**Lab 1: Design Lifecycle in one hour**

These days, timepieces (such as clocks, wristwatches, and so on) have a variety of functions. Not only do they tell the time and date, but they can speak to you, remind you when it's time to do something, and record your exercise habits among other things. The interface for these devices, however, shows the time in one of two basic ways: as a digital number such as 11:40 or through an analog display with two or three hands—one to represent the hour, one for the minutes, and one for the seconds.

This in-depth activity is to design an innovative timepiece. This could be in the form of a wristwatch, a mantelpiece clock, a sculpture for a garden or balcony, or any other kind of timepiece you prefer. The goal is to be inventive and exploratory by following these steps:

1. Think about the interactive product that you are designing: What do you want it to do? Find three to five potential users in another group, and ask them what they would want. Write a list of requirements for the clock, together with some usability criteria and user experience criteria (15 mins)
2. Good back to your group. Review the feedback you received from the interview process. Look around for similar devices and seek out other sources of inspiration that you might find helpful. Make a note of any findings that are interesting, useful, or insightful.

Sketch some initial designs for the timepiece. Try to develop at least two distinct alternatives that meet your set of requirements. (15 mins)

1. Go back to your original interviewees. Show them your sketches and ask for feedback. Does it do what you want? Does it do what they want? Is the time or other information being displayed always clear? Design is iterative, so you may want to return to earlier elements of the process before you choose one of your alternatives. (10 mins)
2. Have one member of your group show the class their sketches and what they learned and ask for feedback (approx. 5 mins per group)