My notebook

empathize   define   Ideate   prototype   test

About the unit

Unit structure

Assessment

Design for IT

Wrap up

Introduction to full stack
system

Front - End   Back - End

This include topics such   The focuses on topics
as interaction design   relation to systems
and user needs and   analysis and design
ideation   via UML and FMC.

We release workshop assessment structure weekly, 2 week ahead of time.
They let you know explicitly what is expected of you.

Software used

UI Prototyping tools

— Adobe Creative Suite (suggested)

— Marve App

— pop App

— Invision

— Mockplus

UML and FMC models

UI Prototyping tools

— Adobe Creative Suite

— sketch App

— Invision

— Mockplus
— Figma
— Icons library

Assessment

Design crash   Design Challenge 1   ...
      course

Design for 2T

Design Thinking Modes

Empathize   Define   Ideate   Prototype   Test

What does it include
Empathizing with users
Idention and brainstorming
Rapid Prototyping
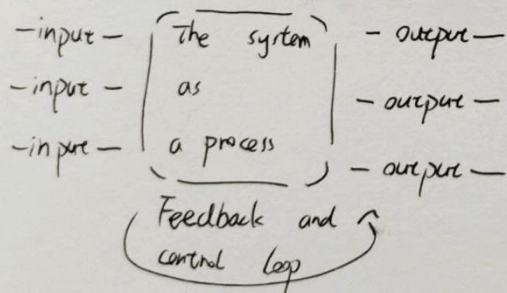User testing and evaluation

Design thinking in 2T

Systems Analysis Overview

Systems   analysis
— is a very important part of the overall design
— is related to the back end of the system design
— its overall objective is to ensure that the system we design will support bussiness requiremen

The "system" Concept

A popular view: system as a process

- input — | The system | - output —
- input — | as | - output —
- input — | a process | - output —
           (Feedback and ↰
             control loop)

The System's Environment (constantly changing)

Two main steps in system analysis:
(1) Requirements determination

(2) Visualizing the results of system and analysis via tools such as Visual Paradigm,
Lucidchare, and Visio.

Introduction to LxD

What is LxD?

The design of interactive artefacts to aid in peoples communication and daily interactions

Why is LxD important?

LxD continues to gain in relevance and importance as ubiquitous computing becomes more apparent in society.

Conceptualizing Design

Conceptual model

Star Interface: Xerox 1981, Kindle

Interface Metaphore

Persuasion, Emotion & Trust

· Persuasion Pinciples encouraging or discussing users behaviours

· Emotion

· Trust

GUI's and NUI's

CUI's windows Interface

Jarvis — Tony Stark's NUI

感谢您的参与，我是许欣怡

在这个阶段，我考虑设计一个校园服务类的软件给在校大学生帮助他们解决问题，式会快速再聚等问题。

首先我们遇到的问题在于缺少资金，我们的软件面商家、公司、学生之间提供了平台，但在初期需要商家的加盟，也需要人力去运营、宣传等。

我希望这个软件可以便利大学生的生活，同时也能保障信息安全。

总称：这个软件集快递叫号、二手交易、点外卖、找兼职等功能于一身，一方面便利生活，另一方面也能保障您的信息安全。

再次感谢您能参加我的面试

Q1: 对于一款校园服务类app，您最希望其拥有哪些功能？
○ 点外卖
○ 二手交易
○ 兼职
○ 取消快递
○ 其他，_____

Q2: 您从何处获取新的app？
○ 应用资讯app
○ app下载排行
○ 朋友推荐
○ 广告推荐
○ 其他

Q3: 您觉得在以下哪个要素对app体验最重要？
○ 内容吸引、实用
○ 名字、图标、界面精美
○ 信息更新快
○ 互动性强
○ 其他，_____
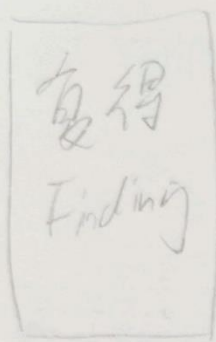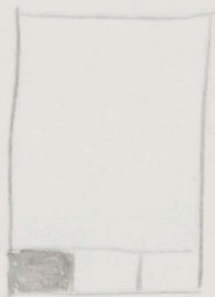
Q4: 如果有一个app可以发布任务以获取小的回报(带商品等)，但需要付一定的费用，你是否愿意使用？
○ 愿意
○ 不愿意
○ 根据情况来定

Q5: 您在什么情况下会卸载一款app？
○ 被动出现
○ 缺少功能期望
○ 功能少
○ 信息更新缓慢
○ 运行卡顿
○ 话题提示多
○ 界面丑不舒适
○ 其他，_____

复得
Finding

回入易阳

交通

发布寻物消息

查看寻物消息

?

失物招领

失物预期

个人信息

e-dian

调用
我的订账
发现
商店
那中心
材库

home find + shop Me

Recent search

Hot search

DAY 1 2020.10.26

The articles we chose
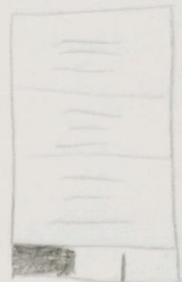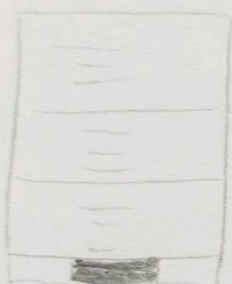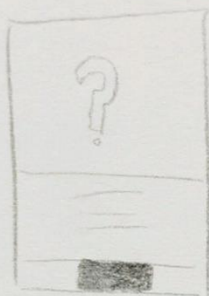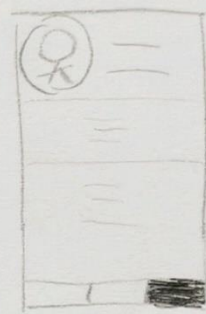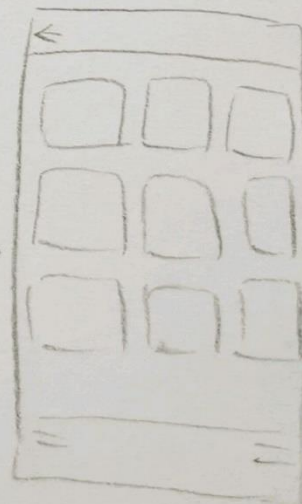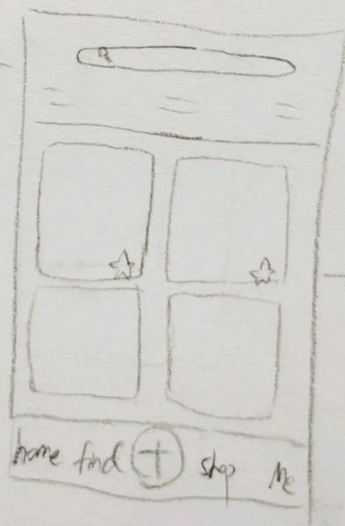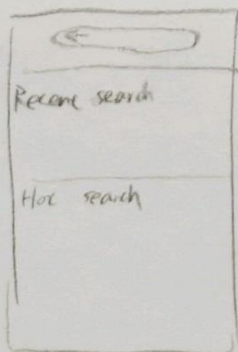
Task:

