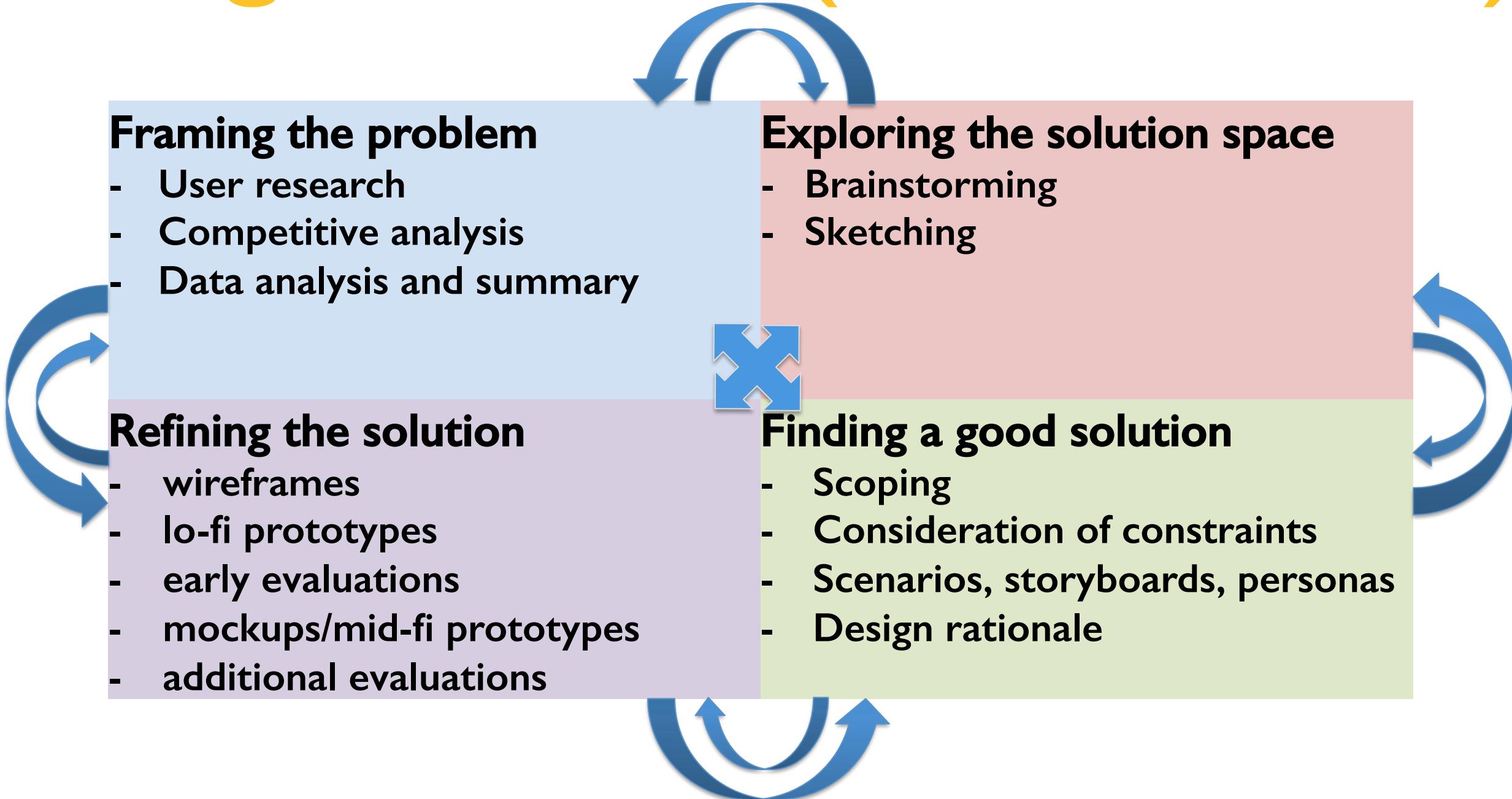


Introduction to the Course

UX506

Predrag “Pedja” Klasnja

Design Process (In a Nutshell)



Course Introduction

Wireframe to
Prototype



Mary



Motivators

- Professional success
- Being a good mom to her 10-year-old daughter
- Novelty: Mary gets bored easily and has a high need for novel experiences
- Social contact: Mary is very social and enjoys working with people and spending social time with friends

Constraints

- Suburban living environment: Mary gets little activity in routine daily life
- Work days packed with meetings
- Free evening time limited: Mary often works in the evening, or wants to spend time with her daughter. Free on nights when daughter with her dad
- High technical literacy

