

Lec 5

Conceptualizing Interaction Design

“Crystalizing” your design ideas

Omar Hammad

Show what the proposed product/feature will do..

Sometimes called a proof of concept

So What?

- Scrutinize vague ideas and assumptions
 - How realistic is it to develop?
 - How desirable and useful?

I have an idea 

A Robot Waiter!

Ok ... Show me what it does ..



What did you learn from last class's activity?

- **What is the actual problem the robot is solving >> link with real problems***
- **Not to make assumptions >> not get stuck with them >> test them**
- **What are the desired aspects for the users**
- **Aspects that will affect the robot behaviour (e.g. cultural aspects, kids vs old)**
- **Exploring different problems**
- **Don't start with solutions until you fully understand the problem**

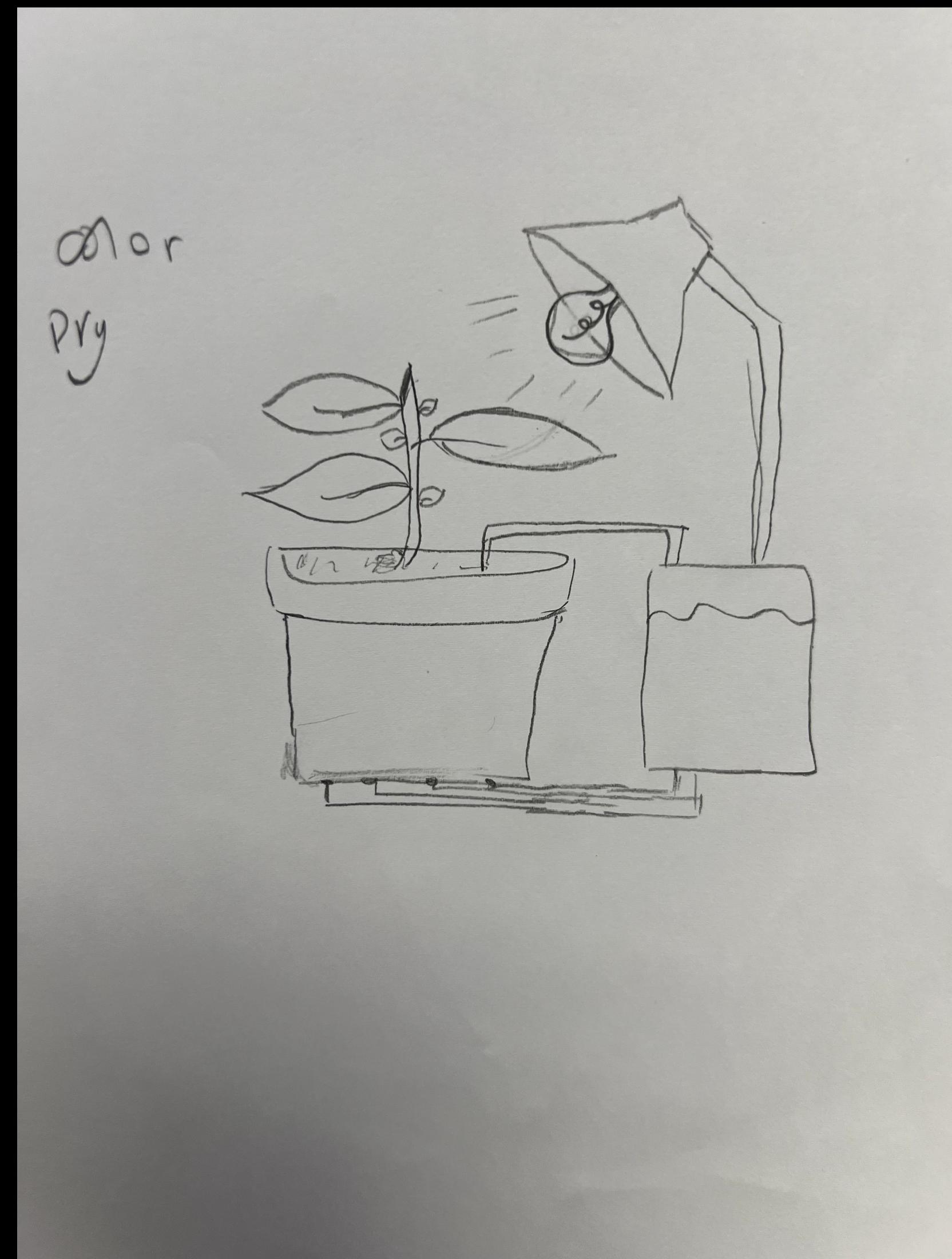
Design in a group of 3 ..