Our task was to select one of the several articles given by the teacher, analyze the problem and design an app for this problem.

We have chosen Mobile-Phone-distraction FINAL, from which we can conclude that Mobile distraction is one of the most important causes of car accidents for drivers, among which the risk of handheld Mobile phones is higher.

Analysis:

Therefore, the app we designed should have the following functions: on the one hand, we should restrict drivers to reduce unnecessary use while driving, such as watching short videos, chatting with others, and watching news, etc. On the other hand, we should be able to receive messages sent by others without distracting drivers.

Implementation:

So, our app can provide the function of turning on the driving mode. After manually turning it on, only necessary functions such as phone call, email and SMS are left on the screen of the phone. The phone will automatically read out the information received. If the driver wants to make a phone call or send a message or email, he can also do so by voice control.

To sum up, we designed the prototype of the software. (probably scrawled)

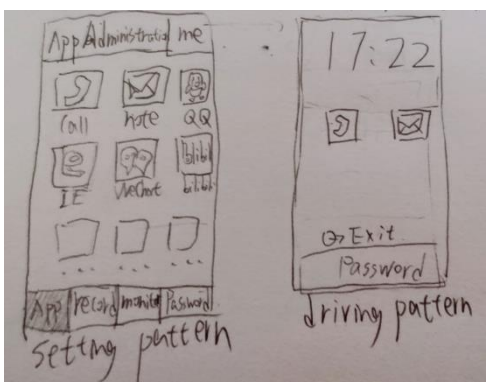We found similar software for reference:

Driving mode

an app is designed for preventing cell phone use while driving

require user to manually turn on the app

read the message automatically

Automatic speakerphone answer when receiving incoming call or hang up and respond to text message

Set the lock screen program

DAY 2 2020.10.27

We decided to make a lost and found app, the name is Finding(复得), which is roughly divided into six interfaces:

1. Enter the interface

2. Interface for Posting search messages

3. Check the interface of finding message

4. Lost and Found interface

5. Lost property details interface

6. Personal information interface

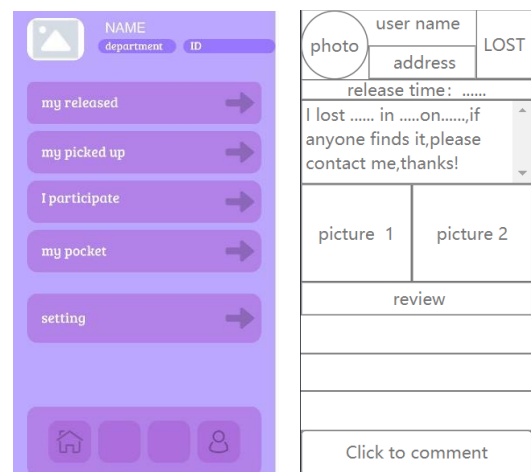Finally my roommate Lacie and I chose 2 and 3.
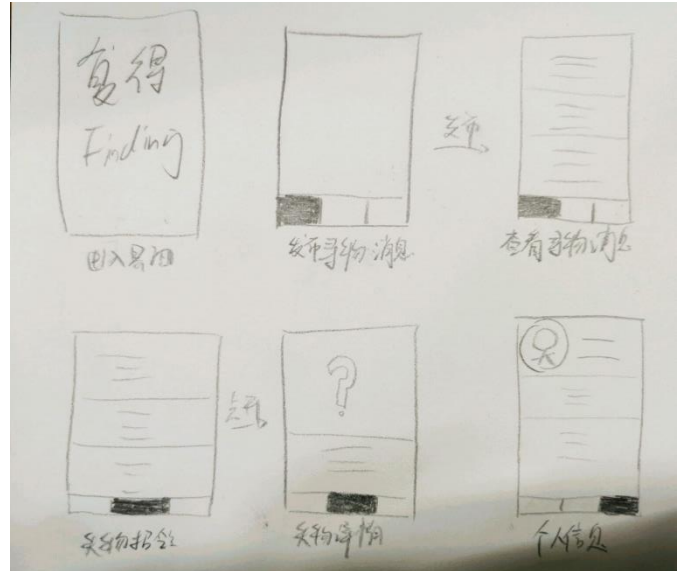
a sketch I drew
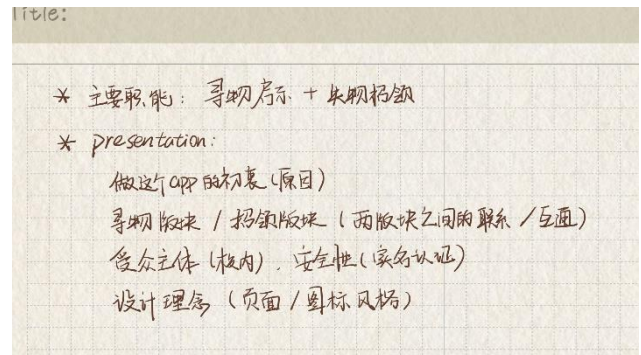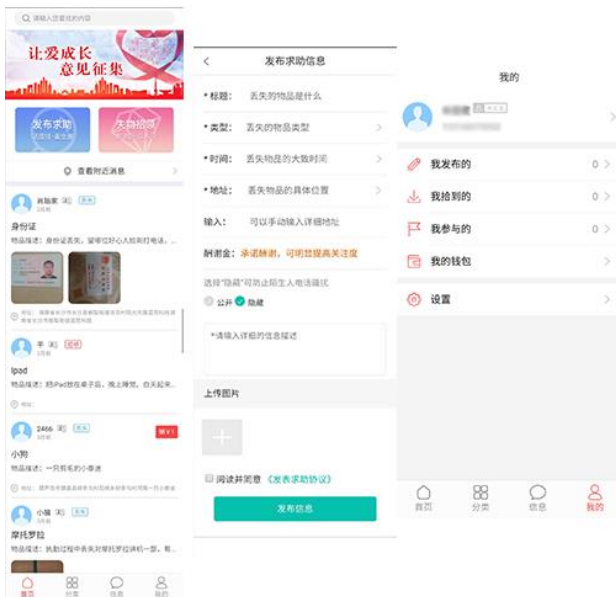
We still find similar software for refer.

