# User Experience Research & Design Portfolio

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## Microsoft Design Research Internship

Microsoft Corporation

Impacted design thinking of designers, researchers, and program managers surrounding core user experiences in Windows 8.1.

Investigated how Windows 8.1 updates would be received by varying groups of end-users through the design and execution of several studies.

Applied critical thinking and analytics to findings to support product development and future design directions.



Stakeholder interviews
Task Analysis
Surveys
Usability Testing
Heuristic Evaluation

# UX Research Internship

Biomedical Informatics Research Center, Marshfield, WI.



Strengthened designers and product managers understanding of how medical staff perceive and utilize electronic health record systems.

Conceptualized and implemented a user-centered design process integrating cognitive modeling into existing evaluation methods.

Executed in-depth usability studies with physicians to identify salient user experience issues in an electronic health record prototype.

Informed key stakeholders and research staff about design directions through presentations and reports.



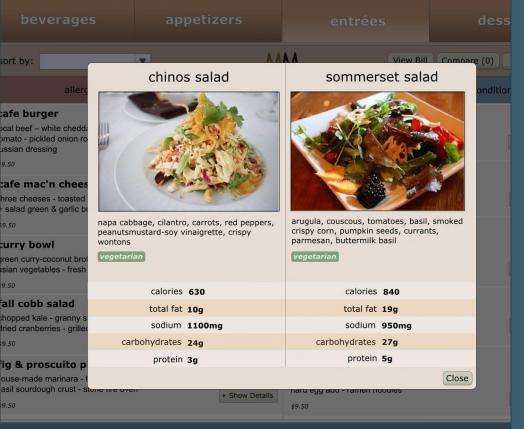
Stakeholder interviews
Eye-Tracking & Analysis
Mobile Eye-Tracking
Task Analysis
Cognitive Modeling
Surveys
Usability Testing
Heuristic Evaluation





#### MenuMate: Table-top touch interface menu system for restaurants

Iowa State University, Ames, IA



Designed, developed, and evaluated a digital restaurant menu system for a touch table interface.

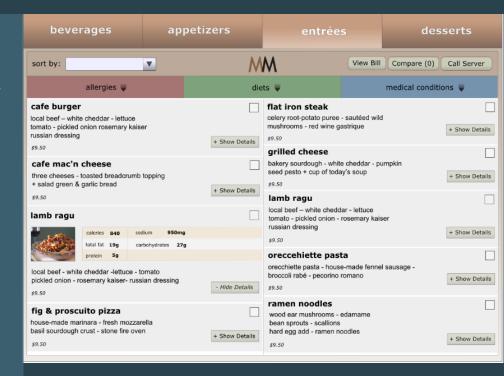
Enhanced prototypes through iterative team design reviews.

Explored interactions through usability testing.

Examined sociotechnical implications of design in context.

Created research poster and presentation to communicate outcomes.

(Completed as a part of ARTGR 672A)



METHODS

Low-High Fidelity Prototyping
Usability Testing
Heuristic Evaluation
Statistical Analysis
Online Surveys

