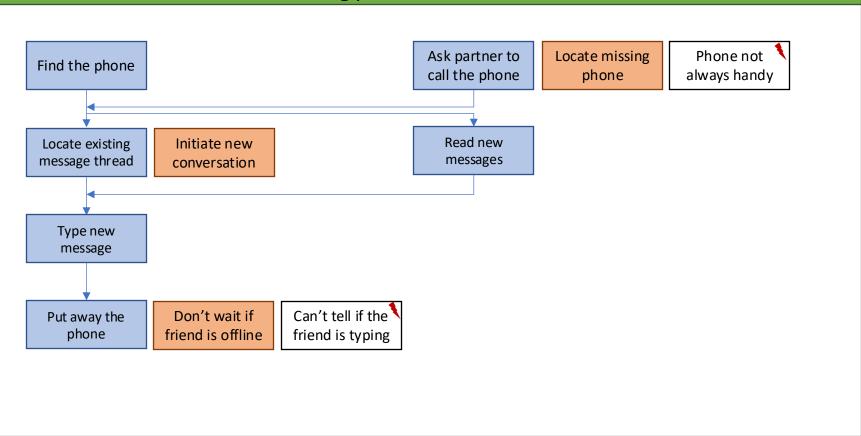
U01: Text a friend to check on existing plans Ask partner to Locate missing Find the phone call the phone phone Initiate new Locate existing message thread conversation

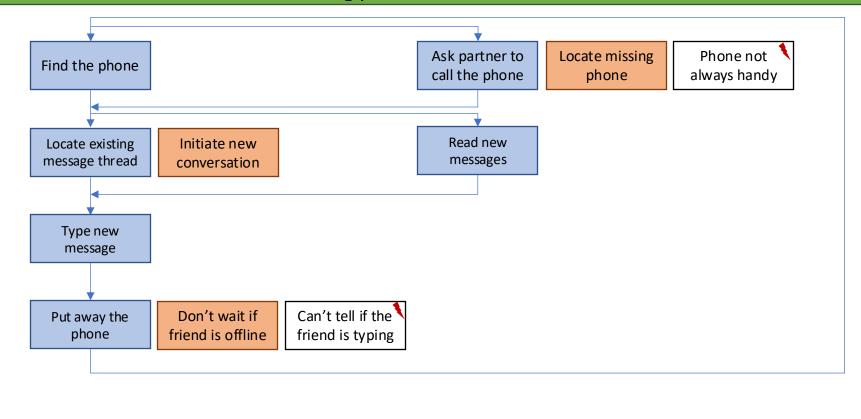
U01: Text a friend to check on existing plans Phone not Ask partner to Locate missing Find the phone always handy call the phone phone Initiate new Locate existing message thread conversation

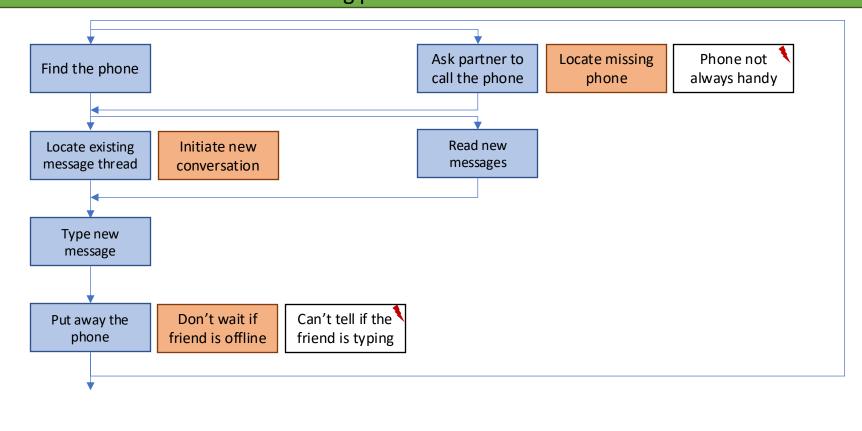












Please answer this question in Canvas

What best describes a Sequence Diagram? Select all that apply.
☐ It holds all interpretations.
☐ It shows a sequence of steps that participants took to perform
their tasks.
☐ It shows participants' intentions behind different steps they
took to complete their tasks.
☐ It shows breakdowns that prevented or made it difficult for
participants to complete their tasks.