**a system that helps people
monitor their plants**

IDEA #1

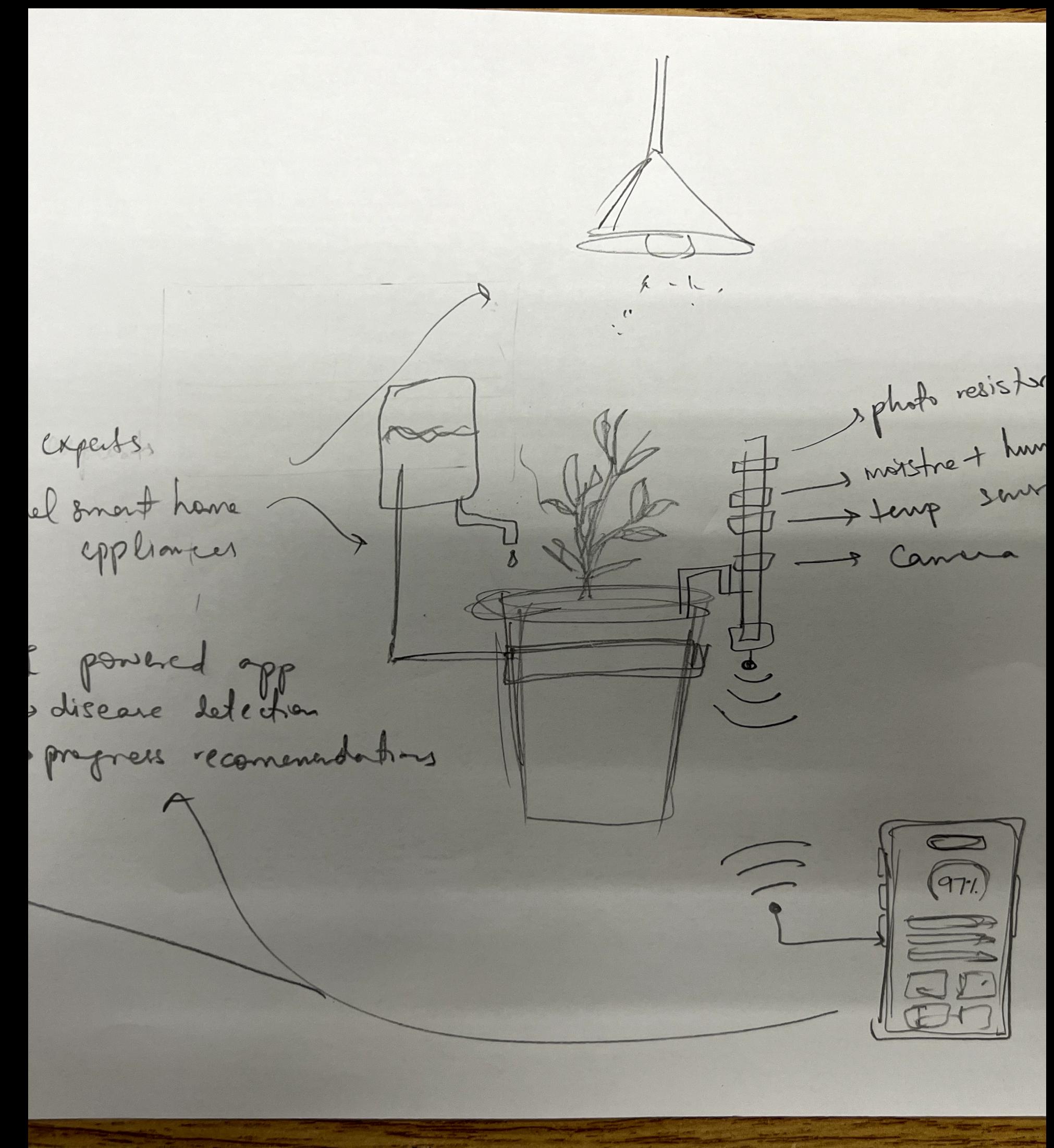
Assumptions ..

