Introduction to user centered design

1. 4 mandatory assignments before the written exam
2. 100% written exam base don DoET book and know your users.

* **Design**: to strategies/ to plan
* Industrial revolution< products, furniture, fashin, graphics< Styling.
* Information revolution< computer (sans user in mind/ not user in mind)< Human computer interaction (end life cycle).
* ICT+, inoovation + technology revolution< Process aand strategy< Start of cycle (User in mind)
* Era of ubiquitious computing< hiding the technology, for example when lights automatically turns on when you walk into a room. The intelligence is hidden.
* Internet of things< everything is connected together through the intternet. Laptops, phones, mobiles, remmote desktop, database, remote server. User has to be able to interact with the things and have a good expirience.

Where is design in all of this?

2003<2007

36% didnt use design: < 15%

13% used design in styling < 17%

35% used in process < 45%

15% in strateggy < 21%

**Design critique:**

Critique: informed thoughts or perspective witht he aim of improing the product or idea.

Criticizing: indicate faults in a disapproving way.

In design we always progress with critique.

For example:

- over use of plastics in packaging and food packaging.

- poor ergonomics in public space furniture and office furniture.

To define product functtionality, we need to understand and define -User, context and system.

Cofee:

Users love different types of cofee. So when making a machine you have to make a user friendly cofee machine with the different types of coffees that people like.

Where? Context of use. Are you making a coffee machine for home or a cafe. Very important in terms of who will use it.

System: