Hi! My name is
EVAN BAROSAY

here's a little bit about me!

- 3rd year CogSci, HCI major
- Working in the Design Lab
- Intersted in UI/UX
- *Loves* indoor cycling!

I am attempting to make my journals visually and contextually pleasing. Would love any feedback on either!

week 9 in class

This last week was mainly focused around our final project. Thankfully, Professor Myer gave us Thursday's class time to work on the project-and only Tuesday was a lectured day. However, I enjoyed the material presented. Ethics in the world of design was the topic this week. I thought this was an interesting topic because I at least associate ethics more so in the fields of law/justice or medical or something more 'serious.' However, Myer brought up valid points. I especially enjoyed how he talked about personal choices and ethics when choosing how we want to be involved in the world of design. Usually I view ethics as choices made to protect/conserve the morals of others, however, Myer brought up interesting points where we also have to check into our own ethics and choose what direction of design we want to pursue.

week 9 new concept

Ethics: As stated before, the only thing (and one new thing) that was introduced this week was the discussion on ethics. Three main 'subsections' were used to describe the different areas of ethics of design: choice of work, conduct of research, and design of things. I personally enjoyed the discussion on *choice of work* the most, particularly because this concerns the designer the most in my opinion. In the world of design, I am sure designers are presented with a range of projects and clients. I hadn't thought of this before, but when tobacco companies or gun clientele were brought up in lecture as possible clients in the world of design that made me realize that designers have to be in tune with their own ethics so they can make the decision of what they will do work for and what they will not. Personally, I have pretty strong opinions especially when it comes to smoking/gun violence and would not feel comfortable helping out any clients or brands. However, I know others would be perfectly fine working with them-so I'll just pass on those jobs to them. :-)

week 9 d.o.e.t

Once again, we have finished the book (yay)! So there is not much to report back, except I really did enjoy this text and have now looked into other design-related books and other books by Don Norman. I think this text was excellent and very suitable for the course.

week 9 assignment

Our project is almost complete! Although it is almost the due date, this past week has been far less stressful than previous weeks. My group dynamic is working very well and everyone is pulling their fair

share or work so everything is getting done. This past week we met multiple times to reevaluate our design and process of analyzing our interviews/observations, made a plan of action to collect more interviews/observations, filmed and edited for our video, and started working on our presentation. For our redesign we are doing a physical prototype using a 3D printer so that has been in the works too. I am excited to turn in this project, I think it will be one of my best projects thus far and it definitely has been the least stressful, although it has been the most work. All we have left to do is finish the redesign and write our paper and I will be officially done with Design 1! Here is also a video clip of our redesign process that my teammate shared with us:
https://youtu.be/9QLP9Z0XSd8

week 8 in class

JOURNAL 8

This week we were approached with the task to 're-design' Design 1. Personally, I have really enjoyed my time in this class so it was tough to exactly pinpoint things I would change. After some thought though I did think of a few things. First (and this is very minimal), it would be cool to get the multiple monitors to work and implement that in the classroom. It was an interesting design choice and I think it would be beneficial to use them! Secondly, I would have really enjoyed if Professor Myer or the TAs had a discussion on building our portfolio moreso. I understand this is a huge element in applying for design-related jobs, and I would have been very interested to seek more insight on how to at least start my portfolio. Lastly, and I know this comes more so in other courses than Design 1, but I would have loved to implement more website/app related design elements. Personally these things really intrigue me and I can see myself working in UI/UX in the future and if we even had one lecture solely focused around UI/UX related design elements I would have found that very beneficial. (Also if anyone has any recommendations for classes at UCSD that cover these topics I would love that advice too).

week 8 d.o.e.t

We finished the book (yay)! So there is not much to report back, except I really did enjoy this text and have now looked into other design-related books and other books by Don Norman. I think this text was excellent and very suitable for the course.

week 8 assignment

Our final project has definitely been a struggle for my group. When we first formed groups, I was really confident in my teammates-we have all been pretty active in the class this quarter and I've been impressed with all their work thus far. However, for whatever reason, we have been struggling with generating ideas to work on that we are really excited about. Since we are on a deadline, we have decided to observe the design space of Audrey's Cafe and analyze the coffee-pickup system. We haven't made too much progress on it besides some observations that we don't think are very useful. I think our biggest hindrance is that no one in the group is that excited about our re-design so it is hard for us to find the

motivation to work on it. We have a group meeting this week and we really need to focus on buckling down and getting our minds on the right track.

week 8 new concept

We did not really cover anything new this week, so I'm taking this opportunity to talk about my favorite concept we have learned in class: Master/Apprentice Model.

I think this concept has been used the most by myself and my classmates since we have learned about it. It has been extremely beneficial for all of our assignments especially with interviewing and observing people and things.

