

Lec 14

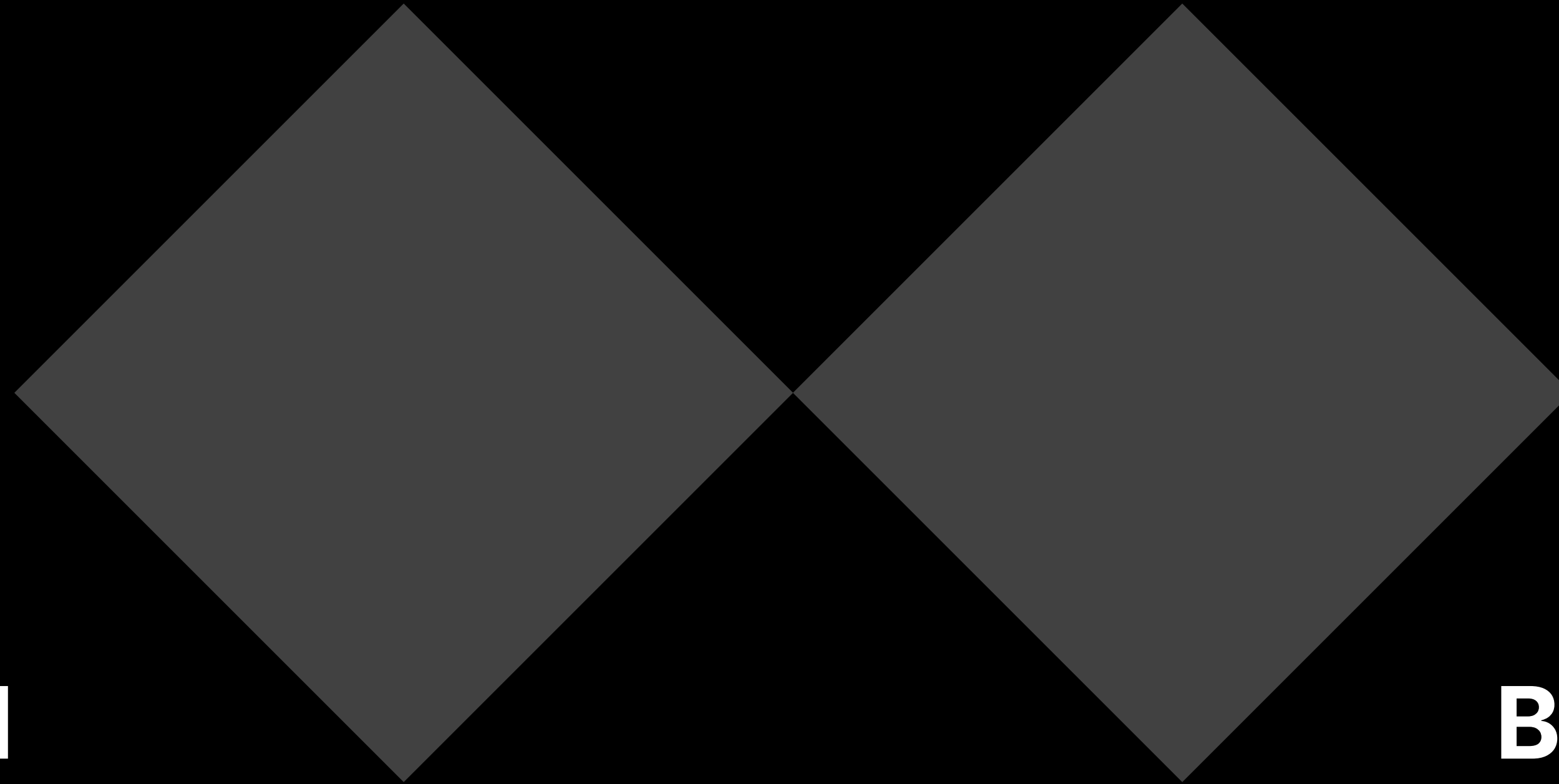
Developing Solutions

Ideation, wireframing, prototyping, conceptual design, concrete design.

