

UX PORTFOLIO

CHRISTINA HUSSAIN

GRADUATE STUDENT, INFORMATION SCIENCE
UNIVERSITY OF WASHINGTON
FALL 2017-SPRING 2019

PORTFOLIO CONTENTS

01 About Me

02 KidsTeam SPL

03 Impact of Genetic Ancestry Testing Results

04 Relevant Coursework

05 Personal Projects

06 Contact

ABOUT ME

My passion is creating informational experiences that are both functional and meaningful.

For many years, I was focused on creating impactful experiences for the school and start-up communities that I worked with. After much reflection, I decided I wanted to shift my efforts in a different direction: helping create amazing products that would make meaningful impacts on their users. I enrolled in graduate school at the University of Washington in order to study UX research and design in the context of information science.

As a student, I am dedicated to pursuing coursework and hands-on opportunities that enhance my understanding of how humans interact with information and how to then use that understanding to build better experiences and products. I love being part of a team and community filled with individuals who are passionate and dedicated to their work and with whom I can partner and learn.

KIDSTEAM SPL



CONTEXT

KidsTeam SPL (Seattle Public Library) is an intergenerational co-design team of children (ages 7 – 12) and design researchers in public library settings. It is a collaboration between the Seattle Public Library, researchers at UW's iSchool, and the non-profit organization Foundry 10. Its current goal is to use participatory design as a tool for learning how to integrate digital games into successful storytelling activities for children.

ROLE

For the fall quarter of 2017, I was a graduate student member of KidsTeam SPL's research team. I served as an adult co-designer during the weekly co-design, designed and led one of the sessions (with a team of three others), and analyzed and coded the data collected from the seven sessions in order to create design recommendations related to digital games and storytelling activities.

KEY TAKEAWAYS

- 1) Identified strategies with which digital games can be incorporated into storytelling activities with youth.
- 2) Used co-design as a technique for generating insight and feedback from youth and adults regarding story creation, game play, and game design.
- 3) Learned how to successfully lead and participate in participatory design activities with youth.

KIDSTEAM SPL

PROJECT RUNDOWN

Participatory Design in Libraries is a new course in UW's iSchool, that blends classroom learning with real world design and research. Through this course I was able to attend weekly classroom sessions focused on learning about the theory behind participatory design, as well as be an adult participant in KidsTeam SPL.

For KidsTeam SPL, each week, our team of adult designers/researchers came to the Columbia City Branch of the Seattle Public library to lead and participate in co-design sessions with a group of 15 children, ages 7-11. The design activity of each co-design session was created and led by several members of our team (rotating each week) and would focus on answering a specific design question (e.g. What's the role of the library in helping kids create stories in video games?).

Participatory design methods such as Stickies and Mixing Ideas, were used in these activities in order to generate, record, and organize feedback from participants. The end of each session would also always include a guided discussion time, in which the adult researchers/designers would use leading questions to elicit feedback and insights from the participants.

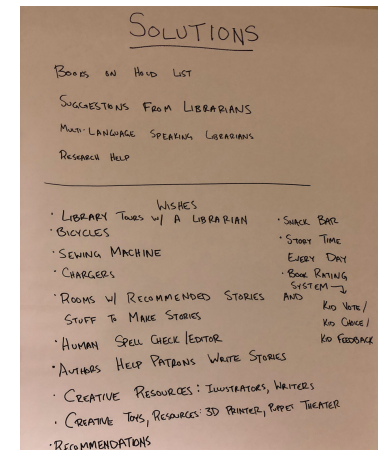
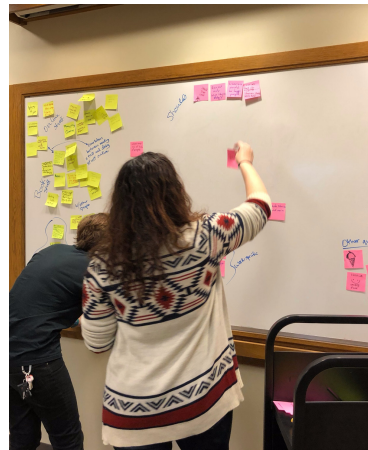
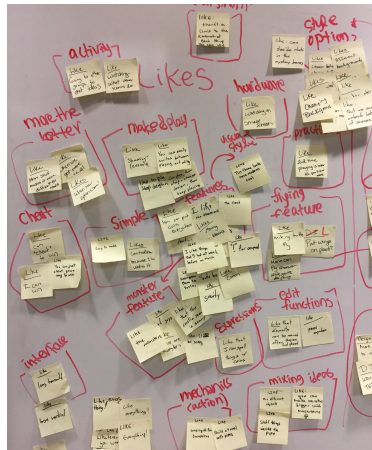
For all design sessions, our team utilized multiple methods of recording data. All sessions were video recorded, photographs were taken throughout each session, and after each session, analytic memos were written by the graduate student members of the team. Once we had reached the end of the fall session of KidsTeam SPL, myself and the other graduate students then went through and analyzed and coded all of the collected data. From what we learned through our analysis of the data (and our own experiences as participants in the co-design sessions), we were then able to write up design recommendations for SPL's librarians for creation of storytime activities that integrate the use of digital games.