- Monitoring needs water only and light
- you can measure pressure using physics
- Water will accessible around
- People will monitor their plants at home



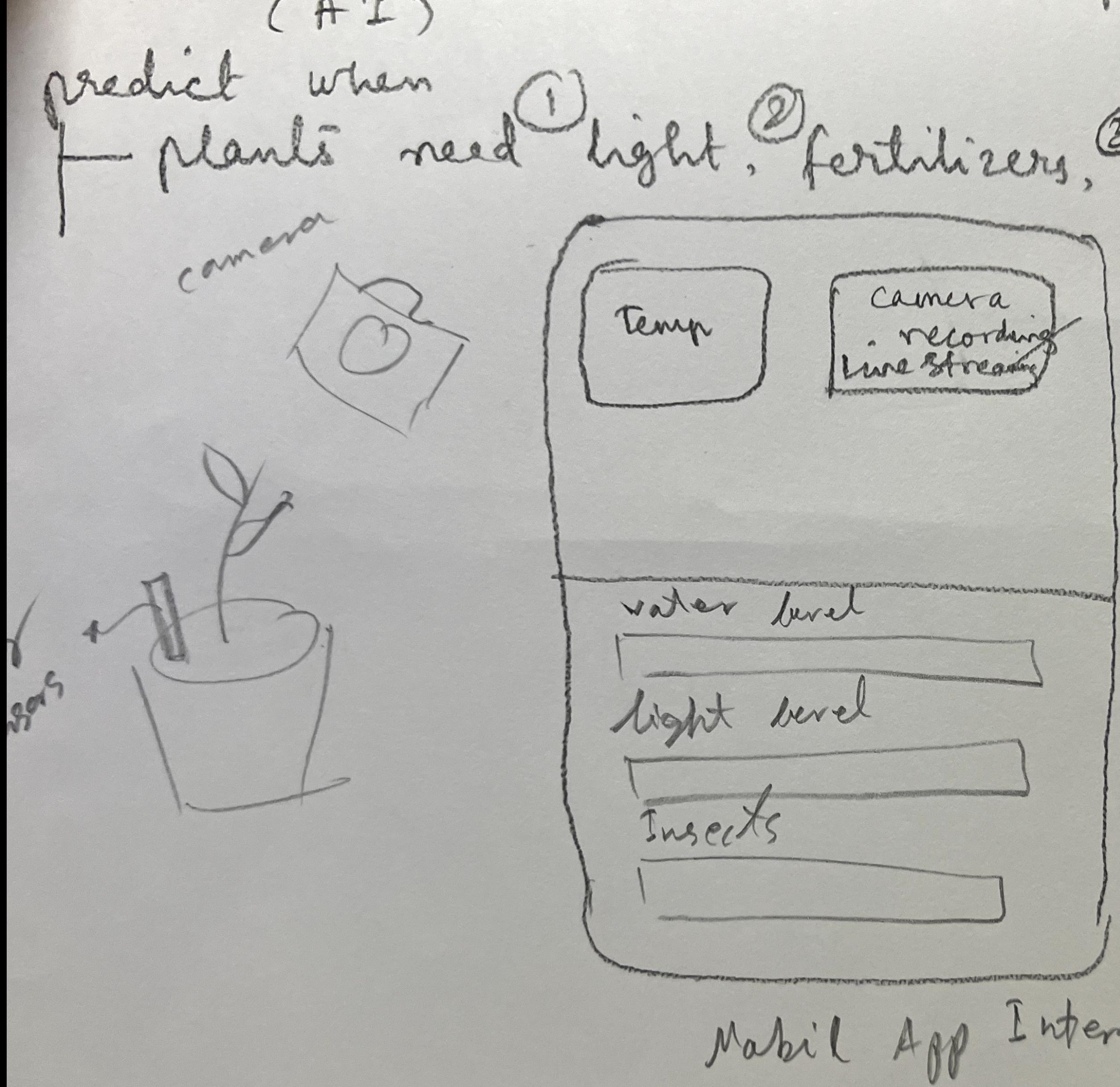
IDEA #2

- Sensors are helpful to collect data about plants
- Sensors do not need to be replaced
- assumption that the chip will be powerful enough to handle an ai model



IDEA #3

- People have fun taking care of their plants
- Wireless will be available



A good framework of addressing assumptions

- Are there problems with an existing product or user experience? If so, what are they?
- Why do you think there are problems?
- What evidence do you have to support the existence of these problems?
- How do you think your proposed design ideas might overcome these problems?

Next Class

- Read Chapter 4
- Quiz #1 (1-3).