

# Interaction Design Meeting

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## 1 Relevant

the Final Report will also contain a section describing the HCI module that was realized for the user interaction with the developed solution. This section will reveal what the students learned in the Interaction Design course and will be evaluated by the corresponding lecturer. The grade for Interaction Design will be assigned based on the content of this section (see Section 8 for assessment process and criteria). → Dit mag dus ongeveer 2 a4'tjes omvatten; zie: 2:5

De volgende punten zijn interessant voor het *ID* deel van het final report:

1. User Centered Design:
  - vroeg in het proces naar gebruiker en context gekeken
  - evaluatie met wenxin gehad
  - iteratief ontwerp
  - mono-disciplinair team
2. reden voor user involvement is voornamelijk vanuit pragmatisch en commitment rationale
3. contextual inquiry
  - requirements zijn voor ons opgesteld door Willem-Paul
  - gesprekken met wenxin ivm haar werk
4. cultural probe : niet toegepast
5. persona : beschrijving van Wenxin Wang
6. We maken gebruik van scenario's in de vorm van

- conceptuele scenario's (uitwerkvoorbeelden)
  - use cases (sprint plans)
  - concrete scenario's (demo met wenxin)
  - gebruikersverhalen (ongebruikt)
7. high-fidelity prototyping
  8. empirical evaluations (demo with wenxin) through debriefing
  9. predictive evaluation (prototype)
  10. geen rekening gehouden met perceptuele aspecten en motoriek (irrelevant voor ons project)
  11. geheugen is relevant bij bijv. het werken met de taal. Hiermee houden we rekening dmv de language manual
  12. hoe hebben wij in het programma rekening gehouden met menselijk falen?
  13. houden geen rekening met ontwerp voor kinderen.
  14. houden ook geen rekening met kleurenblindheid omdat de doelgroep zeer specifiek is.
  15. we houden geen rekening met emotionele toestanden omdat het een professioneel programma is
  16. We houden wel rekening met flow, door zo veel mogelijk handelingen te automatiseren
  17. antropomorfisme of collaboratie, social awareness en persuasive technology n.v.t.

## 2 Beschrijving Final Report

This deliverable is the main document about the developed, implemented, and validated software product. It will present the main functionalities of the product and discuss to which extent they satisfy the needs of the user. For this purpose, an evaluation of the functionalities performed using a well-justified method needs to be presented, as well as a failure analysis ? where the product does not perform as needed. Furthermore, the Final Report will also contain a section describing the HCI module that was realized for the user interaction with the developed solution. This section will reveal what the students learned in the Interaction Design course and will be evaluated by the corresponding lecturer. The grade for Interaction Design will be assigned based on the content of this section (see Section 8 for assessment process and criteria). Finally, an outlook will be given regarding the possible improvements in the future and the strategy to achieve these improvements. Note that this report should not repeat the material from Product Vision, but should complement it by providing results as response to expectations and strategy described in the Product Vision document. The TOC of the Final Report will be as follows:

1. Introduction, including a brief problem description and end-user's requirements - 1 page
2. Overview of the developed and implemented software product - 1 page
3. Reflection on the product and process from a software engineering perspective - 1 page
4. Description of the developed functionalities - 2 pages
5. Special section on interaction design (development of the HCI module) - 2 pages
6. Evaluation of the functional modules and the product in its entirety, including the - 2 pages failure analysis
7. Outlook - 1 page