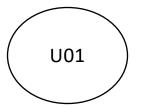
You have 120 seconds...

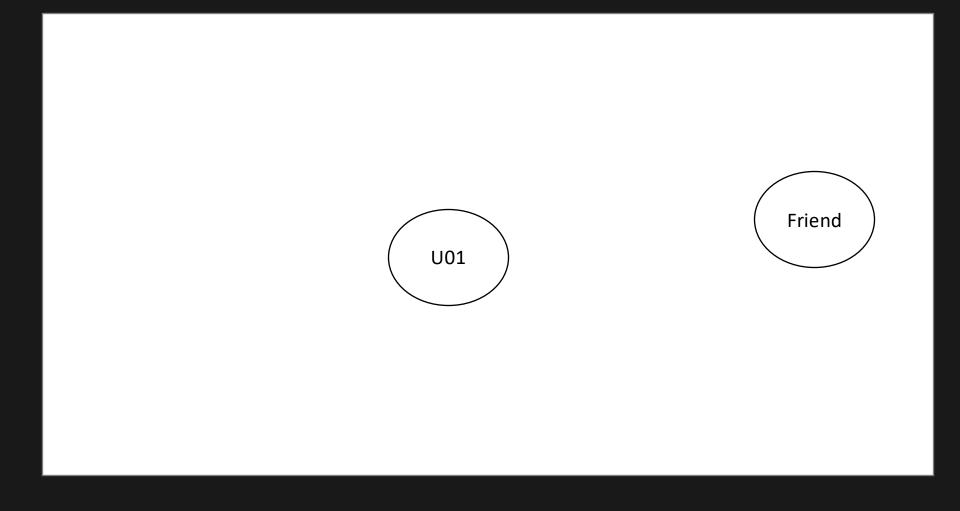
DONE!

