

# Interaction points

## Worksheet

### Activity:

An interaction point is the moment in which the user performs an action, the system responds, and the user reacts. (The system can also initiate an action, followed by the user's action, and the corresponding action by the system.)

Look through your interviews and identify the most interesting interactions. This is a fine-grained analysis: describe and sketch what happened at each step so that someone else can understand it. Include what the user wanted to do,

how they interacted with the system to accomplish it (or not), and how they reacted to the result.

Choose the interaction points from your story interviews. Note that a simple button press to launch a function is rarely interesting. Instead, look for situations that involve more complex sequences of interactions and results. These interaction points translate directly into video brainstormed ideas and will form the key elements of a story-based video prototype.

### Interaction points

Group:

5

Project:

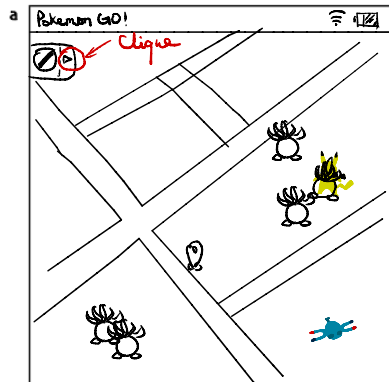
Carte

Date

10/2/2021

Interaction point: Titlecard

Pokemon GO (Pokemon se chevauchent)



Quand il y a trop de pokemon dans la carte, ils sont affichés mal et se chevauchent. Utilisateur ne peut pas bien voir les pokemons intéressants. Par exemple de Pikachu dans l'info.  
On ajoute un petit menu pour cacher les pokemons.