#### Iowa State Graduate College Website Evaluation

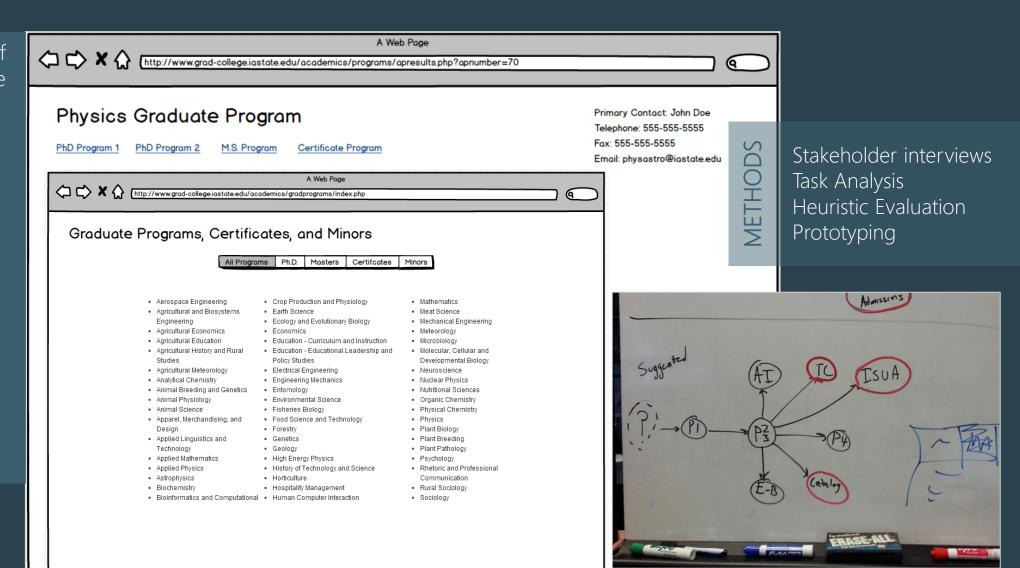
Iowa State University, Ames, IA

Analyzed current state of graduate college website and provided design recommendations to support student goals.

Reduced website complexity enabling students to quickly discover relevant information.

Communicated key findings to stakeholders through a presentation and report.

ISU HCI UX Lab with Chase Meusel



#### Web Interface for Virtual Reality Interaction

Iowa State University, Ames, IA

def pressBut print("Req #converting if request. data = else: data = sendToVRPN(e return "OK" @app.route("/t def sendText(te print("Reques data = str(re sendToVRPN(en return "OK"

Designed and developed a web-based programming interface to support virtual reality interaction on mobile devices.

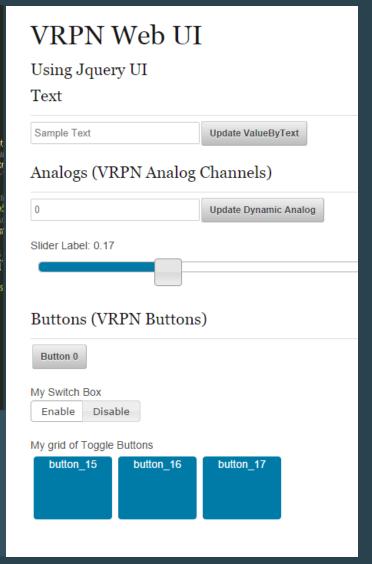
Integrated expert feedback through iterative prototype evaluations.

Coupled existing web tools to enable quick authoring of interaction interfaces (mobile websites).

Available online

https://github.com/lpberg/vrpn\_web\_ui

Heuristic Evaluation Expert Interviews Prototyping Web Development



#### Designing Haptic Interaction: Assisted Virtual Assembly

Iowa State University, Ames, IA

Video

https://www.youtube.com/watch?v=cw4rOKokGWE

Heuristic Evaluation Expert Interviews Conceptualized virtual assembly interaction technique using a haptic device to encourage assembly process exploration.

Investigated a "snap-to" method for assembling virtual products integrating design guidelines from the "drop-and-drag" interaction convention.

Incorporated expert feedback throughout design process.







#### World Usability Day 2011: ISU Design Challenge

Iowa State University, Ames, IA

Re-envisioned the HCI/VRAC website.

Employed a user-centered design process over the course of a week.

Collaborated with students from various disciplines to plan and execute multiple design methods.

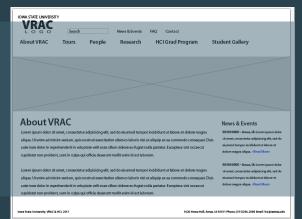
Interactive activities resulted in an expanded understanding of key stakeholder goals and motivations.

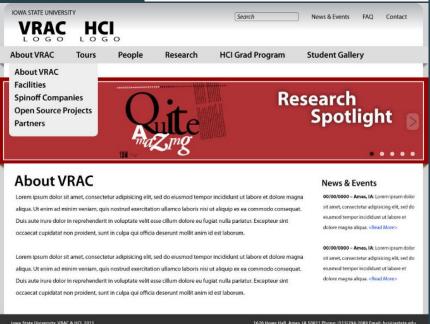
Drafted report of insights and recommendations for future design efforts.

Many individuals contributed to this effort



Stakeholder interviews Persona Development Prototypes Usability Testing Heuristic Evaluation Card Sorting





### ISU HCI User Experience Lab Development

Iowa State University, Ames, IA

Enabled user centered design learning for students interested in user experience.

Established web-based modules to articulate user experience design principles in context.