KIDSTEAM SPL

REFLECTION

I truly loved my experience as a member of KidsTeam SPL and the Participatory Design course. For me it struck a nearly perfect balance between theoretical and hands-on learning, and allowed me to gain a much deeper understanding of an important design and research technique that I was previously unfamiliar with. It also allowed me to reflect upon my previous work experiences and understand how much more valuable the outcomes of certain projects would have been, if I had thought to integrate the end user in the design process itself.

My goal when enrolling at the iSchool was to enter an environment that would allow me to achieve the breadth and depth of experience that would not be possible in a non-academic context. I want to learn not just the tools and skills necessary for creating meaningful user experiences, I want to be able to understand, analyze, and critique the theories that are behind them. This course and my participation in KidsTeam SPL allowed me to do both.



IMPACT OF DIRECT-TO-CONSUMER GENETIC ANCESTRY TESTING RESULTS

CONTEXT

As the final research project for my Research, Assessment, and Design course, my team and I investigated the impact direct-to-consumer genetic ancestry testing results have on individuals' perception of their ethnic identity and belonging.

ROLE

My research group worked together as a team to:

- Solidify our research question and strategize our approach
- Design and implement survey questionnaires, interviews, and document analyses
- Analyze and code the data
- Summarize and present our findings
- Create a workshop for college students inspired by the findings from our research

KEY TAKEAWAYS

- 1) Gained experience in writing survey and interview questions to generate usable and meaningful data.
- 2) Used coding and analysis of data to identify important themes within our results.
- 3) Through the design of the workshop, created an effective way of communicating the most significant and relevant findings from our research project.

The screenshot shows a survey interface with a title bar, a thank-you message, a detailed purpose statement, a procedure description, contact information, a required consent section with radio buttons for 'Agree' and 'Disagree', and a 'NEXT' button at the bottom.

Survey: Genetic Ancestry Testing - Reactions to Results

Thank you for taking part in this 17-question survey!

The purpose of the research project this survey is a part of is to gain insight into how the results of direct-to-consumer genetic ancestry testing impact individuals' perceptions of their ethnic identity and belonging. This research is being conducted by graduate students at the University of Washington's Information School. You are invited to voluntarily participate in the survey portion of this research project because you have utilized a direct-to-consumer genetic ancestry testing service (e.g. 23andMe, Ancestry DNA).

The procedure involves filling out this online survey (via Google Forms) that will take approximately 10 minutes. Your responses will be anonymous and confidential and we do not collect identifying information such as your name, email address, or IP address. The survey questions will be about your experience with and reactions to the direct-to-consumer genetic ancestry test you have completed. The results of this study will be used for scholarly purposes only and may be shared with ISchool/ University of Washington representatives.

If you have any questions about the research study, please email CHussain@UW.edu and/or AEDrff@UW.edu.