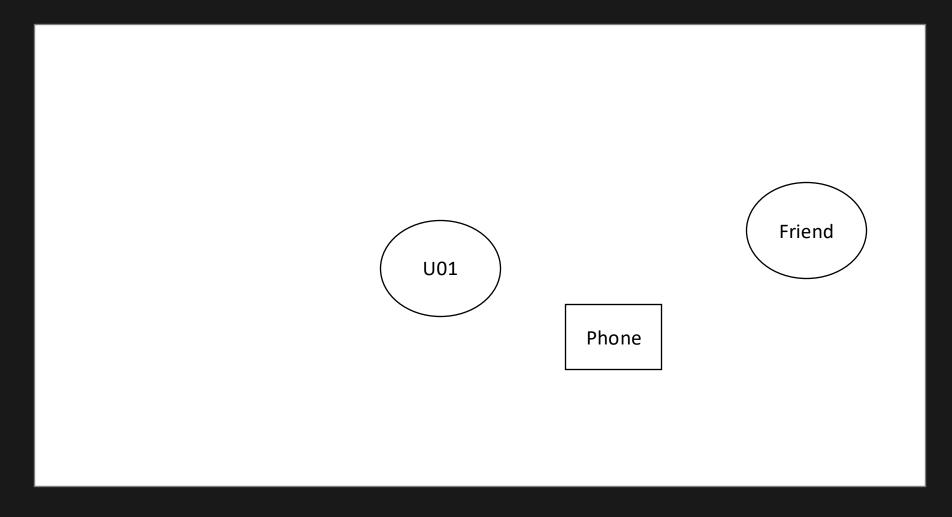
Interpretation

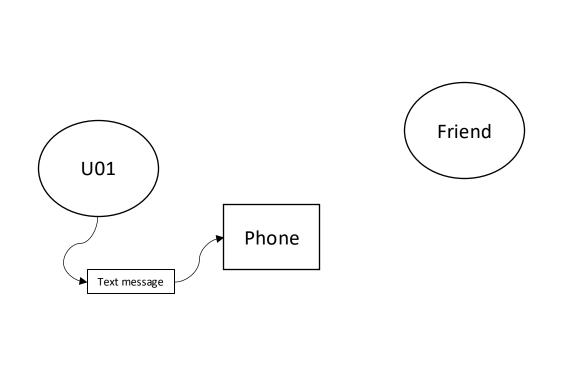
Sequence Model

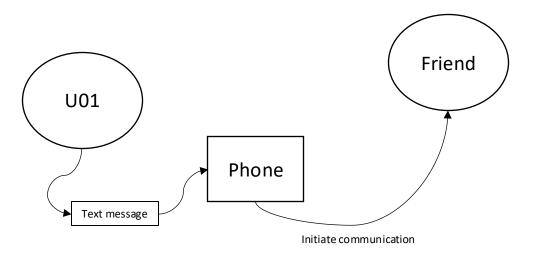
Flow Diagram (from earlier Contextual Design)

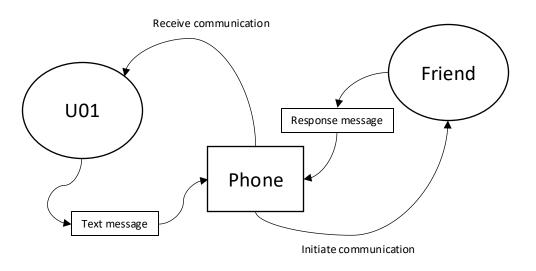


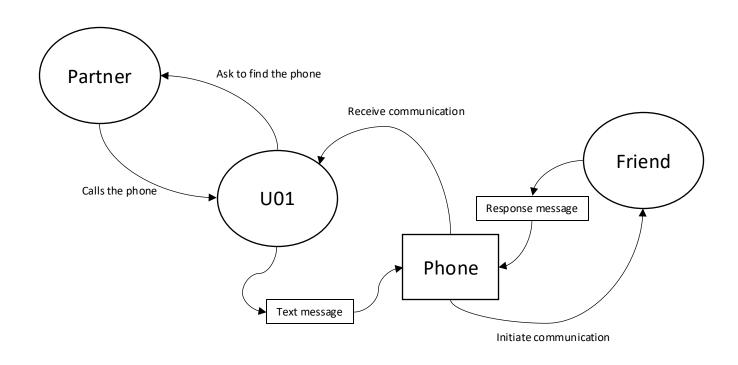


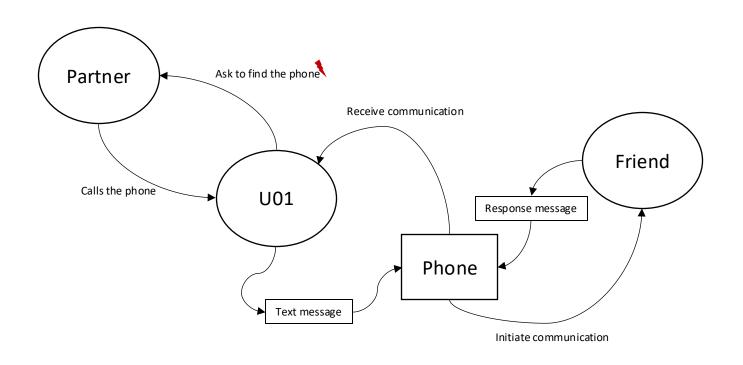












Please answer this question in Canvas

You have 120 seconds...

DONE!

Please answer this question in Canvas

What best describes a Flow Diagram? Select all that apply.
☐ It shows different stakeholders that participants mentioned in
their interview.
☐ It shows the flow of information and artifacts between different
stakeholders.
☐ It shows different technology that participants used to complet
their tasks.
It shows different themes that emerge from interpretations.