How's this week going?

| 0 | 2 | 4 | 6 | 8 | 10 |
| NO HURT | HURTS LITTLE BIT | HURTS LITTLE MORE | HURTS EVEN MORE | HURTS WHOLE LOT | HURTS WORST |

week 7 in class

JOURNAL 7

This week in class we continued our discussion on the double diamond model, especially the *develop* and *deliver* segments of the model. Specifically, Myer talked about sketching and prototypes during lecture. Personally, I think I have zero artistic capability when it comes to drawing, so when he started his discussion on it I assumed that this was just going to be a part of design that I would exceed at. However, as the discussion continued I realized I don't *have* to be an expert in drawing (which is definitely relieving). Especially when it comes down to drawing things such as sketches of app and website layouts; the sketch doesn't have to be neat whatsoever, just a means to get your ideas down on the page. I also went and downloaded the app "POP" that was talked about in class especially since I am interested in website/app building and design, including UI/UX.

week 7 d.o.e.t

Chapter 7 focused on user-centered design. Norman emphasizes that technology provides a way to do things and introduces change, sometimes good and sometimes bad. He also brings up a valid observation

that technology changes much faster than people and culture. I agree with this, so many times I have concluded that people hate change. This proses a problem especially for designers when trying to introduce new designs and technology,since our customer and user is 'people.' Finding a happy medium that improves some product or service in a redesign, but does not cause a complete change that would make users completely unfamiliar is the key when designing and redesigning.

week 7 assignment

After a while of brainstorming, my team finally came to a topic for our final project. We are planning to redesign the pick-up/delivery system at food places-more specifically we will probably be looking at the drink pick-up at Audrey's Cafe in Giesel. We have noticed a problem of people waiting a varied amount of times, people not hearing their name being called, people forgetting about their drink, drinks getting cold or too melted, and more. Right now we are thinking of some sort of LED display that shows the progress of the drink being made. There are already problems and kinks that we know we need to work out, such as how does the barista update the status of a drink while simultaneously making the drink, especially when there is a rush and multiple drinks. However, we see a lot of potential for this redesign, especially if we use it at Audrey's because they already have LED monitors so we could easily use one to display a progress page. I'm very excited about this project!

week 7 new concept

Storyboard

Storyboards are a prototyping tool. I've used storyboards before, most commonly for English/writing classes when actually forming a story or presentation, so I am familiar with how they work however not as familiar with their implication with design. Storyboards would be especially useful when designing websites and apps (as seen with web frames). Basically, the point of any story board is to get main points down on a page so the designer can see the flow of whatever they are designing.

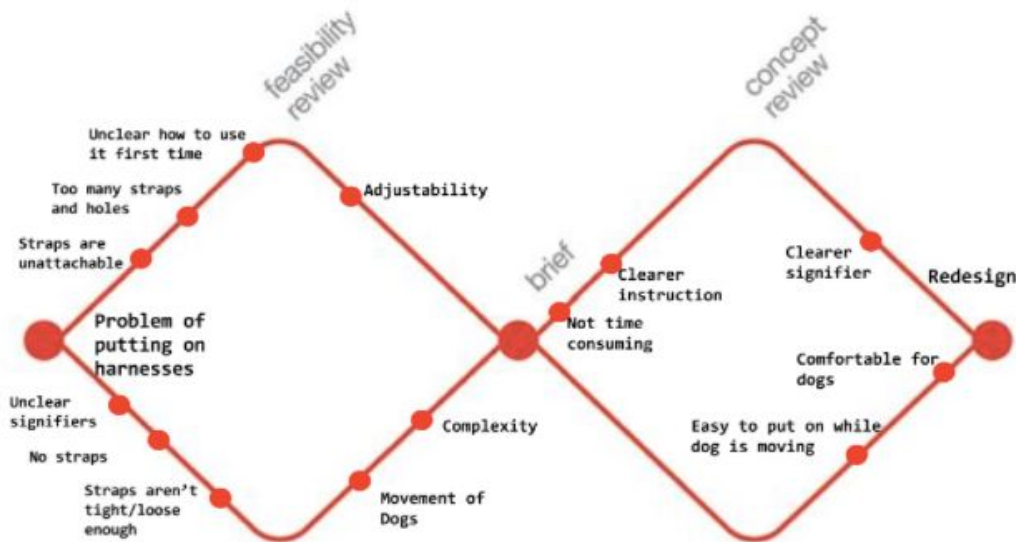**JOURNAL 6**

week 6 in class

This week we focused a lot on the dynamic of a team, especially when working in groups on projects. I feel like working in groups must be easier when working for a company or when in more of a professional setting. For example, when we talked about the space rover project there was a very large team working on that and that was their paid jobs to do so. I feel like there is more motivation to work well in a group when you are hired on to do so. In our class projects, not everyone takes our assignments to the same level of seriousness. Although I understand the benefits of working together in a group, like different points of views, more delegation, etc, I feel like (especially this past week) it has been hard to get everyone to pull their fair share in contributing to the project. I hope in the future when I work in the industry and am on teams or group projects that everyone takes it more seriously.