*** Required**

ELECTRONIC CONSENT: Please select your choice below. Clicking on the "agree" button below indicates that: 1) You have read the above information, 2) You voluntarily agree to participate, 3) You are at least 18 years of age. If you do not wish to participate in the research study, please decline participation by clicking on the "disagree" button. *

☐ Agree

☐ Disagree

NEXT

IMPACT OF DIRECT-TO-CONSUMER GENETIC ANCESTRY TESTING RESULTS

PROJECT RUNDOWN

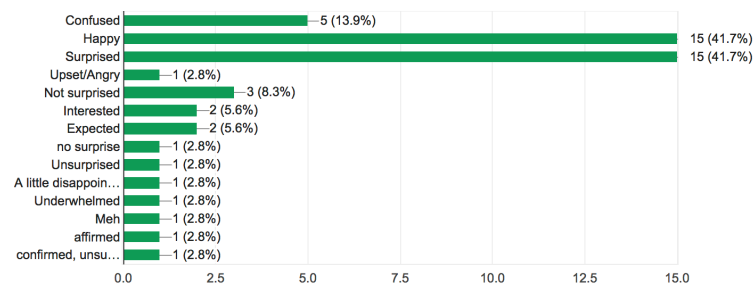
Pa

IMPACT OF DIRECT-TO-CONSUMER GENETIC ANCESTRY TESTING RESULTS

REFLECTION

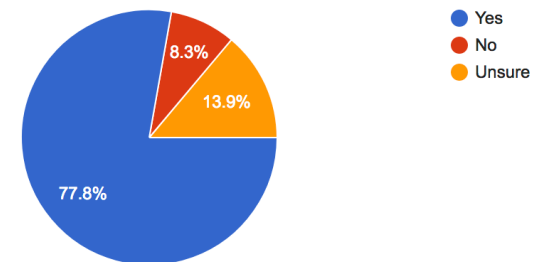
How would you describe your initial response to your results?

36 responses



Would you take the test again, knowing what you know now?

36 responses



RELEVANT COURSEWORK

FALL 2017

- Participatory Design in Libraries
- Research, Assessment, and Design
- Human Centered Design & Engineering: Directed Research Group

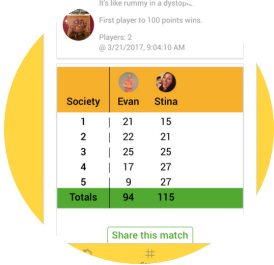
WINTER 2018 (REGISTERED)

- Visualization Design
- Design Methods for Librarianship
- Organization of Information & Resources
- Human Centered Design & Engineering: Directed Research Group

SPRING 2018 (ANTICIPATED)

- Designing Information Experiences
- Introduction to Programming for Information & Data Science
- Qualitative Research Methods

PERSONAL PROJECTS!



SCOREBOARD.GURU

My partner and I love playing card games, especially when traveling. We wanted a better tool for keeping track of the scores and locations of the games we were playing...enter the Scoreboard app. We designed the app to allow users to keep score during games, track and chart previous scoring data, as well as capture a photo and location for each game play. We love using the app and so far have captured our card game scores in nearly 10 countries!



STAR TEAM: ADVENTURES IN SPACE RECRUITING

It has always been my dream to make my own board or card game... and I (along with my partner) am currently in the process of making that dream a reality! We have designed the game mechanics and theming for a 2-3 person card game (in the vein of an advanced gin rummy) and are currently in the final stages of producing our cards and instructions. In January, we will be hosting user testing sessions (with drinks and snacks!)... let me know if you'd like to join one!



TRAVEL/ADVENTURE/FOOD RESEARCH & RECOMMENDATIONS

My great loves are travel, food, and adventure... and I know that in order to have the best experiences possible in those categories, it's usually going to take a good amount of research and digging. I spend countless hours reading through blogs, articles, and review sites, gathering useful nuggets of information. Then I take everything I learn and go and have amazing experiences (and share what I learned with my friends and colleagues). If you need ideas for a date night in Seattle or recommendations for lodgings in the Scottish Highlands... I'd love to help!

THANK YOU!

I look forward to connecting with you soon...



CHUSSAIN@UW.EDU

415.975.1565

LINKEDIN.COM/IN/CHRISTINAHUSSAIN