"Putting it all together."

Sequence Model

Flow Diagram (from earlier Contextual Design)

Affinity Diagram

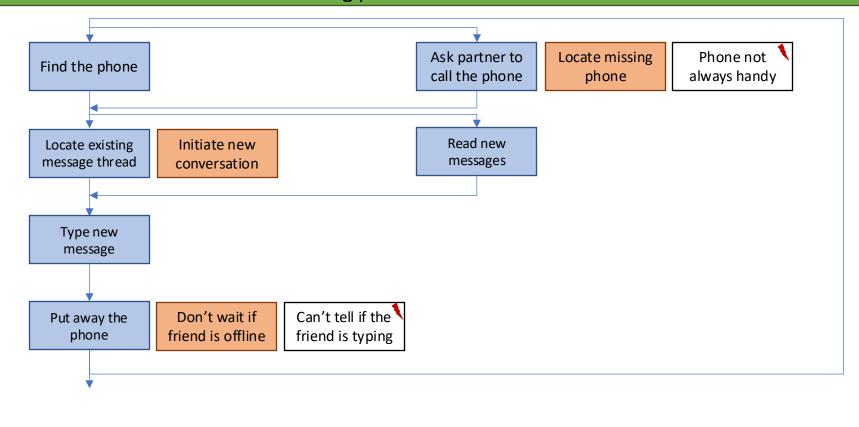
Sequence Model

Flow Diagram (from earlier Contextual Design)