Assign tasks

But in the evening, we found that our app had been repeated with other groups. After discussion, we decided to change the theme and make e-diary.


Some interfaces are already taking shape

DAY 3 2020.10.28

Our E-diary has six sections:

1. Homepage (read e-diary posts Shared by others)

2. Find (browse other people's Shared material)

3. Shop (buy the material package you need)

4. Personal Homepage (View/set personal information)

5. My E-diary (check out my e-diary and create new ones)

the sketch I drew

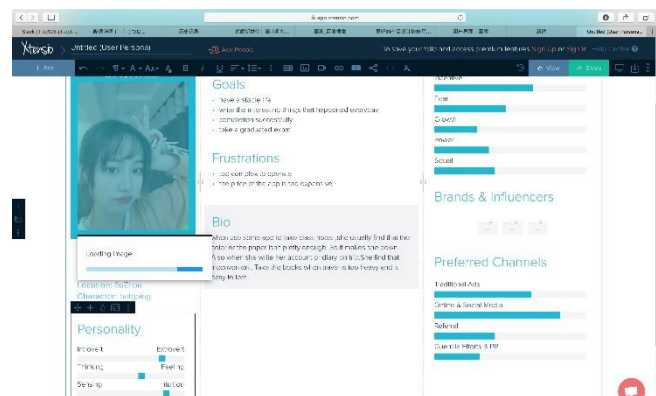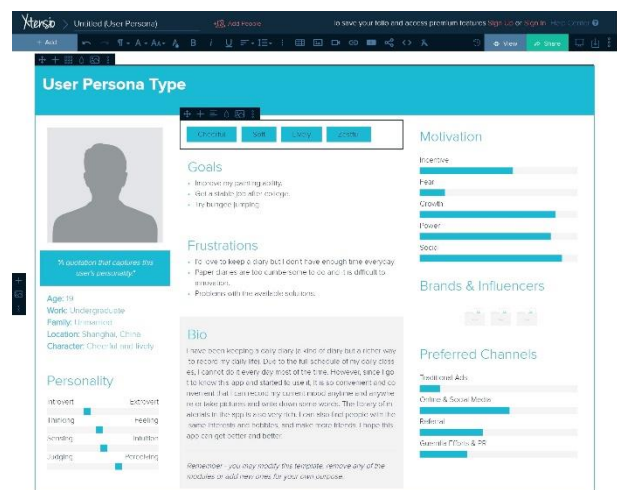6. Material library (store your own material bags purchased from the store or your own mobile phone materials)
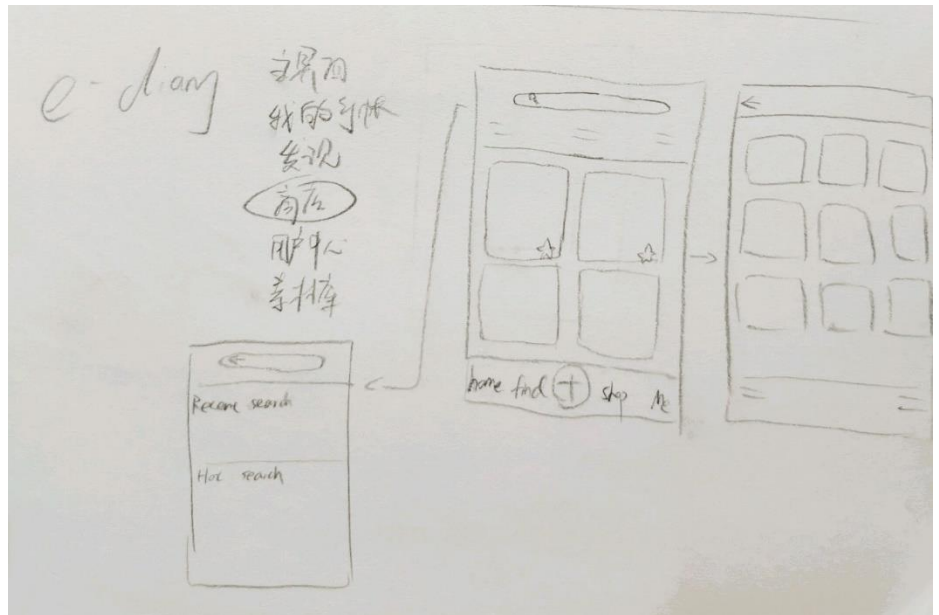
We found a lot of apps with similar functions for reference, and I chose the shop interface.