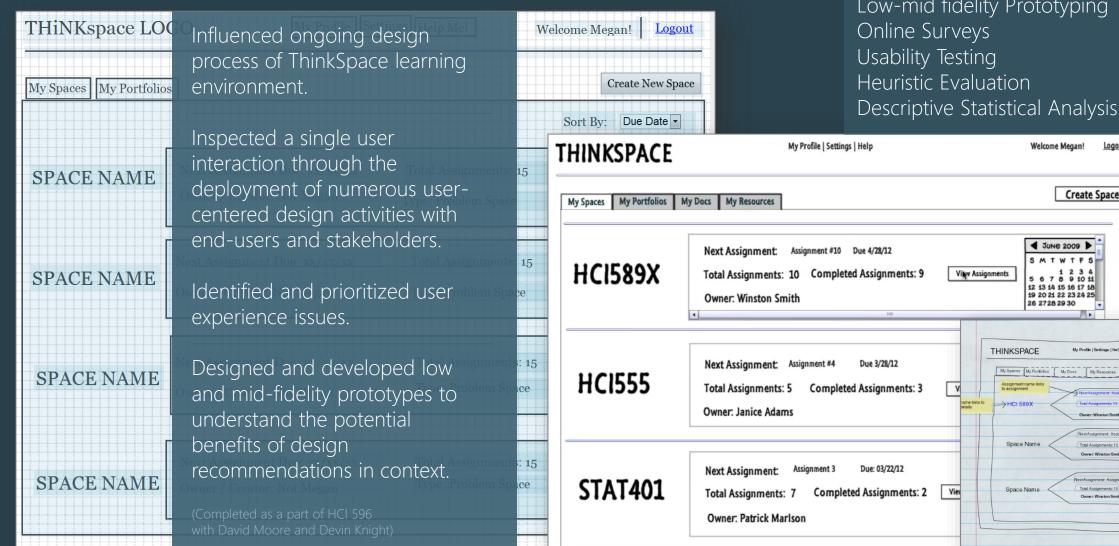
Formulated lab processes and materials to help students utilize the resources of the lowa State University UX Lab.



Many individuals contributed to this effort.

# UCD Lifecycle: ThinkSpace

Iowa State University, Ames, IA



#### **METHODS**

Affinity Diagramming Competitor Analysis Persona Development Low-mid fidelity Prototyping **Usability Testing** Heuristic Evaluation Descriptive Statistical Analysis

Create Space

19 20 21 22 23 24 25

#### Type 1 Diabetes Mobile Application

Check Blood Sugar Level

Enter Blood Sugar Level into Pump

Remove Pump from Person

Turn on Device

Select "Bolus"

Select "Bolus Wizard"

Enter Blood Sugar Value

Confirm Blood Sugar Value

Enter Planned Food Intake

Confirm Details

Select Bolus Type (delivery method)

Confirm Insulin Amount

Iowa State University, Ames, IA

Get Blood Sugar Level from BG

Remove BG from person

Get a fresh strip

Insert Strip into meter

Prick Finger

Extract Blood

Apply Blood to Strip

Wait for Meter to display result

Clean Up

Designed and evaluated a mobile application to help people with Type 1 Diabetes manage their health.

Investigated existing technologies and processes to identify interaction constraints. Examined core scenarios through interviewing Type 1 Diabetic users.

Proposed new processes to minimize device interaction.



Enter Blood Sugar Level into CGM

Remove Device from Person

Navi

Select "EN

Enter B

Confirm

Task Analysis Online Surveys Low-Mid Fidelity Prototyping **Usability Testing** Heuristic Evaluation

#### Design and Evaluation of Source Code Analyzer

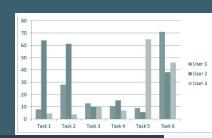
Iowa State University, Ames, IA

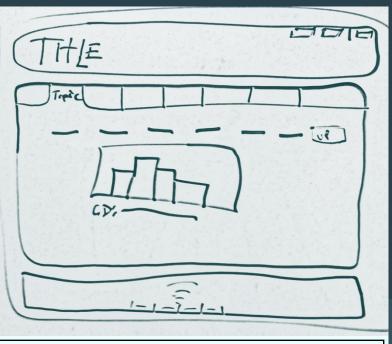
Designed and programmed a web-based tool to help software developers better integrate into open source communities.

Interviewed programmers to gain insight into possible future software features.

Critiqued prototypes through heuristic evaluation and iterative usability testing.

(Completed as a part of HCI 573 with Patrick Carlson)





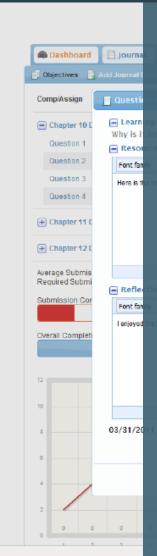
Task Success							
Task 1	Task 2	Task 3	Task 4	Task 5	Task 6		
Success	Success	Success	Success	Success	Failure		
Failure	Success	Success	Success	Success	Success		
Success	Success	Success	Success	Success	Failure		
	Success Failure	Task 1 Task 2 Success Success Failure Success	Task 1Task 2Task 3SuccessSuccessSuccessFailureSuccessSuccess	Task 1Task 2Task 3Task 4SuccessSuccessSuccessSuccessFailureSuccessSuccessSuccess	Task 1Task 2Task 3Task 4Task 5SuccessSuccessSuccessSuccessSuccessFailureSuccessSuccessSuccessSuccess		

**METHOD**§

Task Analysis Low-Mid Fidelity Prototyping Usability Testing Heuristic Evaluation

#### Formal evaluation of DirectedReading

Iowa State University, Ames, IA



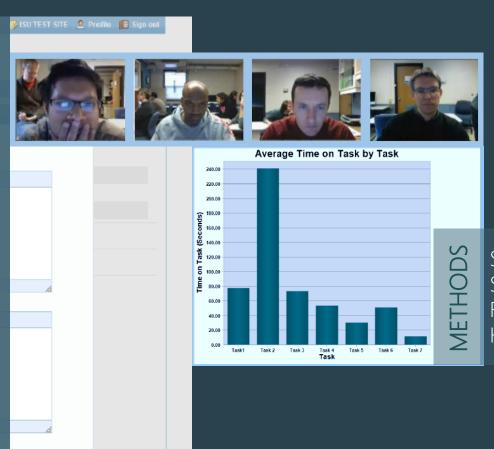
Motivated designers to explore alternative design opportunities by diagnosing notable user experience concerns in DirectedReading.

Interviewed end-users to benchmark existing design against proposed improvements.

Described crucial findings and recommendations with design team.

Delivered formal report and presentation of activities to stakeholders.

(Completed as a part of HCI 504 with Phil Vander Broek, William Morse, and Ashley Batts)



Stakeholder interviews
Surveys
Formal Usability Testing
Heuristic Evaluation

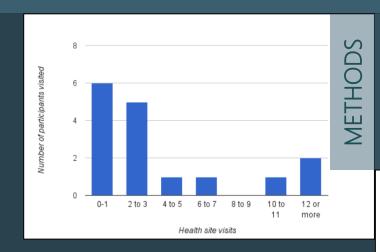
#### The Usability of Online Healthcare Resources considering Young Users

Iowa State University, Ames, IA

Evaluated the usability of two healthcare websites while considering use cases common to young users. (18-40 years of age).

Compared user experiences through surveys and task-based usability tests. Created report and presentation to communicate results.

(Completed as a part of HCI 522 with Manjeet Sahota)



Online Surveys Usability Testing Heuristic Evaluation Descriptive Statistical Analysis

In the news lately, there has been a lot of hype about one of the best ways to prever cancer is get early testing done. So you want to look into this and find out what age is recommendation on when to get checked. You also think it would be a good idea to common symptoms that relate to colon cancer. Please find the recommended age symptoms.

You regularly feel a burning sensation in your chest area usually occurring after you hav

a main meal. A friend of yours tells you that it could be heartburn. He says that you over the counter medication to help relieve the symptoms. You are going to use Medli to look up some medication to relieve some symptoms. Give 2 examples of over the

	R	Н	C	ASD	L	MI	PP	NR
Q15	0.64	0.46	0.89	*	0.68	0.46	0.39	1.0
Q21	0.64	*	1.0	*	0.56	*	1.0	0.77
Q8	0.64	*	1.0	*	0.53	*	1.0	0.64

Task A

Task B

(otc) medication.

#### Socio-technical Analysis of Regents Hall, St. Olaf College

St. Olaf College, Northfield, MN. (Undergraduate project)

Enriched sociotechnical experiences of students in Regents Hall.

Conceptualized prospective humancomputer interactions across numerous interaction spaces.

Surveyed collaborative spaces to identify potential interaction issues.

Observed and interviewed potential users to influence future space alterations.

Presented findings and recommendations to the building's design team. Spring 2008.

(Undergraduate - course project at St. Olaf College)



Surveys Stakeholder interviews Field Observations