Affinity Diagram

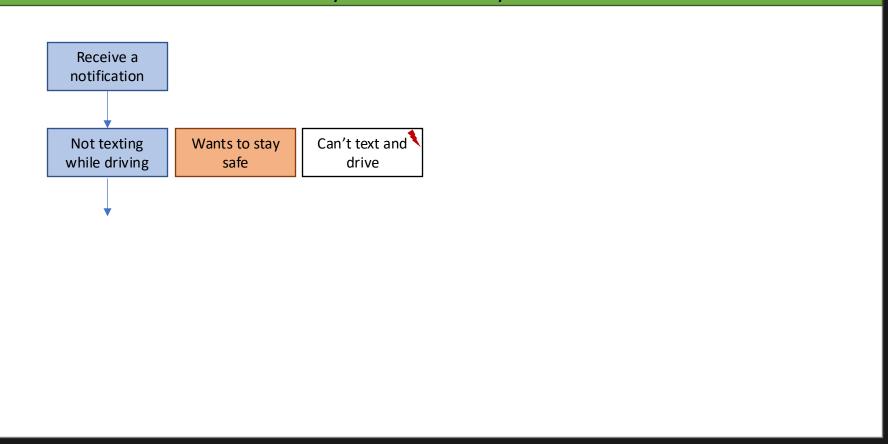
Sequence model

U01: Text a friend to check on existing plans

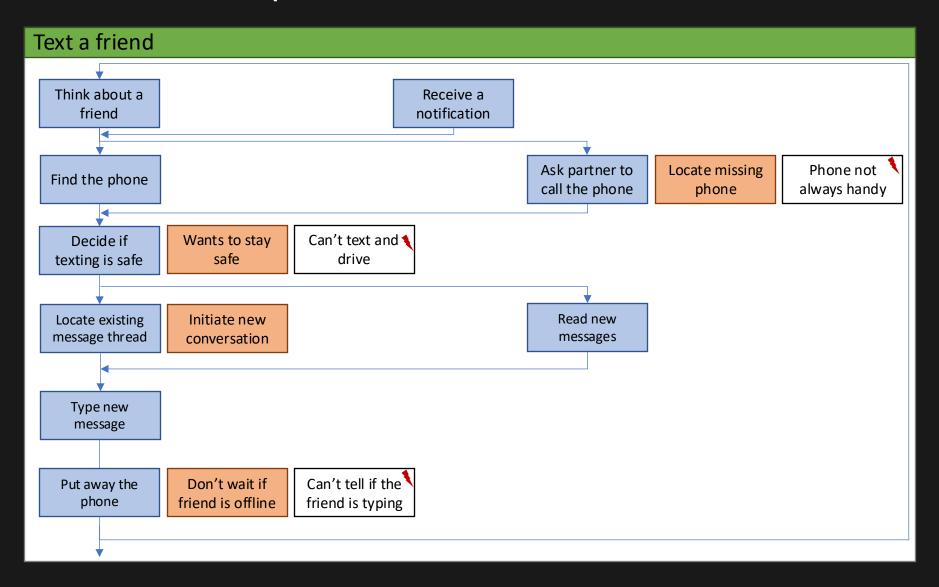


Sequence model

U02: Text a friend to tell them they are on their way



Consolidated sequence model

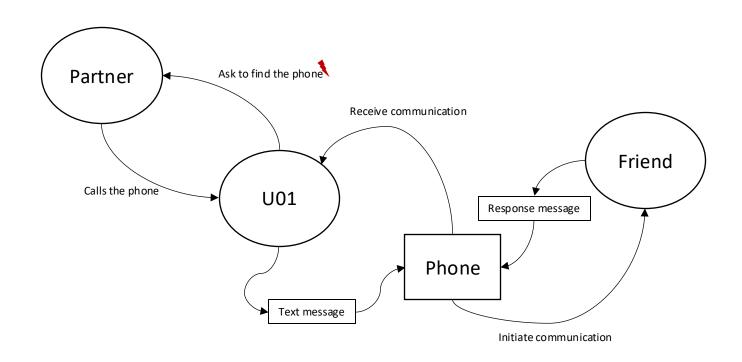


Sequence Model

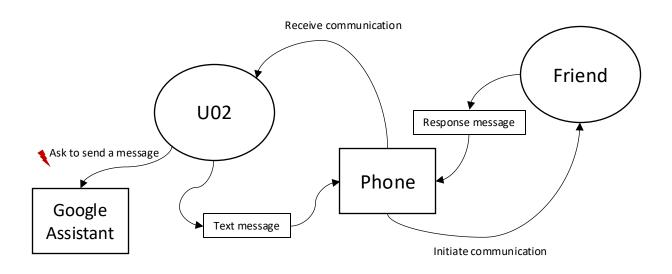
Flow Diagram (from earlier Contextual Design)

Affinity Diagram

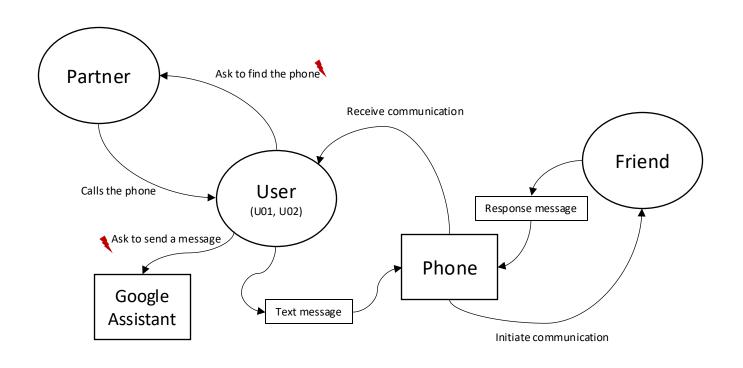
Flow diagram



Flow diagram



Consolidated flow diagram



Sequence Model

Flow Diagram (from earlier Contextual Design)

Affinity Diagram

Example: texting a friend

Code	Interpretation
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U01-02	To text a friend they had to first find their phone that is not always on them.
U01-03	They had to ask their significant other to call their phone to be able to find it.
U01-04	To text a friend they located an old SMS thread and simply "replied" to an unrelated message. It does not matter what the previous message was about.
U01-05	They then typed a message asking about dinner plans later that weekend. They read the message a few time before sending to make sure it was free from errors and that it "made sense."
U01-06	The friend does not always respond right away; that is fine as long as they hear back in.
U01-07	When phone is handy, they can text right away.