Omar Hammad

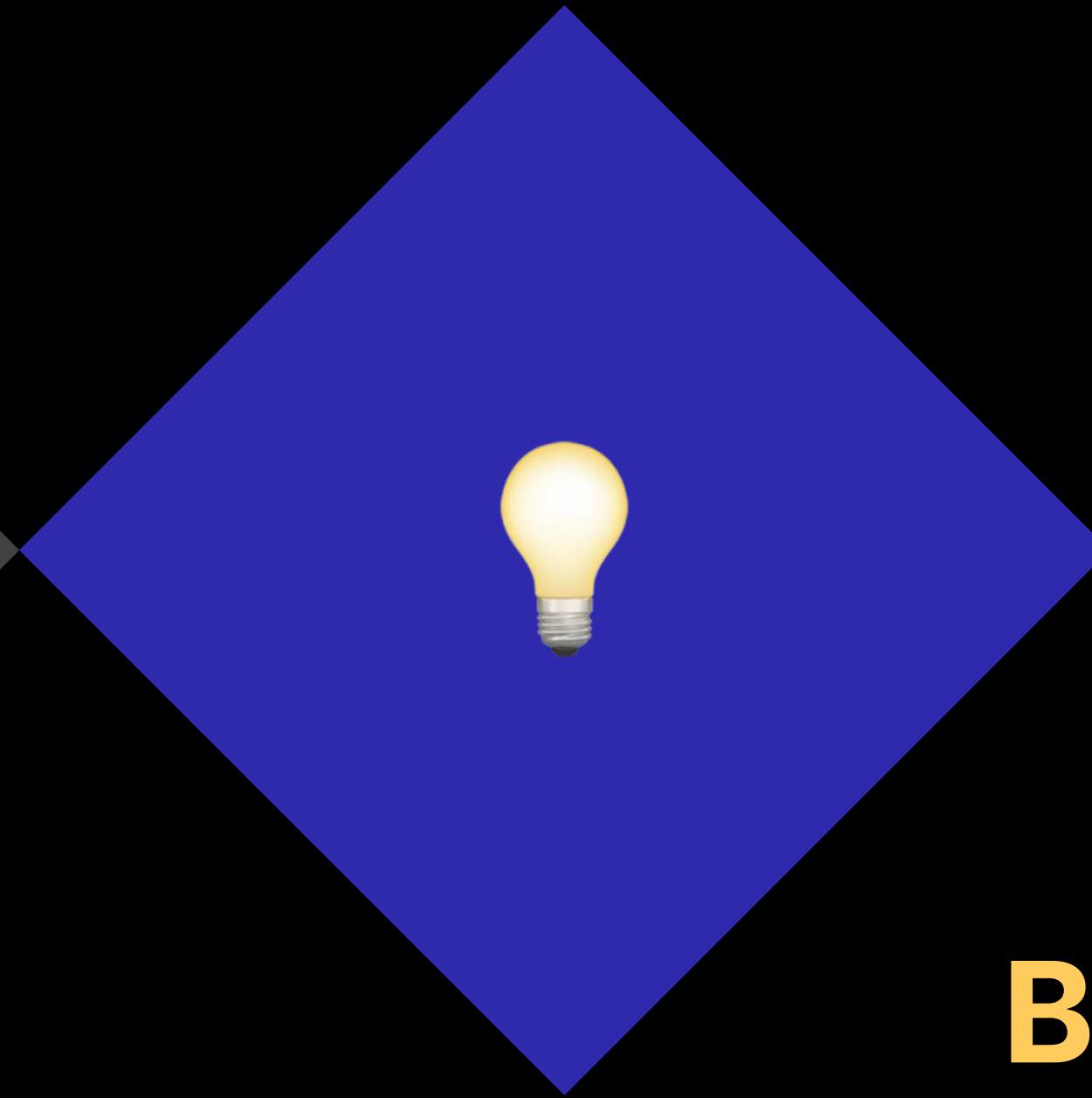
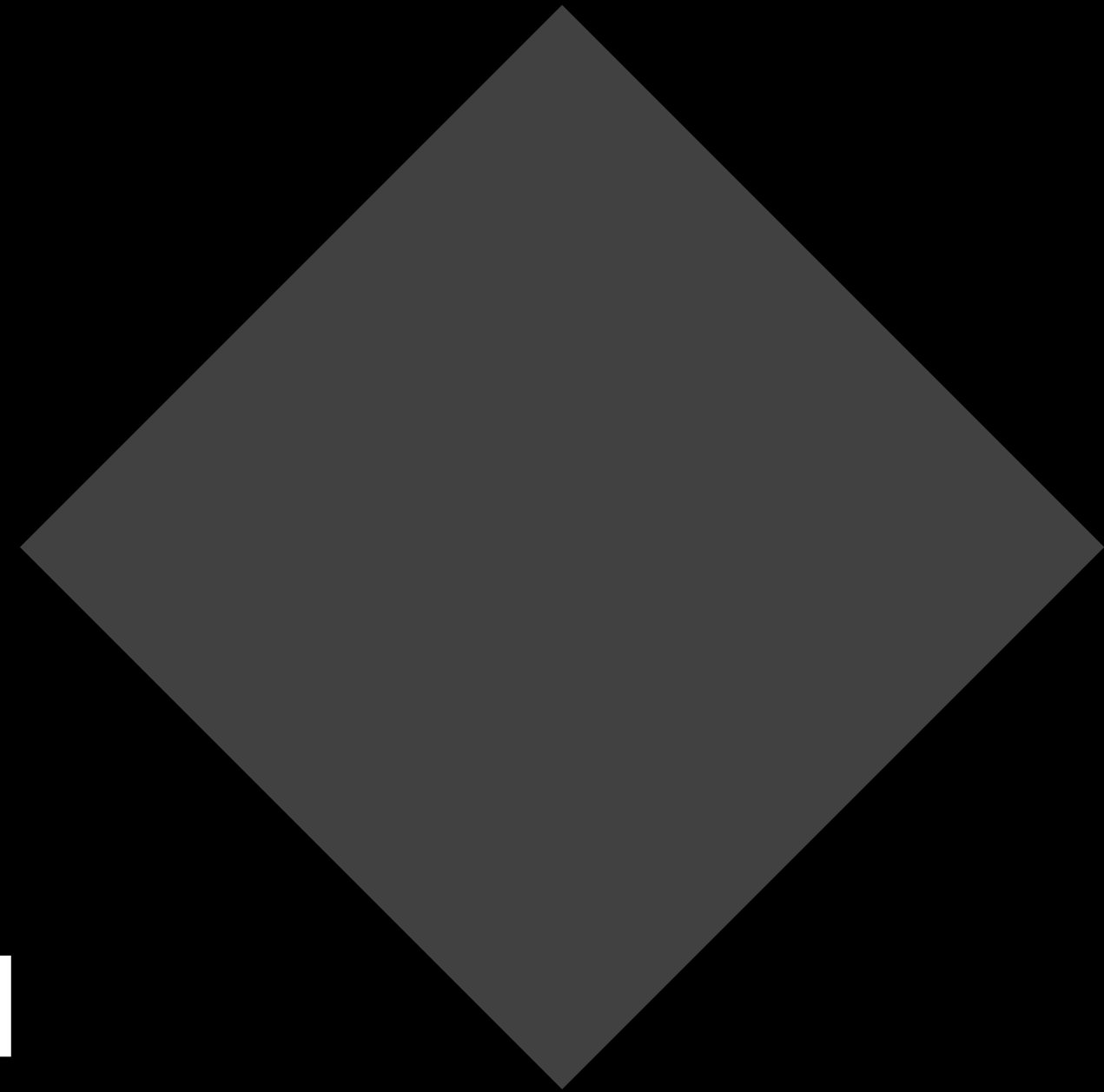


**Understand
Problem**



**Build
Solution**

**Understand
Problem**



**Build
Solution**

**Well
defined
problem**



**Ideate
many
solutions**

**Select
top
ideas**

**Build
design
concepts**

**Build
testable
prototypes**

**Evaluate
& test
prototypes**

Deliver

Ideation Session

- Go to FigJam Borad
- Read & understand the problem
- Sketch ideas using sticky notes
- 3 Ideas / student

Ideation Guidelines

- Generate as many ideas as you can
- No critique is allowed now (later)
- Focus on a specific problem
- Sketching is preferred (gets attention)
- Get attached to problem not solution.

Design Concepts Guidelines

- No definite form
- Details of what people can do:
 - Metaphors
 - Interface type
 - Interaction details
 - Functionality

Why do we prototype?

- Elicits discussion
- Validate assumptions
- Build to think
- To discard easily

Prototyping Guidelines

- Decide what do you want to test
 - Look ..
 - Flow ..
 - Interaction ..
- Prototype needs to mimic the final design (mimic is enough)
- Iteration and testing is more important than perfection.

Build using Replit

- Go to [Replit.com](https://replit.com)
- Create an account
- Build a Note taking app
- Maximize: Efficiency, Richness