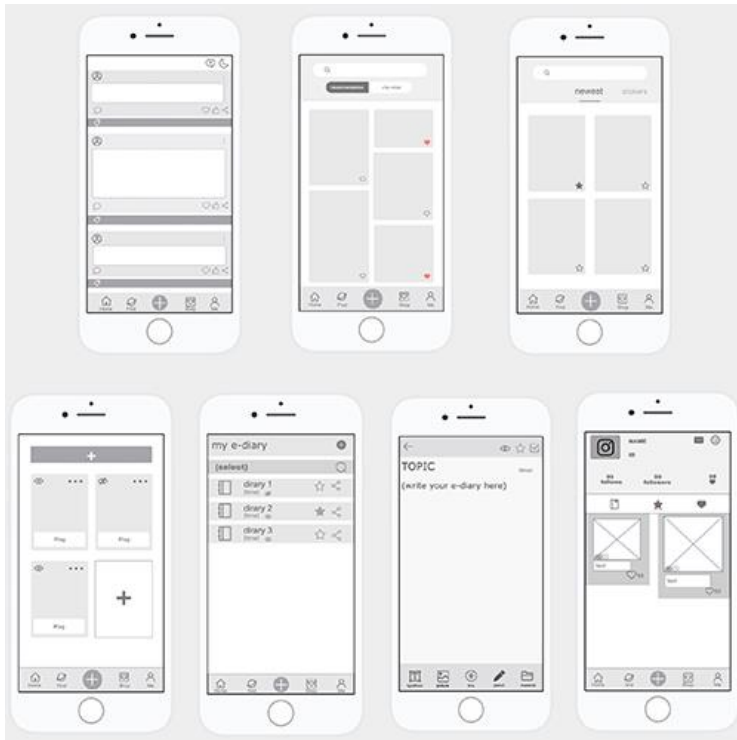In the afternoon, we had a team task to draw user portraits.
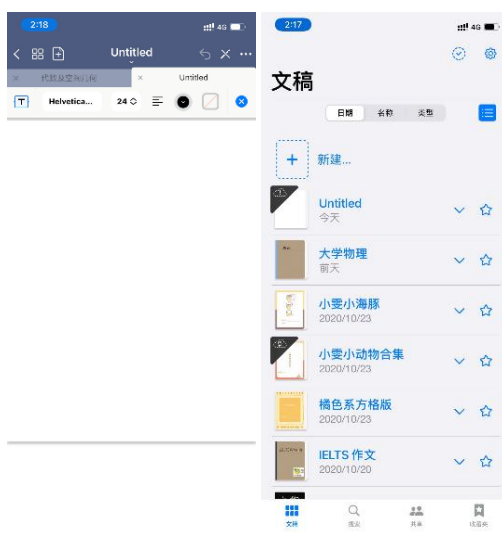
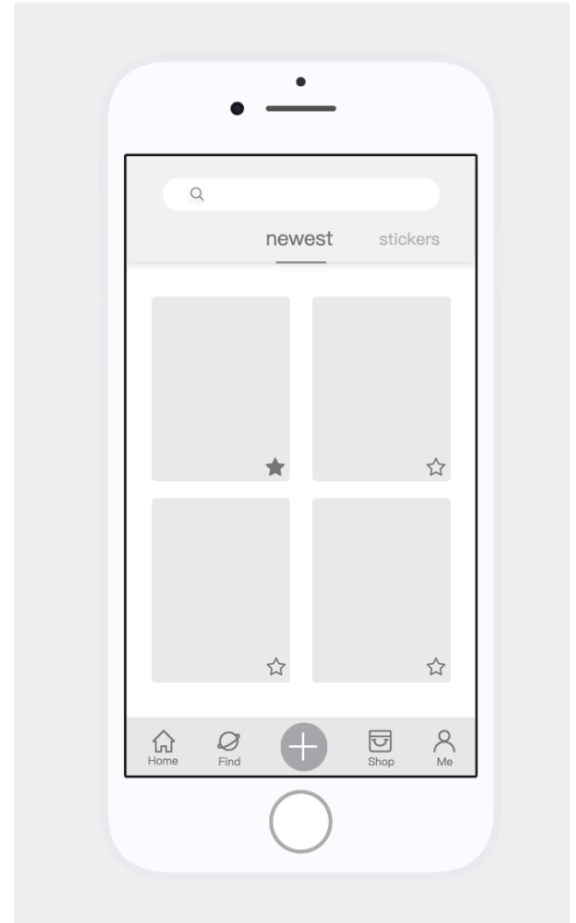

A similar app

Our user portraits

DAY 4 2020.10.29

   After discussion, we came to a decision to use the same software replicator to make our interface, and today we made all the parts.
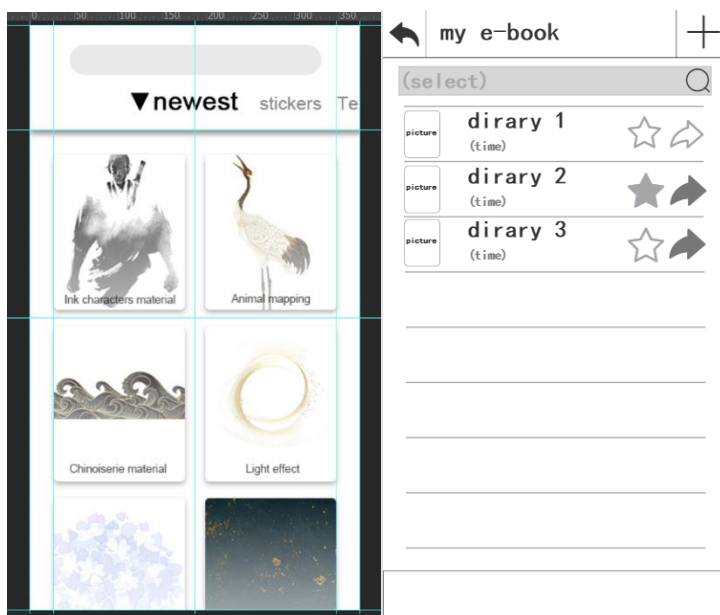

Our interface

I'm responsible for the interface: shop

Generally speaking, we have finished our work here, but I think our work efficiency is very low. I think one of us should do a module. For example, I'll do the option button, she'll do the search box, and the other one will do the picture box.

Although our interface looks uniform in style, we have changed a lot of places (color matching, buttons, picture boxes, etc.) to achieve this effect. If we divide the work into blocks at the beginning and then combine each block into the interface, there should be no big difference in style.