In class we also talked about the candy-bar model, and how our 'problem' with a design is not always the direct problem. I am still curious how Professor Myer solved this candy bar problem-he never gave us the redesigned solution. However, I tried to implement this in our projects. We made sure to observe people using harnesses so we could determine the overall problem with our design.

week 6 new concept

Double Diamond Model

This model helps designers identify the *correct* problem that is associated with error and to develop a redesign that solves these problems and errors. In our assignment we customised this model specifically to dog harnesses. From our interviews and observations we were able to tackle the first part of the model: discovering the problem. After that we used a brainstorming concept to define and

group similar errors into similar categories. This gave us our 'problem areas.' These problem areas then turned into us developing solutions to solve these problems and then that led to our final compilation of our new harness.

feasibility review

concept review

Unclear how to use
it first time

Too many straps
and holes

Straps are
unattachable

Adjustability

Clearer
signifier

Redesign

brief

Clearer
instruction

Problem of
putting on
harnesses

Not time
consuming

Comfortable for
dogs

Unclear
signifiers

No straps

Complexity

Easy to put on while
dog is moving

Straps aren't
tight/loose
enough

Movement of
Dogs

week 6 d.o.e.t.

Don Norman talked a lot about *slips*, *mistakes,* and user knowledge this past week. It took me a while to wrap my head around the difference however I have concluded that mistakes are when we misuse a product contrary to the purpose it was designed for (you choose the wrong method for achieving your goal) and slips are when we intend to do one thing but do another. For example, a mistake would be buying Microsoft Excel to edit photographs. Your goal is to photoshop pictures, but you carry out your goal by choosing the wrong option that will result in an outcome no where near your intentions. A slip would be typing on that newly bought Microsoft Excel software and wanting to save the document, but instead accidentally clicking on the button right next to Save and exiting out of the entire document. You meant to save, but had a slip which resulted in the wrong action.

week 6 assignment

This assignment was definitely the toughest assignment thus far. Our group dynamic did not work as well as my previous projects. This past week we tried to set up a working meeting between everyone, but only two people showed up. We had a lot to get done so we had plans for each of us to carry out including collecting pictures, observations, interviews and consolidating that information. I was able to follow through with this, but a majority of the group did not. On Monday we were not in the best position to turn in our assignment. We had to meet up again and it was a struggle to get the group working together. A lot of the times when I tried to get the group to interact, I ended up being the only one talking and I led a majority of our meeting together. I ended up having to leave for another meeting and left the rest of the group, and after my meeting there was not much progress done on this assignment, so

we had to scramble to finish the paper. Somehow we got the project done, but it definitely is not my best work and I hope to do far better on the next project.

How's this week going?

week 5 in class

By far, my favorite class this week was Thursday with our guest speaker Andrea Anderson. I've always thought that my post-college career would be working for a very design-heavy/design-focused company, however, Andre's career showed me how I do not need to look specifically for a designing job at a design firm (which is a tad more relieving). Her advice at the end about taking an engineering and business class also stuck with me. I am definitely going to sign up for at least one of each of these classes now; I agree with her that having some background knowledge in the systematics/business of things would allow me to communicate with others in the work force, especially on the business side. In our last project, I noticed cost was a huge factor for the design of the product we were looking for, and it probably is a huge factor for many other designs. Having prior business knowledge would definitely allow me to get moreso on the same page with those people who think of cost as a main factor of a design. This would also help me if I look to move up in a company and work with higher-ups, since money is usually their main motive.

week 5 d.o.e.t

Chapter 5 followed the trend of 'human error' in design. It was interesting how Don Norman talked about the 'root analysis' always resulting in humans being the reason for a malfunction of a design, and he's completely right! Just this past week I was trying to figure out the power box in my house, which is just a box filled with rows of on/off switches, which was not working even though all switches were switched to 'on.' I blamed myself originally because I assumed I didn't understand electrical systems like these, but now looking back the design of the box was misleading. If there are switches and one is switched to the 'on' position, it should be accurately designed so I am getting an accurate response. In this case I was led to more confusion and was left in a situation where I was continually pushing random buttons until I saw some sort of response.

Norman also talked about the Five Whys in order to get to the root cause of something. In our last project I feel like our group unitentionally used this tactic to get our interviewees to open up more and explain a little more about what we were discussing. And continuing asking why or pushing them to explain their answer definitely gets you to a better insight of what the user is thinking.

week 5 new concept

Point of View

Continuing with the trend of observing user experiences, this week Professor Myer talked about developing a point of view. Point of view combines the user, their needs, their insights, and all the observations and interviews one has conducted. For example, in Project 2 when we went out and observed and interviewed

various students on campus we gave more insight on the point of view of a student on campus-which varied a lot from our point of view collected from workers/servers in the field of to-go boxes. I think this will be an important concept to keep in mind when working on our next project, especially since we are specifically looking for human error. These interviews and observations will be critical to get more insight on our design and perhaps find something out in the user's POV that we had not realized previously. Also, the discussion on Point of View reminded me that we are not always designing for everyone (a mistake a made in Assignment 1). This is why POV is so important, to find the needs and insights of that specific person-needs and insights that might not be universal.

week 5 assignment

This week we have started on Assignment 3: Redesigning with errors in mind. All we have done for the most part is form groups and begin brainstorming. As of now, I am a bit worried about my group this week, especially when comparing it to my past teammates who were excellent partners! For example, on Wednesday we started brainstorming and it was only myself and another member, Katrina, who was participating while the other two were silent or doing something else during our time. Our brainstorming period was not successful so I suggested that we take a few days to observe things around us or ask people for inspiration, since our studio time was not leading us to any good ideas. We formed this doc to post our ideas on. Only myself and one other member have written on the doc at the moment (as of Sunday 5/7).

