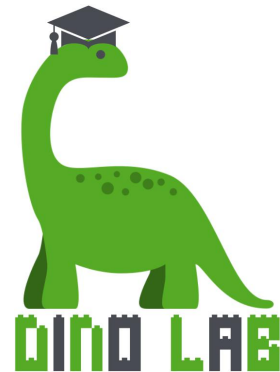


Think for the King

Laboratoire MDL

Antoine Client Clarinval



Outline

- House sorting
- Back to the past...
- Brainstorming techniques
- Early evaluation techniques

House sorting



Back to the past...

- When you do research, you need to do innovative stuff
- So you need to do a literature review to see what others have done.
- When the literature reviews is completed, it becomes a paper and goes for publication

Back to the past...

PROBLEM 1

- But the publication process is long, so updating a literature review would take like 6-18 months!
- How could I share my updated literature reviews with people faster? How could I access more up-to-date literature reviews?

Back to the past...

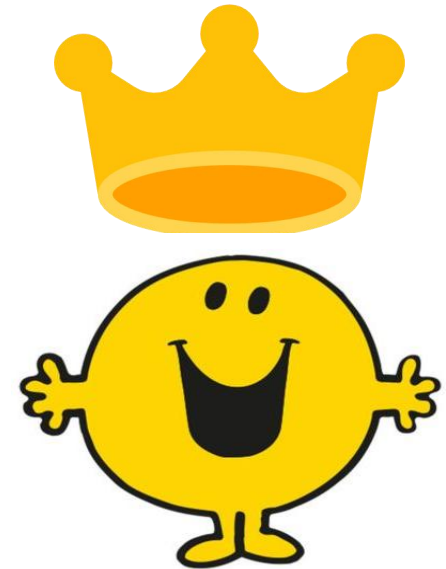
PROBLEM 2

- Reading papers is long. And so static. It's like how they did things at the time of dinosaurs.
- Papers are still important, but would there be a more fun and engaging way to explore a literature review?

Back to the past...

ENVISIONED SOLUTION

- Web portal to explore literature reviews
 - Fast to update frequently and easy to access
 - Problem 1 is tackled!
 - Limitless interaction possibilities
 - Problem 2 is tackled!



Brainstorming techniques

- Think, think, think!



Technique 1 - Persona

- Ask yourself who are the users of the solution you're designing
 - Who are they?
 - What are their roles?
 - What are their goals?
- Represent them with a persona
 - Fictive user

Technique 1 - Persona

- Give your personas a name, a real life.

John Cena



Compétitif **Attentionné** **Travailleur**

Sportif **Sincère**

Objectifs

1. Observer les apparitions
2. Effectuer des analyses par pays
3. Comparer ses observations, avec celles de son père
4. Comparer les manières dont les ovnis sont observés à travers les décennies.
5. Analyser les formes d'ovnis.
6. Etude de la localisation des ovnis en fonction du temps

Frustrations

1. Pas satisfait des solutions non-adaptées aux daltoniens
2. Ne se sent pas productif avec les solutions actuelles
3. Trouve difficile de rendre les observations objectives
4. Aucun outil pour partager directement à ses compères
5. Ne sait pas déterminer les trajets des UFO

Personnalité

Intraverti Extraverti

Réfléchi Emotionnel

Ressenti Intuition

Jugement Pensé

Canaux préférentiels

Mail

Réseaux sociaux

La recherche scientifique

Fax

Biographie

John Felix Anthony Cena Junior, (né le 23 avril 1977 à West Newbury, Massachusetts) est un astronome et physicien américain. Il travaille actuellement au Massachusetts Institute of Technology (MIT) dans le département d'astrophysique.

Il a commencé sa carrière académique très tôt en 1999 où on lui proposa une place après des études brillantes au MIT. Chercheur attentif et méticuleux, il lui arrive de s'éloigner de l'objet de ses recherches pour profiter de sa vie de famille et de la campagne dans laquelle il s'est établi.