On the left is the shop and my e-diary before there is no unified style. They are made by different software. Before we do it, we only coordinate the color. The color is black and white gray.

DAY 5 2020.10.30

E-Dairy

Traditional Diary

Part of our ppt

Today's task is to introduce your own app.

The teacher gave us some affirmation and comments on our app. The most important problem is that we did not use the interactive interface when we presented the app, but used PPT to explain it directly. In addition, our app is too monotonous. So we decided to improve the function of the app, change the color to be more lovely, and use an interactive interface to show it.

In my opinion, there is a big problem with our app: the functions of various interfaces are not clear, and different interfaces have similar functions. This also leads to a lot of interfaces that we design that are visually similar. For example, home page and find, one is to browse other people's e-diaries, the other is to browse other people's shared materials. I don't think it's necessary to have two interfaces. Another example is find and shop, one is to browse other people's material, the other is to buy material package. Although I am responsible for the design of the store interface, I think most people are not willing to spend too much money to buy e-diary materials. What's more, e-diary is only their daily record, and the e-diary authors are not for profit. As far as I'm concerned, I prefer to collect free materials. After all, there are a lot of ready-made materials online, so there is no need to pay for them. But if the price of the material in the shop is close to free, there is little difference between the shop and the find features.

DAY 6 2020.11.02

Task 1 (20-30 minutes): Read the case study and draw a requirements matrix for the system specified in the case-study.pdf. Use the template below. You will use the same requirement matrix for the next few weeks.

Type of user	Requirement	Priority	System	
			B2C module	Intranet module
Individual customer (B2C)				
	Use a recommender system	D	X	
Employee				

A requirement should be concise (usually between two to five words) and should start with a verb such as "provide ...", "use ...", "accept ...", and ...

The priorities indicate: **E:** Essential (it is necessary) ; **D:** Desirable (it would be good to have it implemented)

An **X** shows that which requirement is related to which module.

Today's task

Today's team assignment is to draw a requirements matrix. This is our homework assignment.

Type of user	Requirement	Priority	system	
			B2C	Intarnet
user	Users can do their own e .diary	E	x	
	Users can share their personal e .diary online	E		x
	Users can upload their own material	D		x
	Users can improve and change their own information	E	x	
	Users can draw by hand on e .book	D	x	
	Users can pay for the material they like	D		x
	Users can set their e .diary to privacy	D	x	
	Users can collect their favorite e .diary	D		x
	Users can insert images into their e .diary	E	x	
	Users can browse other people's e .diary	E		x
	Users can find the functionality they want	E	x	
Employee	Administrators should be able to provide more material to users	D		x
	Administrators should be able to update system	E		x
	Administrators should be able to provide more Interface style to users	D		x
	The administrator should regularly recommend good hand	D		
	The administrator need to get user feedback regularly	E		x
	The administrator need to fix bugs regularly	E	x	

Our results

DAY 6 2020.11.03

Today is a personal assignment to draw a use case diagram as required.

- Browse products by department
- Personalise the service
- Personalise shipping options
- Track orders
- Pay online via …

- **The first use case (the starting point) should be "purchase online".**
- **For detailed use cases you do not need to draw and connect any actor to the requirements.**

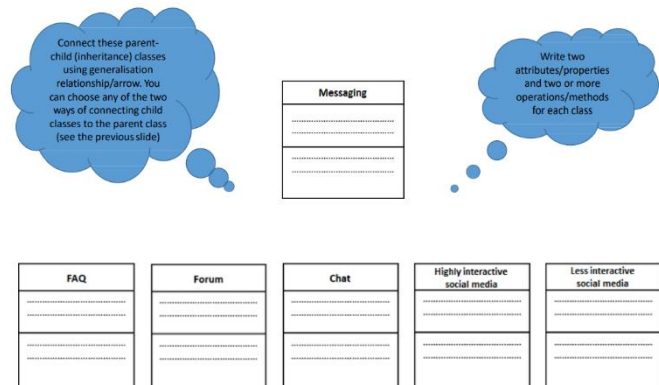Below is my assignment.