However, (for some good news) I was asking around and observing people this weekend and I came up with the idea of dog harnesses! For anyone who has ever owned a dog I'm sure they have struggled at least one time with correctly putting on a harness-they're not easy nor simple contraptions. I also thought this would be a good idea because an incorrect harness put on a dog can yield a lot of safety hazards (like the dog slipping out and running away, the dog being choked or uncomfortably restrained by the harness). If my group agrees with these ideas I can definitely see us moving forward with this design!

Hows this week going?
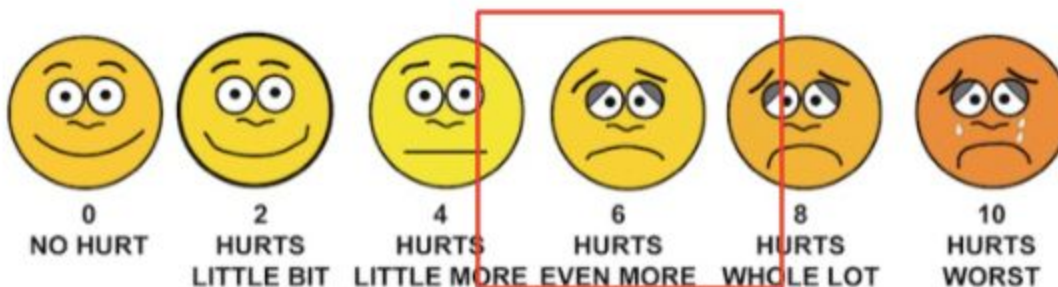
JOURNAL 4

week 4 in class

This week in class we focused a lot on concepts that correlated with our Project 2 Assignment. A common concept used in both lectures were the use of 'mind maps.' I have used mind maps before, especially in writing essays or beginning my thoughts on a project, so I am familiar with the concept. However, Professor Myer demonstrated how in-depth we can take mind maps, especially in relation to designs. The two examples we used in class gave me the idea to use mind maps in my Project 2, which I suggested to my group. We ended up creating a mind map of our own to tie together all the observations, interviews, and pre-conceived notions that we had of our design. You

can see our mind map below or here at this [link](#). This was valuable to see our thought-process of our project as well as how users view this design.
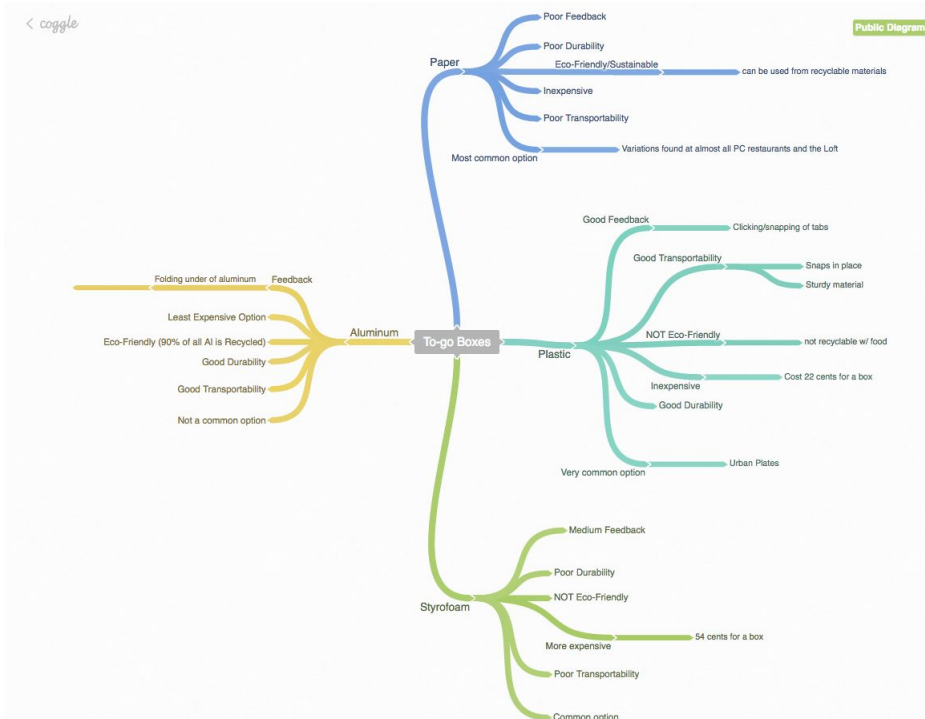
week 4 d.o.e.t

