**Interaction Design Lab – Week 06**

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1. **Activity 1**

**Suggest some key requirements in each category (functional, data, environmental, user characteristics, usability goals, and user experience goals) for each of the following situations**:

* + 1. **An interactive product for navigating around a shopping center**.
  + Can connect with the internet
  + Can download data, the search around the area
  + Can store customers in and out of shopping centers, the ability to identify customers.

1. **A wearable interactive product to measure glucose levels for an individual with diabetes**.
   * Can detect the amount of sugar released from sweat and seep through the bracelet
   * The device will change color when the amount of sugar introduced into the body exceeds the allowed level
   * The device will save each level and time of the day
2. **Activity 2**
   * 1. Develop two personas for a group travel organizer app that supports a group of people, perhaps a family, who are exploring vacation possibilities together. Use the common persona structure of a photo, name, plus key goals, user quotes, behaviors, and some background information. Personas are based on real people, so choose friends or relatives that you know well to construct them.

|  |  |
| --- | --- |
| FAMILY TRAVELER |  |
| QUOC, NGUYEN  **Practical**  Adventurer  Friendly  *picture*    Age: 25  Work: DEK technologies  Family: Maried, No children  Personal: | **Goals**  - Having a great travel experinece with limited time and budget.  - Taking a break from demanding work schedule  - Immersing himself in the local culture  - Learning more about using credit card towards travel  **Frustrations**  Having a demanding work schedule  Getting approval for time off  Finding a trip that fits within a $500 - $800 budget |

|  |  |
| --- | --- |
| FAMILY TRAVELER |  |
| KIET PHI  *picture*    Age: 21  Location: HCM  Family: Single | He was just hired as a custumer service representative after graduating from the Hoasen University. He makes $1000 annually, much of which he saves for the travel trips. Kiet is a thrukk seeker and is always loooking for him next adventure on sites. His goal with each trip is ti find the best deal on an unforgettable experience. |

1. **Activity 3**

**This activity illustrates how a scenario of an existing activity can help identify requirements**

**for a future application to support the same user goal**.

* + 1. Write a scenario of how you would go about choosing a new hybrid car. This should be a new car, not a secondhand car. Having written it, think about the important aspects of the task, your priorities and preferences. Then imagine a new interactive product that supports this goal and takes account of these issues. Write a futuristic scenario showing how this product would support you.
  + Next generation car I think it has to be improved on running on energy, for example solar. Can measure the dust index in the car, can integrate the iphone's siri. There may be a rain sprinkler system if the vehicle is on fire.
  + The product that can support is the controller that can integrate with the phone, can measure the dust index, can adjust the amount of water in the event of an incident, replacement for key

1. **Activity 4**

This activity is the first of five assignments that together go through the complete development

lifecycle for an interactive product.

The goal is to design and evaluate an interactive product for booking tickets for events

such as concerts, music festivals, plays, and sporting events. Most venues and events have

booking websites or apps already, and there are many ticket agencies that also provide reduced

tickets and exclusive options, so there are plenty of existing products to research first. Carry

out the following activities to discover requirements for this product:

* + 1. Identify and capture some user requirements for this product. This could be done in a number of ways. For example, observing friends or family using ticket agents, thinking about your own experience of purchasing tickets, studying websites for booking tickets, interviewing friends and family about their experiences, and so on.
  + Most of my friends book tickets via ticket boxes, plus points for the website or ticket agent that is paid via card or online payment. Booking tickets quickly, without waiting, without cash, comfortably book anywhere.

2) Based on the information you glean about potential users, choose two different user profiles and produce one persona and one main scenario for each, capturing how the user is expected to interact with the product.

- Fictional Personas: Engaging The fictional persona does not emerge from user research (unlike the other personas) but it emerges from the experience of the team. It requires the team to make assumptions based upon past interactions with the user base, and products to deliver a picture of what, perhaps, typical users look like. There’s no doubt that these personas can be deeply flawed (and there are endless debates on just how flawed). You may be able to use them as an initial sketch of user needs. They allow for early involvement with your users in the process, but they should not, of course, be trusted as a guide for your development of products or services

- Engaging Personas: Engaging personas can incorporate both goal and role-directed personas, as well as the more traditional rounded personas. These engaging personas are designed so that the designers who use them can become more engaged with them. The idea is to create a 3D rendering of a user through the use of personas. The more people engage with the persona and see them as ’real’, the more likely they will be to consider them during the process design and want to serve them with the best product. These personas examine the emotions of the user, their psychology, backgrounds and make them relevant to the task in hand. The perspective emphasises how stories can engage and bring the personas to life.

3) Using the data gathered in part 1 and your subsequent analysis, identify different kinds of requirements for the product, according to the headings introduced in section 11.3 (functional, data, environmental, user characteristics, usability goals, and user experience goals). Write up the requirements using a format similar to the atomic requirements shell shown in Figure 11.1 or in the style of user stories.

A screenshot of a cell phone

Description automatically generated

(a)

![A screenshot of a cell phone

Description automatically generated]()

(b)

Figure 11.1 (a) An example requirement expressed using an atomic requirements shell from Volere

(b) the structure of an atomic requirements shell