Today's task
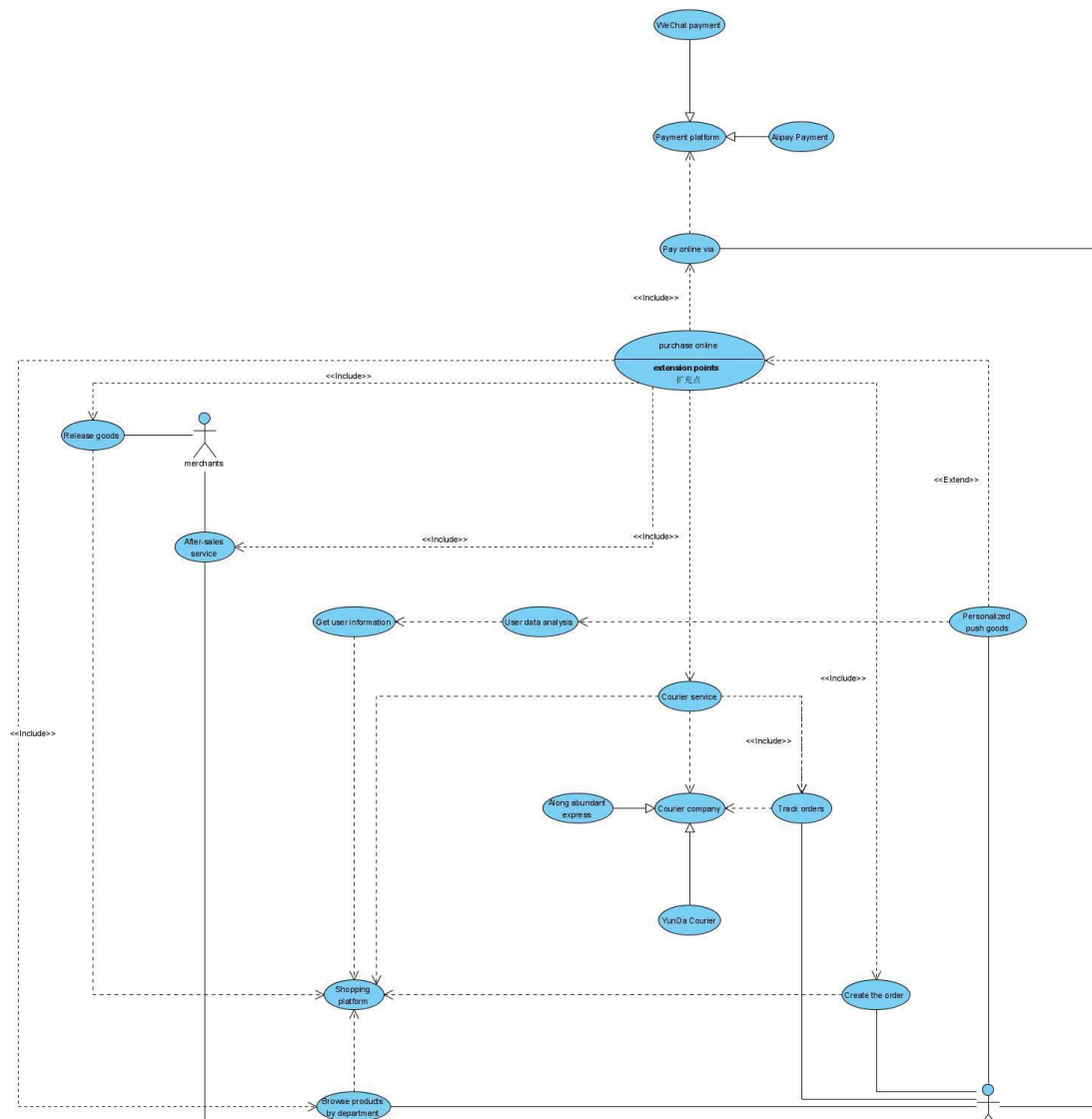
My assignment

DAY 7 2020.11.04

Today's task

Today's task is to draw a class diagram, which is a personal task.
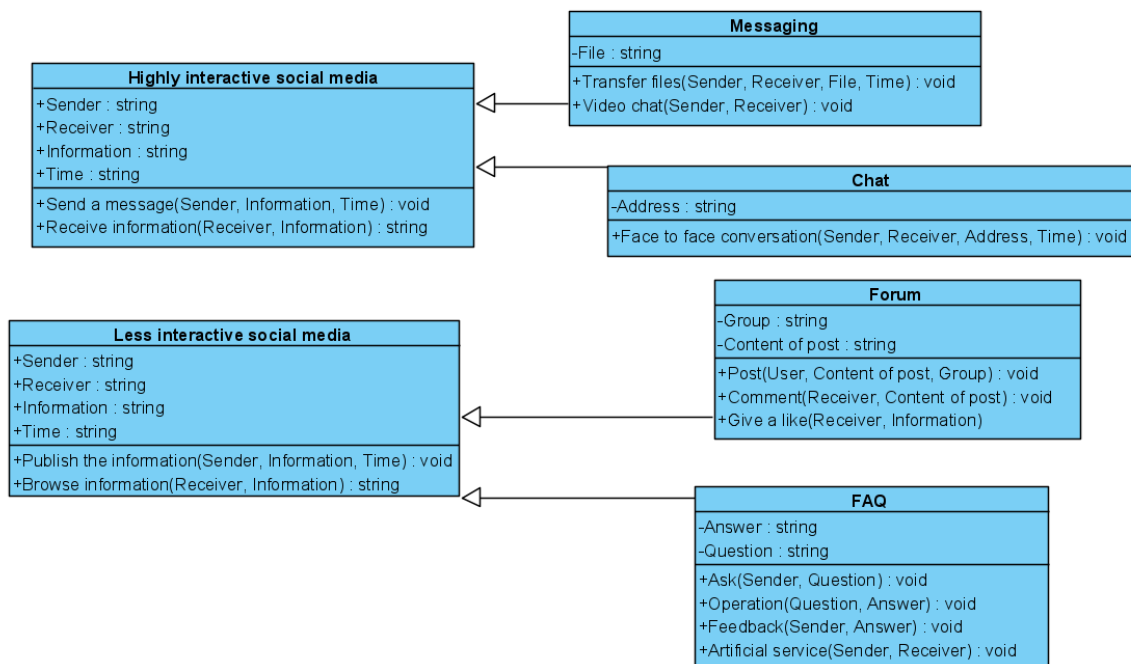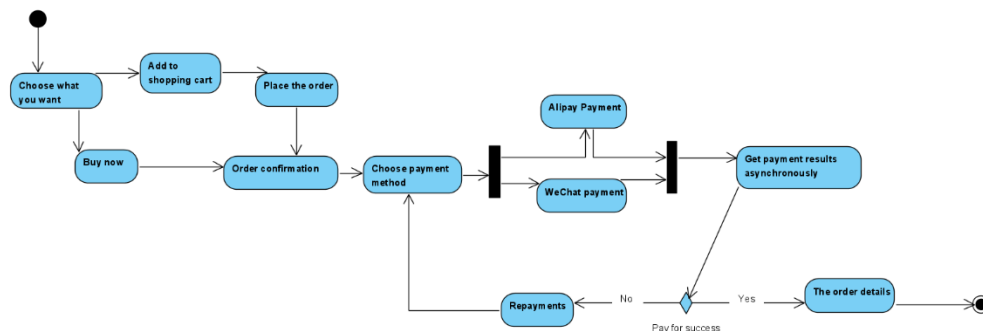

My assignment

DAY 8 2020.11.05

Task 1: Draw an Activity Diagram for the "order product" requirement.

Suggestions for Task 1:

- The case defines "order product" as "place order and pay online (via PayPal, bank transfer and credit card options)". You will need to identify the main activities related to "place order" and "pay online" and identify a logical sequence for all of the activities. Imagine what you do (your main activities) when you purchase an item online. You can use the activities that you drew for the related use case diagram.

- For the "order product" requirement, you need to decide whether you are going to use decision nodes or forks/joints. The case has given three 'options' for payments (the meaning of 'or').