Chapter 3 in D.O.E.T. talked a lot about *knowledge.* Norman explained how knowledge is in the head and in the world. One thing I took away from this was that we can have a great idea in our head, but it does not always play up to expectations due to natural constraints in our world. Thus, a good design in principle can fail when introduced to the real world. This is also a bit frightening, wonder if you spend so much time creating a design and it flops once it's introduced to the real world?!
Going off this, Norman also talked about **design implications.**
Design implications go hand in hand with user memory. For example, if there is a task at hand that involves a design *and* using a lot of information, good designs will facilitate our memory-capacity. When needing to input information relevant to that design, the easier it is to enter information the less chance of memory error. This is very crucial especially when the information relates to overall well-being of customers or users, such as the example with the pilot: the pilot is carrying hundreds of passengers in each airplane, so if the information that needs to be put into the plane is inaccurate, that could potentially put hundreds of lives at stake.
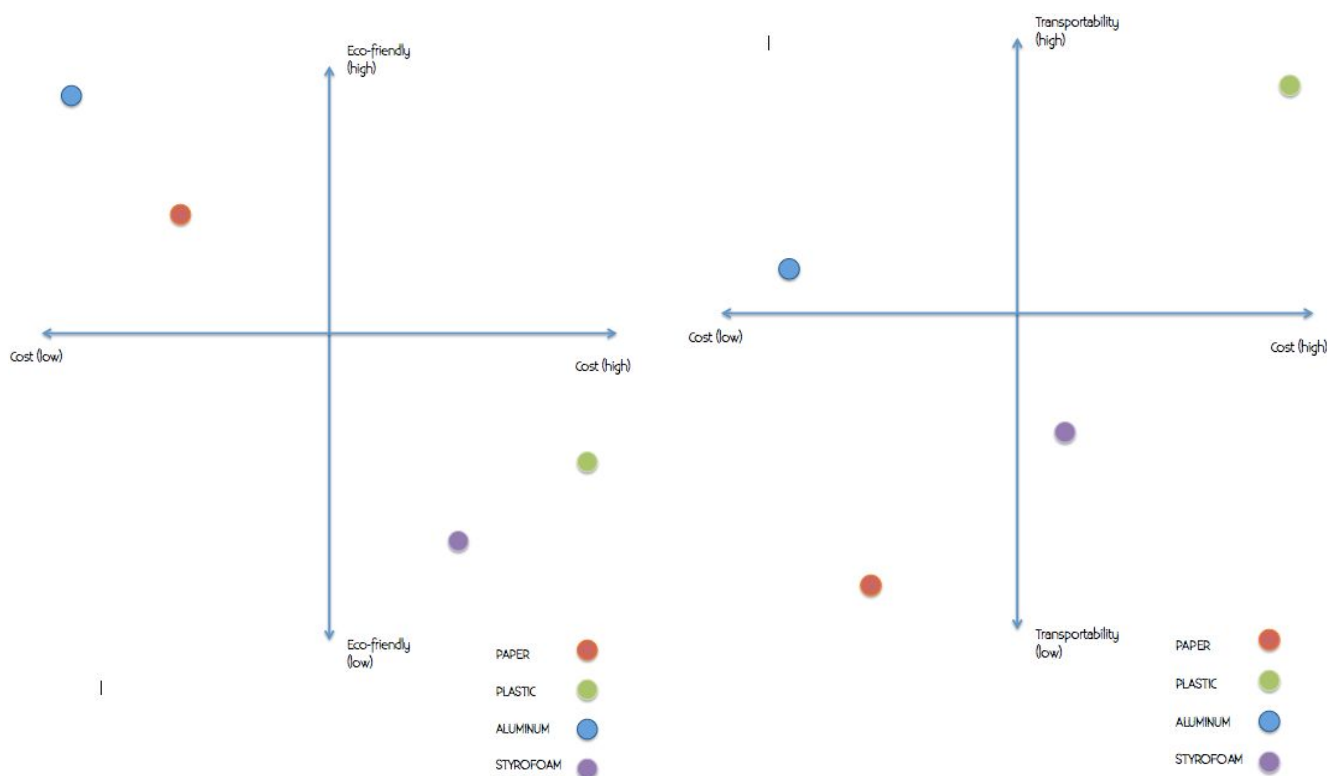
week 4 new concept

Design Space
Design space is an interesting and useful concept, especially when collecting data on a design/user - input. Design space is a space with two (sometimes three) axes that have variables that contribute to the design. This is useful especially when trying to compare certain elements of a design as well as see if there are any missing 'gaps' or 'spaces' that are not on the market. Sometimes these gaps are there for a reason, such as the user would not want that combination of elements, or there is a new invention idea ready to be made (and money to be made!). Usually for a certain combination of variables there is usually an ideal design space, although we do not always have a product that is currently designed for that way. My group used a design space graph to show the similarities between cost/transportability/ and environment-safety:

