CS-200 - INTRODUCTION TO HUMAN-COMPUTER INTERACTION

Workshop 3: Making a good video

12/2/2021

REMINDER:
THE MILESTONE TASK

Create a 60-second video that both:

a) Briefly describes your group's key findings from the autoethnography exercise; and,

b) Presents your most promising scenario from Phase 1, making sure you explain how your idea would improve the Zoom experience.

MARKING SCHEME

	Little to no evidence (0% – 39%)	Partially met (40% – 69%)	Well / fully met (70% – 100%)
Content (80%)			
Summary of key findings from the individual autoethnography exercise			
Description of a meaningful new Zoom interaction scenario			
Explanation of how your idea would improve the Zoom experience			
Video (20%)			
Clear, concise, well-presented information			
Appropriate use of audio and/or subtitles			
Correct length (60 seconds)			

SAMPLE VIDEOS
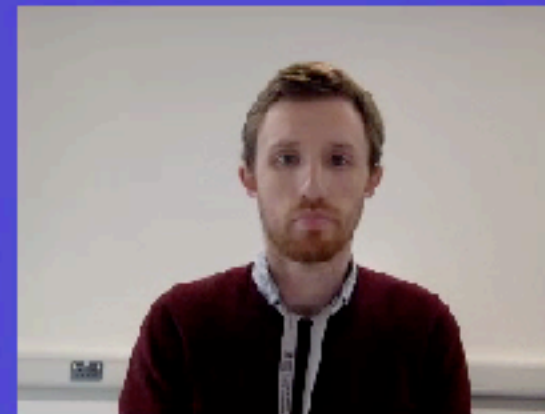
SAMPLE 1…

Specification

Your group of interaction designers has been asked to conduct an autoethnography exercise about the way people read (both physical and digital materials).

Use the findings from this task to design a digital tool that supports reading, explaining how your system would work via a use-case scenario.

SAMPLE 1...

CS-200 MILESTONE 1

Group 100

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TIPS AND TRICKS

APPROACH

- Do the work! (i.e., produce the content)

    - Autoethnography

    - Analysis

- Personas + scenarios

- Write-up of results (to feed into both video and report)

APPROACH

- Pick out key points:

    - Main autoethnography findings

    - Design features

        - Consider including sketches or concept drawings / videos?

    - Scenario design

APPROACH

- Plan out your 60 seconds

SCRIPT

Our four group members spent ten days on an autoethnography of their reading habits, taking notes about where they read and what formats they use.

Three of our group members read digital *and* paper books; the other person only reads on paper. For those who switch between formats, the key finding was that they prefer the feel and experience of paper books overall, but find them cumbersome to carry around, so use digital versions when mobile.

One of the most interesting observations from a design perspective was the lack of a strong link between physical and digital versions of the *same* book: paper books have consistent page numbers but digital versions normally only show the percentage that has been read.

So, our group's design is a digital bookmark that helps readers quickly skip to their reading location regardless of what media type they're using. Here's a scenario:

Ben likes to read in bed to help him sleep. When he feels tired, he picks up his DigiMark and places it at the current page. The small eInk screen on the device updates to show the page number he's at. The next day, on his commute to work, Ben opens his phone's eReader app, which asks whether he wants to skip to the place he reached the previous night. He taps yes, and continues where he left off...

APPROACH

- Plan out your 60 seconds

- Method of delivery:

  - Audio narration

  - Subtitles

  - Speaking to camera

  - Images/videos

SLIDES

CS-200 MILESTONE 1

Group 100

AUTOETHNOGRAPHY

- Four group members
- 10 days analysing and reflecting on reading habits:
  - Where do we read?
  - What formats do we read from?

KEY FINDINGS

"I don't carry books around with me – my bag is heavy enough already so I read digitally whilst commuting"

"I like the 'feeling' of a physical book: the weight, the cover; the smell and texture of each page"

- Digital **and** paper: 3 people
- Paper only: 1 person

DESIGN INSIGHTS

"I find that I get 'lost' often between reading a physical book and a digital one. My digital books have no page numbers but do have progress percentage, and I cannot match that to a page number"

- Synchronisation between formats is hard / unreliable
- Only major parts such as chapter headings are easy to find between media types
- Physical object to help synchronise?

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CS-200 MILESTONE 1

Group 100

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TIPS AND TRICKS

- Tech tips:

  - Zoom for video production

    - OBS, CamTwist, Loom, iMovie, Final Cut, Premiere Pro…

  - Powerpoint / Keynote recording

    - Screen recording or voiceover

- YouTube for quick, easy conversions to mp4 format

MAKING A VIDEO

- Videos can be very powerful…

- …but also very poor

- 60 seconds is plenty of time if you plan carefully

- **Deadline: 17th February, 11am**