Demographics

Age: 49

Occupation: project manager

Location: Irvine, CA

Life stage: Divorced, one child

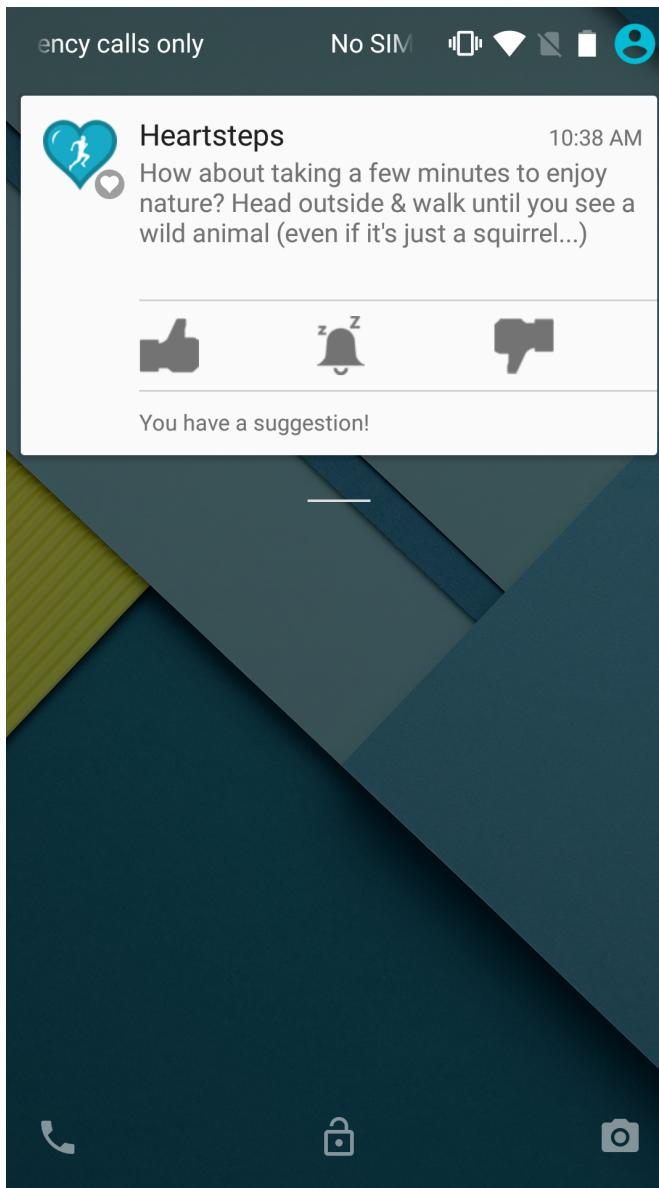


Ever since Mary returned to work after her heart attack last year, she has struggled to incorporate regular physical activity into her daily life. HealthyHeart, an app she recently discovered, is slowly changing that. As Mary is finishing her meeting, her activity tracker gently vibrates to indicate that HealthyHeart has sent her an activity suggestion. When Mary looks at her phone, she finds a message showing her a 1500-step walking route to her next meeting that goes by the beautiful fountain on her company's campus. She has just enough time to walk over, so she hits “thumbs-up” to indicate she liked the suggestion, and she follows the suggested route. That evening, after dinner, HealthyHeart alerts her that there is a salsa dance three days later at a restaurant 20 minutes away. “Oh, great!” Mary thinks. “This could be a fun way to get more intense activity to meet my weekly activity prescription.” She taps “let’s do it!” and salsa dancing, along with the directions, is added to her calendar.

This Course



Ever since Mary returned to work after her heart attack last year, she has struggled to incorporate regular physical activity into her daily life. HealthyHeart, an app she recently discovered, is slowly changing that. As Mary is finishing her meeting, her activity tracker gently vibrates to indicate that HealthyHeart has sent her an activity suggestion. When Mary looks at her phone, she finds a message showing her a 1500-step walking route to her next meeting that goes by the beautiful fountain on her company's campus. She has just enough time to walk over, so she hits "thumbs-up" to indicate she liked the suggestion, and she follows the suggested route. That evening, after dinner, HealthyHeart alerts her that there is a salsa dance three days later at a restaurant 20 minutes away. "Oh, great!" Mary thinks. "This could be a fun way to get more intense activity to meet my weekly activity prescription." She taps "let's do it!" and salsa dancing, along with the directions, is added to her calendar.





Prototyping translates findings from formative work into concrete designs that can be tested, revised, and refined prior to implementation of the final system.

Course Overview

- Week 1
 - Basic elements of user interaction
 - Introduction to prototyping
- Week 2
 - From low-fi to high-fi prototypes
- Week 3
 - Conceptual issues in prototyping and design