Eco-friendly (high)

Cost (low) — Cost (high)

Eco-friendly (low)

PAPER	🔴
PLASTIC	🟢
ALUMINUM	🔵
STYROFOAM	🟣

Transportability (high)

Cost (low) — Cost (high)

Transportability (low)

PAPER	🔴
PLASTIC	🟢
ALUMINUM	🔵
STYROFOAM	🟣

In the first graph between cost and eco-friendliness, there seems to be empty spaces for eco-friendly and high cost as well as low cost and eco-friendly. However, I think in this example the ideal design space would be high eco-friendliness and lower cost (best of both worlds) which already has products in it. The other spaces are most likely empty because there would not be a successful consumer rate with those designs.

week 4 assignment Project 2 is officially over and submitted! Our group analyzed the design of to-go boxes. We finished our interviews by last Tuesday and began consolidating all our ideas. We had a *lot* of information as you can see from our brainstorming doc, so it was a bit of a struggle to trim it all down and make a cohesive paper. However we finally were able to make a final document talking all about our interviews and observations, seen here. We met up once before the paper was due to collaborate as a team and work on the paper together, however with conflicting schedules it was hard to do the entire paper physically together. However, we communicated well throughout so we were all on the same page and when we were writing 'on our own' we were sure to message each other and have other group-mates look over and edit whatever we wrote. In all it was a collaborative effort. We also gained a lot of insight about to-go boxes and could definitely be creating a new one in the distant future :-)

How's this week going?

| 0 | 2 | 4 | 6 | 8 | 10 |
| NO HURT | HURTS LITTLE BIT | HURTS LITTLE MORE | HURTS EVEN MORE | HURTS WHOLE LOT | HURTS WORST |

week 3 in class

This week we focused on user viewpoint. We watched the short film "The Deep Dive" which opened my eyes on how much work designers do outside of actually designing and assembling a product. At the same time, the film showed me how important it is to go out multiple times and in multiple ways to gain user(including expert-level) input. One particular thing that stood out to me was how after the design was created, they still took it to a store and gained *more* valuable feedback from potential users so they could further improve the design. Design is an ongoing process.

Myers also shared with the class about his personal background and how that has helped him relate to users when designing. He said that our personal hobbies, experiences, and fortes can help us when we are working with clients and different types of design projects. Myers' conversation got me thinking about what I have to offer as a designer. I don't think I'm as cool as Myers because I definitely don't know how to fly a plane or surf or anything up to that level. *However,* I am involved in a lot of health groups and go to work-out classes often, and I have traveled quite a bit in my life so those are two things that I could bring the table to and relate to others. However I now want to get a cooler hobby or talent so I can get up to par with Myers!

week 3 d.o.e.t

This week's readings focused a lot on the power of knowledge when it comes to design.
Knowledge of vs Knowledge how: Knowledge of is the declarative memory: the facts and rules that usually comes easily to people while knowledge how is the procedural memory: what enables a person to be skilled that they learn through demonstration and practice. These types of knowledge are important when it comes to design because people need the combination of these knowledges, from the world and in the head, to meet their needs of judgement. What Norman means by this is that when we come into contact with a design and begin to perceive it, our previous knowledge and history of other designs and products come into play. From our knowledge of to knowledge how and other past histories we have a lot of prior knowledge that can influence a design, and that is why even if a design is well thought through it can still fail when it comes to play in real world situations.

week 3 new concept

Master/Apprentice Model - Since the overarching theme this week has been how to gain insight on user experience, Myers introduced the Master/Apprentice Model. WIth this model, the designer becomes the learner and observer. They would simply sit back and observe the process and take notice of the entire activity, attitude, and process of that design. The next step would be engaging in questions that are specifically phrased for the user to elaborate more or share something new about that design.
My team took this approach on Thursday when starting on Project 2. I went out to interview people while another team member brought his laptop to record, this way I was asking all the questions and engaging in the conversation while my partner was able to record everything without being distracted by a conversation. I was sure to ask open - ended, non-leading questions and allowed an 'awkward pause' so that the interviewees would fill that pause (which worked super well! We had one guy go on a rant about all of his personal stories!).

week 3 assignment

Project 2 has begun! The goal of our current project is to understand and gain the viewpoint of users of certain designs and products. My team brainstormed together in class and came up with the idea of using to-go boxes as our design! We were thinking of products that were not only common, everyday products that we could find on campus or around town, but also a product that the 'world of design' has not explored that much. At the moment we are assessing *all* forms of to-go boxes from Chinese takeout boxes, to the standard styrofoam divided boxes, to sandwich bags. Not sure if we need to narrow it down, but I suppose that is something we will find out during Week 4.

So far, we have created a GoogleDoc to share and write down all of our ideas and observations. This past Thursday we all met up in Price Center to get a head start on interviewing and observing. One thing we all observed right off the bat was that people stack their food and drinks on top of standard to-go boxes. We also conducted one interview with two people eating lunch together and they gave us great insight on their experiences with to-go boxes. One of the guys was very open with us and gave us a detailed story about his times eating while walking around campus with to go boxes (very comical!).