U02-01: They texted their parent to check on their dog.

U02-11: They wanted to text their roommate to say they are late.

U01-01: They texted their friend to check on existing plans. U01-06: Their friend does not always respond right away. U01-03: They had to ask their partner to help find their phone.

U03-31: Their parent texted them them to come over for dinner.

U02-21: Their fired texted them to check if they got back home.

U02-16: They tried to ask Google Assistant for help. U01-18: Their friend sometimes calls back instead.

U02-01: They texted their parent to check on their dog.

U02-11: They wanted to text their roommate to say they are late.

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U02-16: They tried to ask Google Assistant for help. U01-18: Their friend sometimes calls back instead.

U01-02: They had to first find their phone.

U02-01: They texted their parent to check on their dog.

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U01-06: Their

friend does

not always

away.

respond right

U01-03: They had to ask their partner to help find their phone.

Users initiate text messages

U01-01: They texted their friend to check on existing plans.

U02-01: They texted their parent to check on their dog.

U02-11: They wanted to text their roommate to say they are late.

U03-31: Their parent texted them them to come over for dinner.

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Users initiate text messages

U01-01: They texted their friend to check on existing plans.

U02-01: They texted their parent to check on their dog.

U02-11: They wanted to text their roommate to say they are late.

Users receive text messages

U02-21: Their fired texted them to check if they got back home.

U03-31: Their parent texted them them to come over for dinner.

Users ask for help

U01-03: They had to ask their partner to help find their phone.

U02-16: They tried to ask Google Assistant for help. Friends do not always send message back right away

U01-06: Their friend does not always respond right away.

U01-18: Their friend sometimes calls back instead.

Initiators and receivers

Users initiate text messages

U01-01: They texted their friend to check on existing plans.

U02-01: They texted their parent to check on their dog.

U02-11: They wanted to text their roommate to say they are late.

Users receive text messages

U02-21: Their fired texted them to check if they got back home.

U03-31: Their parent texted them them to come over for dinner.

Users ask for help

U01-03: They had to ask their partner to help find their phone.

U02-16: They tried to ask Google Assistant for help. Friends do not always send message back right away

U01-06: Their friend does not always respond right away.

U01-18: Their friend sometimes calls back instead.

Affinity Diagram – Rules of thumb

- Each blue post-it should have no more than 5 yellow post-its below it and no less than 3.
 - If fewer than 3, maybe not a standalone category
 - If more than 5, maybe multiple categories
- Each maroon post-it should have no more than 5 blue post-its below it; no less than 3.
 - o If fewer than 3, maybe not a standalone theme
 - o If more than 5, maybe multiple themes
- Best done on a physical whiteboard with physical post-it notes.
 - There are virtual alternatives such as Miro Board (http://miro.com).

Please answer this question in Canvas

What best describes an Affinity Diagram? Select all that apply.
☐ It holds all interpretations.
☐ It groups interpretations into categories.
☐ It groups categories into themes.
☐ It helps researchers write a report that summarizes their
findings.

You have 120 seconds...

DONE!

Where do the requirements come from?

Please answer this question in Canvas

Where could the requirements come from? Select all that apply.
Interpretations.
Breakdowns indicated in sequence diagrams.
Virtual and physical artifacts in flow diagrams.
Categories from affinity diagrams.

You have 120 seconds...

DONE!

Where do requirements come from?

"From every aspect of the models.

Each item in the model is a candidate that informs requirements.

Breakdowns are gaps that designs need to address."

Please answer this question in Canvas

What office hour times do you prefer? Select all that apply.
Monday/Wednesday mornings 9-12
Tuesday/Thursday mornings 9-12
Monday/Wednesday afternoons 12-3
Monday/Wednesday evenings 4-7
One morning and one evening time per week
Something else? (email us!)

You have 120 seconds...

DONE!

Questions, comments, and/or concerns?

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