- Draw a vertical (not horizontal) diagram.

Today's task

Today's task is to draw an activity diagram, which is a personal task.

My assignment

评估要求	产出	团体或个人	体重
1. 需求确定	需求矩阵	小组	5%
2. 对系统的结构进行建模	FMC图表	小组	10%
3. 分析用户将如何与系统交互	3(a)用例图	小组	10%
	3(b)为什么设计师绘制这种类型的图表很重要？（2-4行）	小组	1.5%
4. 分析应该实现的数据结构	4(a)类图-继承	小组	10%
	4(c)为什么设计师绘制继承类图很重要？（2-4行）	小组	2%
5. 分析系统将如何响应用例	5(a)活动图	小组	10%
	5(b)为什么设计人员绘制这种类型的图表很重要？（2-4行）	小组	1.5%
总重量：50%			

Assign tasks

In the afternoon, we began to assign tasks, and all the work was divided into six pieces, namely the five pieces on the left and the final report. My task is to analyze how the user will interact with the system.

DAY 9 2020.11.06


```
用例图.txt - 记事本                    —  □  ×
文件(F) 编辑(E) 格式(O) 查看(V) 帮助(H)
用户——账户管理
1.注册：QQ/微信/手机号
2.登录：QQ/微信/手机号
3.注销
4.密码管理：更改密码/找回密码
5.用户信息管理：更改用户信息/查看信息

用户分为 e-diary作者 和 画手 两类
e-diary作者
1.写e-diary：想法/寻找素材
        寻找素材：来自商店/来自素材库
                商店：挑选需要的素材
                        购买
                        加入素材库
                        导入并使用
                素材库：挑选需要的素材
                        导入并使用
2.浏览别人的作品：浏览别人的e-diary/浏览别人的素材
        e-diary：评论
                点赞
        素材：评论
                点赞
3.展示自己的作品：分享e-diary素材/分享e-diary
4.回复别人的评论
画手
1.上传素材包至商店并售卖：上传素材/打包/售卖

第1行，第1列        100%    Windows (CRLF)    UTF-8
```
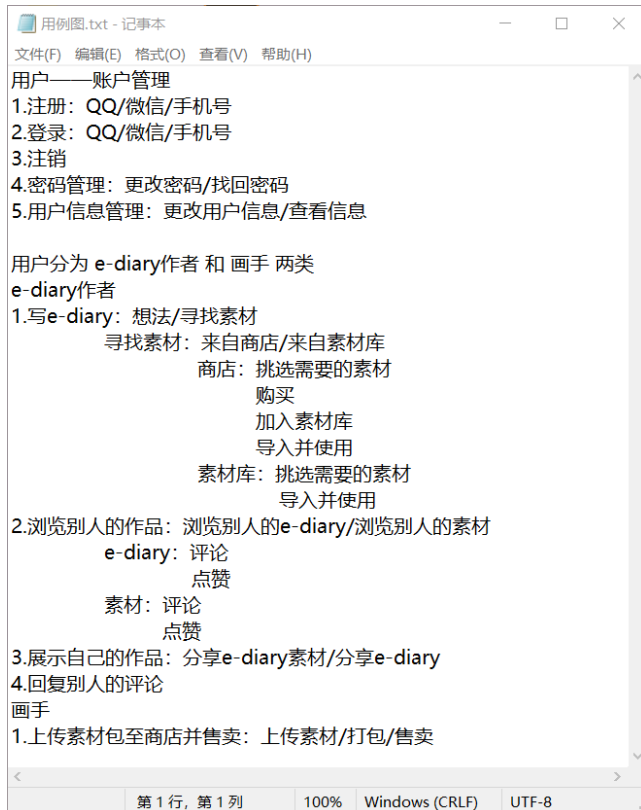
Why is it important for designers to draw this type of diagram (use case diagrams)?

Use case diagram describes the requirements for an information system from the user's perspective and analyzes the functions and behaviors of the software. The use case diagram defines and describes the external visible behavior of the system and is an important basis for analysis, design and assembly testing.

We have completed our tasks and are waiting for the perfect presentation tomorrow.

On the left is the frame of the use case diagram I wrote (for those reporting), and below is the use case diagram I drew.
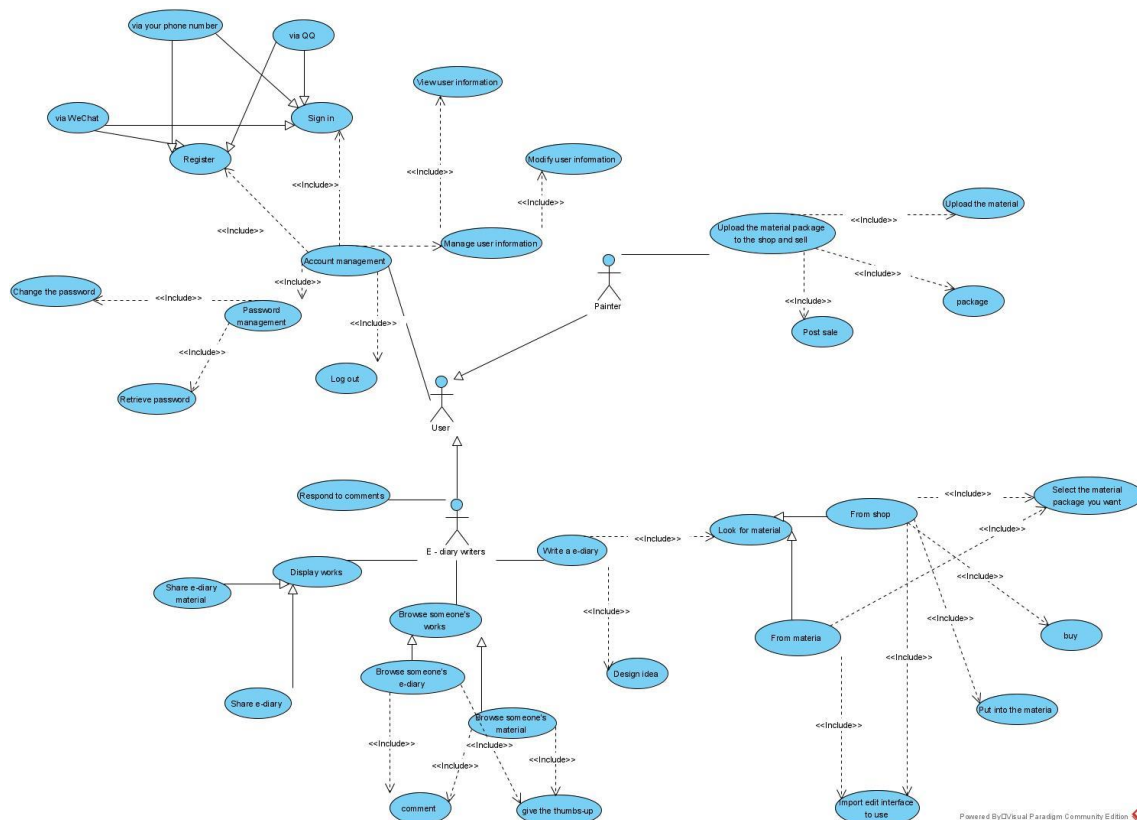
The use case diagram I drew