I was out eating this weekend at Urban Plates and was also able to collect some more observations/interviews from customers there. At Urban Plates, they use plastic to-go boxes and an interesting observation I gained was that some people do not like their hot food going into those plastic containers because they are afraid of harmful chemicals being melted into their food. This is something I would have never thought of.

Overall, our team dynamic is working well! We are meeting up on Tuesday to do another round of observations and interviews.

0	2	4	6	8	10
NO HURT	HURTS LITTLE BIT	HURTS LITTLE MORE	HURTS EVEN MORE	HURTS WHOLE LOT	HURTS WORST

JOURNAL 2

week 2 in class

The '*designs of everyday things*' seemed to be a trend for lecture this week in class. From pill bottles to computers to medicine, our class assessed different products and heard their evolving stories of the designs.

Deborah Alder: After hearing her story I became interested in going up to New York and working for her (if only I was qualified). Deborah was able to take a standard, traditional model of a pill bottle and revolutionize the design so it was far more user-friendly on multiple levels. What I enjoyed so much about her story is that she took something so common, regulated, and standardized and went against the status-quo to make something far better than it was. Deborah truly kept *all* 'users' or people in mind when creating the new pill bottle. For example, she added colored bands for personalization for the families that share a medicine cabinet amongst multiple family members. She changed words from 'once' to daily for non-English speakers. She even created a bottle that used less paper(which I *loved* to hear*)* for those eco-friendly people out there like me! Her story really highlighted someone revolutionizing a product that has been around for years. But she noticed a poor design and came up with a far better solution.

Pepto Bismol: I cannot get past that Pepto Bismol changed simply the type of plastic on their bottles, and their sales skyrocketed. However, this story shows how when redesigning something for the better, it does not always have to be a new, complicated, high-tech product. Pepto Bismol focused on tying their advertisements and sales pitch to the actual product but mimicking the 'coating' of the stomach to the product appearance.

Between Deborah and Pepto Bismol's story, I concluded that every design is different and has its own forethought, needs, and intents. To be a good designer and to come up with good designs, we must analyze the product, users, and background collectively and determine what the best options are to satisfy all those checkpoints.

With all the talk of designs in class between this week and the first, I've definitely been noticing products and their design elements quite more often. This past week my friend ordered a new mouse and was showing it off to me. He loved the sleek and modern look to his gadget, but when I saw him plug in the mouse to its charger I identified it as a poor design--contrary to his opinion. *Figure 1.0* shows how the charger essentially puts the mouse out-of-commission while being charged because it prevents it from laying flat and being able to scroll around. A simple resolution to this would be putting the charging input on the side of the mouse, instead of the bottom, so someone could still use the mouse if it was low on battery.

Figure 1.0: Charger input on mouse is located on the bottom of mouse which would prose a problem for someone trying to work and use the mouse when it needs to be charged.

week 2 d.o.e.t.

One thing I appreciate about Don Norman's philosophy of design is his commitment to keeping the person always in mind. Chapter 2 drives home the fact that human behavior is a key element to not only understanding the user, but creating a design that has human error expected and preplanned for. Without understanding people, designs are inclined to be defective. Norman also explains how to begin designing with humans as the 'users' in mind. He explains this through the 'Gulfs.'

Gulf of Execution - trying to figure out how something functions. This ties back to discoverability and affordances from Chapter 1, being able to figure out what the design does. A good design should incorporate all of these principles and the user should figure out the design function almost without thinking. It is interesting how Don Norman using the terms 'gulf' however, indicating that figuring out the functions and use of designs is moreso a daunting and complicated rift, rather than a simplistic no-brainer.

Gulf of Evaluation - trying to figure out what just happened. This gulf reflects the effort a person must take to interpret a design and the determination of how successful that expectation was met. Good designs should take little to no effort for a successfully made expectation.

week 2 new concept

Two new concepts this week!
Critique - Critique sessions are a common occurrence in the world of design. Not only do these sessions allow for helpful feedback, but it gives insight to other views which is important because designs are made for a wide range of people. As useful as critiques and critique sessions are, there can be a lot of difficulty when giving or receiving feedback. Sometimes individuals can take comments too personally, sometimes people can give unhelpful critiques. To give a critique, it is important to not come off too harsh on the designer, so leading in with a positive comment of something you like is always a good introduction. When giving the actual feedback however, whether it is good or bad, it is important to be specific and explain exactly what you like or dislike. Giving a generic critique like, "This looks cool," is far too vague for a designer to attain any useful feedback.