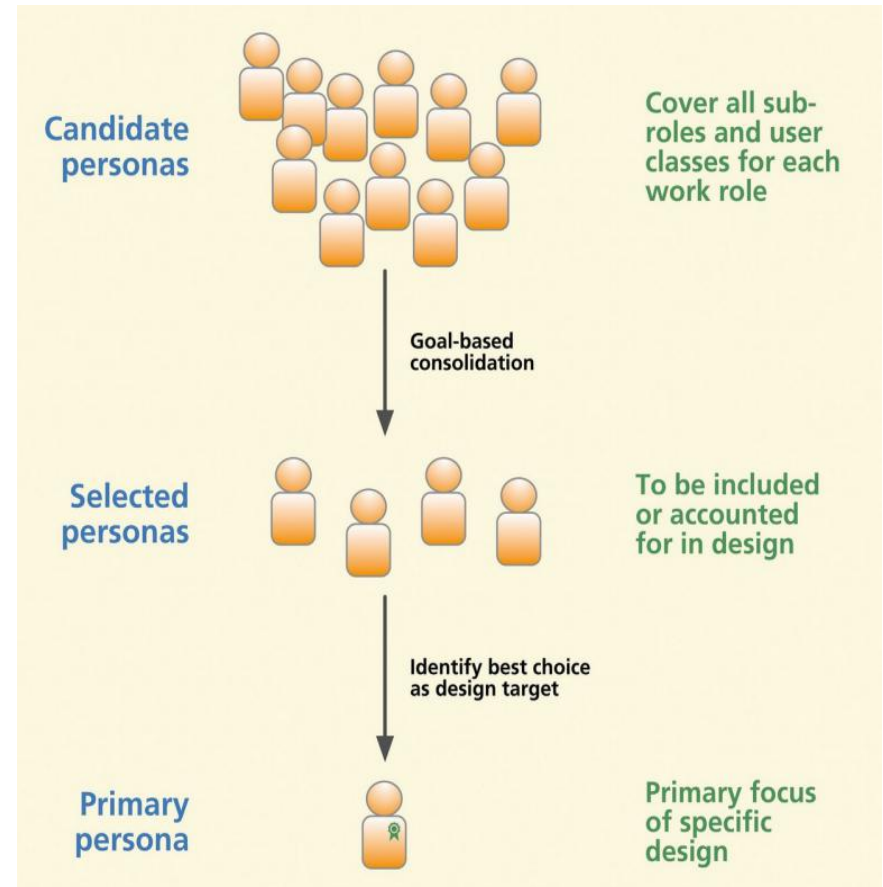
Durant son temps libre, il aime observer les étoiles et regarder le catch. Il a commencé très jeune cette première activité en compagnie de son défunt père. Son obsession pour les ovnis lui provient d'ailleurs d'une séance d'observation en compagnie de celui-ci.

"Si vous n'apprenez rien de vos erreurs, alors elles deviennent des regrets."

Âge: 41
Travail: Chercheur
Famille: Marié, 2. enfants
Localisation: Tampa, Floride
Sexe: Homme

Technique 1 - Persona

- Define several personas, group them accordingly to their goals, choose a primary persona
- How can I make the primary persona very happy without making the others too unhappy?



Technique 2 - User stories

- A user story is an informal description of a feature of a system, formulated in a user-centered perspective
 - Users use features because they have roles, goals
 - As a <role>, I can <goal/desire>, so that <why>



Technique 3 - Paper sketching

- Draw how you imagine an interface on a piece of paper to discuss with a client
 - Don't make it too perfect, it is supposed to be inexpensive to make. The client can understand what you have in mind even if you skip the finishing touches

Student Information Help

Student Number: 789-567-234

First Name:

Middle:

Surname:

Salutation:

Date first Enroll: June 14 2003

Seminars:

Seminar	Term	Mark	Status
CSC 100 Intro to CS	Fall 2003	A+	Passed
CSC 200 Intro to AM	Fall 2003	A	Passed
CSC 203 Animal AM	Spring 2004	-	Enrolled

Add a seminar Help

Seminar Number:

Name:

Results

Seminar	Term	Sets/Avail	Professor
CSC 250 Agile Techniques	Fall 2004	4	Smith, J.
CSC 300 Agile EUP	Spring 2005	17	Jones, S.
CSC 310 Agile Database technologies	Spring 2004	0	Johnson, M.

Course description:

CSC 310 Agile Database Technologies

This course describes evolutionary development strategies for data oriented development. See www.agiledb.org for details.

This course currently has 39 people waitlisted for it.

Technique 4 - Trigger Cards

- Trigger Cards are deck of cards asking you to answer questions on an idea
 - Innovation deck
 - Human-centric deck



Technique 4 - Trigger Cards

- Three types of cards
 - Fair play cards: mindset
 - Trigger cards: questions
 - Launching cards: questions for the end of the brainstorming
- Several ways to use them
 - One common pile, draw one at your turn.
 - One pile per person, draw one card and write on a post-it, then change pile. The post-its shouldn't move.
 - Or any other way you want, I'm not a cop.

Technique 5 - Talk with experts

- Don't hesitate to discuss early ideas and ask questions to experts, at any point of the brainstorming
 - Ask the King
 - Surprise invitees expert in the domain will come visit you during the brainstorming

Early evaluation techniques

- Once that you have something (prototype, even paper), you can evaluate it to see if it is good
 - Interview
 - Heuristic evaluation
 - RITE

Evaluation technique 1 - Interview

- Have a discussion with a prospective end-user and ask them questions on their opinion
 - Use your prototype as discussion support
 - Prepare some questions to ask beforehand

Evaluation technique 2 - Heuristic evaluation

- Checklist of things you have to be careful about when designing an interface (by Jakob Nielsen)
 - Visibility of system status
 - Match between system and the real world
 - User control and freedom
 - Consistency and standards
 - Error prevention
 - Recognition rather than recall
 - Flexibility and efficiency of use
 - Aesthetic and minimalist design
 - Help users recognize, diagnose, and recover from errors
 - Help and documentation

Evaluation technique 3 - RITE

- Look at an interface design with an end-user. Make testing - problem solving cycles
- As soon as a problem has been identified (testing), correct it on the design (problem solving) and start a new testing iteration



That's all Folks!