DAY 10 2020.11.07

We finished the presentation and started to change our interface based on the teacher's Suggestions. First we chose a few colors to replace.
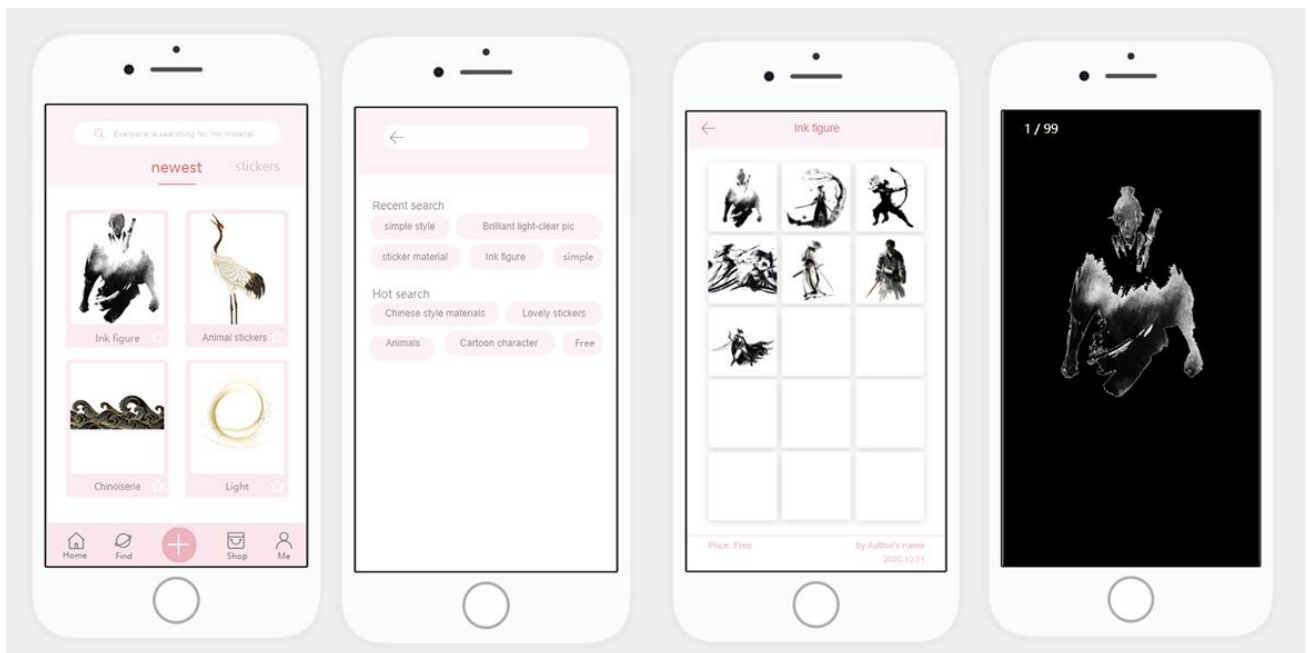

Then we improved our interface, adding a few more and linking them together.

After each of us finished our own interface, we recorded our own introduction videos and sent them to me. I edited the videos together in order.
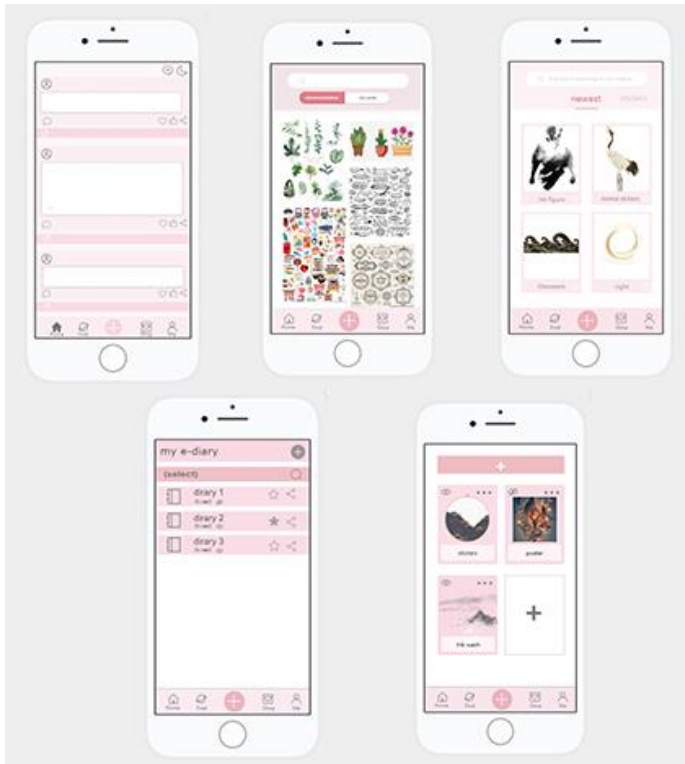
Part of our interfaces

My interface shop