Conceptual models - Conceptual models portray how a product or design is to be used. Signifiers and affordances help create a conceptual model. Conceptual models can differ from the user's mental model and the system image. This can be for a number of reasons, but the main solution to this is for the designer to be keeping all users and all viewpoints in mind while designing.

week 2 assignment

This week we are wrapping up our Assignment 1-Good and Bad Designs. My partner and I consolidated all of our photos that we took on this document. After our section on Wednesday, we decided to go with *table outlets* as our good design and a *metal roof keypad (*not sure what to call it) as our bad design. The critique session was useful for us to add to our reasons behind what made each design good or bad. We decided to collaborate on that GoogleDoc (you can see our work if you scroll all the way to the bottom) and jointly write the assignment. We wanted to make our paper a tad more entertaining, so we tried to tell it as a story and put the reader in the place of a user using the designs. I took the lead and began writing and wrote the majority of the good design part. My partner then was able to complete the bad design section, so we both did a fair amount of work.

I downloaded an app on my iPad that made editing the photos in our paper pretty easy. I made an effort to circle and point out certain elements in our pictures that I definitely wanted to be highlighted. Our overall goal was for the reader to fully understand what the designs were like without witnessing them in person. I think that the edits I did on the photos as well as our 'storytelling' direction of writing helped create a vivid mental image of these designs to get our points across.

How's this week going?

| 0 NO HURT | 2 HURTS LITTLE BIT | 4 HURTS LITTLE MORE | 6 HURTS EVEN MORE | 8 HURTS WHOLE LOT | 10 HURTS WORST |

week 1 in class

JOURNAL 1

Only two classes in and I feel myself becoming obsessed and consumed with finding flawed designs. Perhaps this isn't the best approach as I live my everyday life, but Professor Myers has definitely initiated a design-eye 'spark' within myself. I enjoyed the introduction in this course, where we immediately were instructed to examine our studio room and find any design flaws or strengths. A couple things I noticed off the bat:

1. Cramped layout, no aisles make it hard to walk throughout the room
2. Large tables allow for ample work space
3. Students placed in group of fours facilitate partner and group work.

After class discussion, we came up with a more comprehensive list:

1. Cramped layout, no aisles make it hard to walk throughout the room
2. Large tables allow for ample work space
3. Students placed in group of fours facilitate partner and group work.
4. Multiple screens placed on walls to project content for easier visual access to students
5. Dip in the ceiling creates unofficial divide of room
6. Extra empty space in front is not used
7. Everything is on wheels which allows for mobility

Clearly, our studio room was designed unlike the setup of a traditional classroom or lecture hall, however there were still things we could fix. *And we did.*

This concept continued in our next class when we watched a film about a proposed new design of an airport with moving lounges to transport flyers. My initial thought after watching the pitch was, "What's so bad with some walking and exercising? Is America really this lazy?" Perhaps I wasn't initially focusing on the design element and getting my personal biases in the way. However, when we discussed the design idea I did find pros and cons to the model, validating that even with some kind of new, proposed design, you can still find better ways to design certain elements on top of the well thought-through designs that already exist.

week 1 new concept

Thoughtless Acts - Subtle and subconscious actions in our everyday lives in regards to how we interact with objects in an unconventional way to tailor their needs

Important because..? Because these thoughtless acts are a source of inspiration for designers to recognize new creative endeavors for a new design. Take a look at a few thoughtless acts I found in my everyday life here.

What I learned this week:

week 1 d.o.e.t

"Norman doors" - The concept on Norman Doors may not have been something most people have heard of, but it is a concept that they very likely have run into: pushing a door when you need to pull it, pulling when should be pushing, pushing when you should be sliding! The list goes on.

Discoverability is a key principle for great designs. These five discoverability concepts act as checkpoints for a design exhibiting good discoverability:

1. Affordances - determine what actions are possible. Chairs afford to sit, a cup affords to hold liquid. *Objects are not limited to only one affordance*. This was a concept that took a bit for me to wrap my head around.
2. Signifiers - refers to any mark or sound to indicate what behavior is required to interact with that object. ex: the label "PUSH" on a door
3. Mappings - spatial correspondence between controls and device to easily determine how to determine that design ex. arranging light switches in same layout pattern as the lights
4. Feedback - communicating and validating the results of an action Some examples I thought of while reading: cell phone button plays sound number is dialed, elevator button lights up when pressed
5. Conceptual Model - providing a model for predicting behavior of designs and figuring out how to solve a problem when something does not go as expected.

week 1 assignment

This week we have begun partner work for our first assignment: documenting good and bad designs in our day-to-day life. My partner and I decided that the most convenient way to collect our photos would be uploading them to a shared GoogleDoc to have a collective spot to see everything we have compiled thus far. Here is a link to what we have so far. At the moment, I am the only one who has added photos to the document but we have until Wednesday morning so I am confident she will add her additions by then!

I have noticed that some things have been difficult for me in this assignment: 1) staying focused when out in public to solely focus on objects and their design and 2) to confidently call something a good design. These things I definitely need to practice on in order to improve my eye for design!

How's this week going?

0	2	4	6	8	10
NO HURT	HURTS LITTLE BIT	HURTS LITTLE MORE	HURTS EVEN MORE	HURTS WHOLE LOT	HURTS WORST