LOGICAL USER-CENTERED INTERACTION DESIGN (LUCID)

- A framework to guide and manage the process of user interaction design, to encourage (if not ensure) usability

  * Can be integrated with existing software engineering practices and methods

- Helps user interaction designers work effectively and efficiently, by systematically following LUCID's procedures and producing LUCID's deliverables

- Six stages, but, *by necessity*, highly iterative:

  Envision

  Analyze

  Design

  Refine

  Implement (we will not cover)

  Support (we will not cover)

LUCID STAGES

- Stage 1: Envision
  * Develop “high concept” for product
  * Produce UI roadmap, that defines concept, constraints, user classes, usability goals
- Stage 2: Analyze
  * Assess user needs and produce task requirements
  * Refine user classes, develop scenarios, produce a user task analysis and work flow
- Stage 3: Design
  * Create a design metaphor, more detailed design
  * Produce low fidelity prototype for early evaluation
- Stage 4: Refine
  * Evaluate interaction design based on prototype
  * Create benchmark tasks, perform usability evaluation, iteratively redesign based on results

WHY ARE WE DOING THIS?

- Course goal: Welcome to the real world!
  * To make as much like real-world project setting as possible in large class
  * To introduce you to a real-world development methodology
  * You might be asked on the job to use some organization's process
  * Process documentation might be evolving and you are asked to contribute toward improving it
    - Source for LUCID documentation: evolving document on the Web

WHY ARE WE DOING THIS?

- We'll be selective and skip around in LUCID
  * Streamlining to give you biggest bang for the buck in limited time of one semester
  * Not as tidy as taking each chapter of a book in order in a lecture course
- This is a team project class
  * More work than in survey class, but more fun and more practical learning