Present homework

1. UX (?? mins)

What is UX? Write students' answers on the board.
What is science? What is the scientific method?

Method for solving problems

Phenomenon ->Hypothesis -> test -> evaluate hypothesis based on test results -> revise/ confirm hypothesis
Problem -> Idea for solution -> test -> evaluate idea based on test results ->change/continue with idea

EXERCISE: Puppetmaster

Needs are objective wants are subjective

EXERCISE: Need or Want

Explain concept of Reservoir of goodwill

EXERCISE: What's it good for?

Explain screen blindness

EXERCISE: Overpopulated

Tools of the trade:
  - wireframing
  - sketches
  - prototypes
  - site maps
  - personas
  - flow diagrams
  - surveys
  - user interviews
  - user tests
  - storyboarding

2. Inspiration (?? mins)

Where do you go to find cool stuff online?

Using twitter
Using FB
Using the listserve
Using each other

Share whole class cool stuff they've seen recently. Trade suggestions for inspiration.