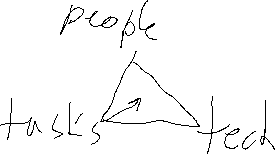
9/15 Design SI482

* Trends
  + People
    - Wider social context (social computing)



* + Tasks
    - New contexts (office, home, car)
    - New activities (productivity)
  + Tech
    - Bigger
    - Smaller
    - Multiple devices
    - Context aware
    - Mixed reality (AR/VR)
  + Many new tasks (you can check emails while running)
  + More pervasive, smarter
  + Push towards combining multiple devices
  + Mixed reality is defined between the bounds of Real Reality and Virtual Reality
* Taking a step back
  + Frame the problem
    - What is the problem? How do you think about the problem?
    - It’s an active perspective, changing, moving
  + What am I looking for?
    - What’s the design **problem**
    - **Who** are the users, understand them
    - What kind of interface will you **create**?
    - What’s the challenge?
  + Competitive analysis allows you to see who else is designing what you are
  + Design Space what can vary in how you are thinking about he problem
    - What are the situation and context
    - What are existing practices you can build on
    - Who is involved
    - What kind of tech or infrastructure could be leveraged
    - Use Zipcrits to find these spaces
  + Designers are not the users!
  + User Interface is everything user encounters
    - Functions
    - Content
    - Labels
    - Presentation
    - Layout
    - Navigations
    - Speed of response
    - Documentation and help
  + Usability is
    - Learnable (minimal training)
    - Efficient
    - Predicable
    - Memorable
    - Satisfying
    - Flexible
* Zipcrits
  + Critique existing design, 2 positive + 2 negative
  + Explain how the positives could be applied to other interfaces (thing design patterns)
  + Explain how the negatives could be mitigated (how to do a better job)
  + Things to consider: usability, aesthetics, form function, audience and personal experience, impact (social, cultural, environmental)
  + Template
    - Two things I Like 1) 2)
    - Two things I Wish 1) 2)
    - Two things What If 1) 2)