CS-200 - INTRODUCTION TO HUMAN-COMPUTER INTERACTION

Lecture 6
Understanding Users

PERSONAS AND SCENARIOS

PERSONAS AND SCENARIOS

Personas

- Typify and embody user class
- Designer's conscience:

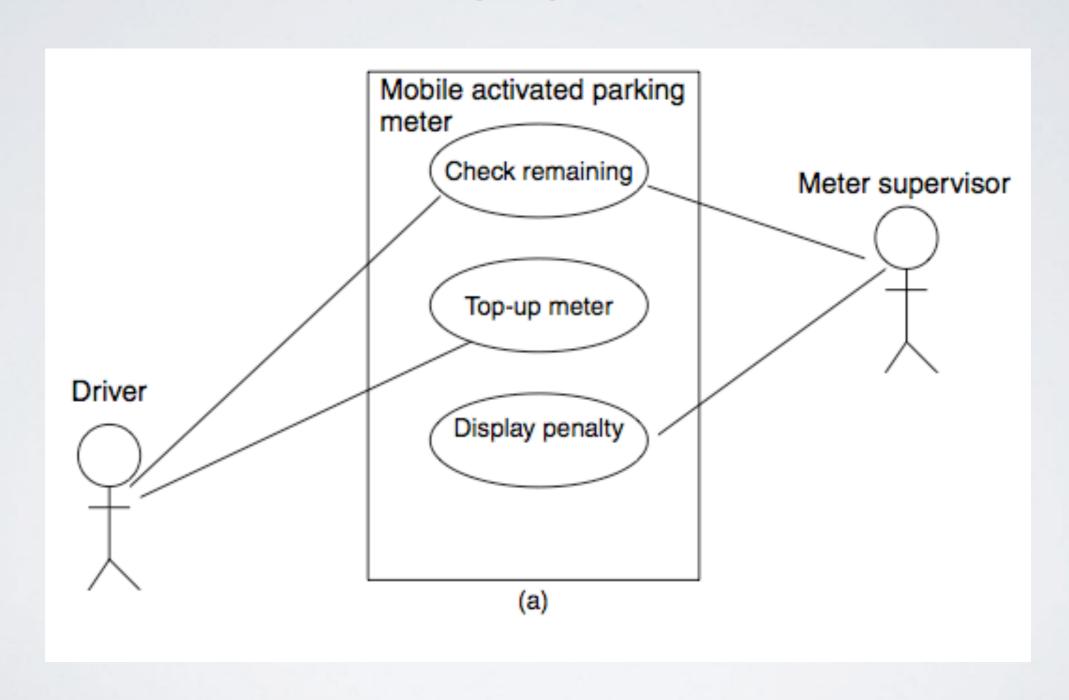
"What what Sam do?"; "What Sam think?"; "How would Sam react?"...

Scenarios

- Stories of use
- To inspire and evaluate design

Both formed from user understanding phase – grounded in reality

PERSONAS – FULLY FLESHED OUT



PERS(SHED pervisor Driver

WITH VALUES, ATTRIBUTES, FRIENDS, FAMILY.... PETS



PERSONATEMPLATE

(Pruitt & Grudin, 2003)

- A day in the life
- Work activities
- Household and leisure activities
- Computer skills
- Market size / influence
- Demographics
- Quotes

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PERSONATEMPLATE

(Pruitt & Grudin. 2003)

PERSONAS AT A GLANCE

Christina Moletti

Freelance Graphic Designer







James Goeffsner *Senior Engineer*





"Living life is a creative process too"

- Has enough money but not much more
- Works hard during the day but on her own hours
- Walking is her main way to travel, day or night

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Personal Information

Age: 25

Location: Pittsburgh, PA

Education: BA Graphic Design NC State Unviersity,

Profession: Freelance Graphic Designer,

Part-Time Student

Home life: Lives with a roommate (Eva 25),

Hobbies: Playing guitar and xylophone, reading, drawing, sewing, watching movies, sleeping Favorite TV shows: Doesn't watch much TV

Personality: Easygoing, outgoing, try new things

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User Goals

Christina uses this information system to...

- Give her reasons to go out walking at night
- To be active and aware of her surroundings at night
- To find the safest places to go at night
- Make walking and being out at night more social with her friends

"I want to stay healthy both mentally and physically always"

- Health Conscious
- Use basic technology for day to day activities
- Enjoy Social groups

Personal Information

Age: 31

Location: Ann Arbor, MI

Education: Master's in English from U of Michigan

Profession: Newspaper Editor Home life: Married, no children

Hobbies: Walking, making friends, Yoga Favorite TV shows: Desperate Housewives Personality: Outgoing, Passionate, Social,

Cheerful, Sophisticated

User Goals

Maria uses this information system to...

- Connect and coordinate with friends
- Find safe walking routes at night
- Get a sense of safety by getting more info
- Find out about social events taking place at night, which might be of potential interest
- Wants to get emotional and mental relaxation by walking

"I know what I'm doing, I'm willing to try everything new."

- is willing to spend money on that
- Likes to chat with others online
- Knows that health is very important & work out

Personal Information

Age: 37

Location: San Fransisco, CA

Profession: Cellphone Interface Developing

Education: Master's Home life: Single

Hobbies: Surfing online to look for new electronic

products, working out at gym Favorite TV shows: Friends, Heros

Personality: knowledgeable in popular stuffs,

talkative, keeping things on schedule

User Goals

James uses this information system to...

- Stay ahead of latest trends on mobile devices
- Take more time to walk as the substitute for exercise
- Meet new friends through this application
- Feel free to walk at night
- Discuss the new interaction
- Try to figure out a method for socializing and also provide a feeling of security

Family traveler



""I want a travel organiser that will offer me a range of potential vacations that suit our needs"

Age: 35

Work: Plumber

Family: Married, two children

Personality



Organised

Practical

Expects high standard

Goals

- To book comprehensive travel quickly
- . To find a trip that meets the needs of the whole family
- To feel supported and guided from the beginning of the booking experience right to the end.

Frustrations

- · Wasting time filling in forms
- · Too much irrelevant information
- Existing systems tend to be too diverse and complicated

Bio

Will loves to take his family on adventure holidays to explore new challenges. His children, Sky (8) and Eamonn (15) are old enough to take part in several sporting activities and he wants to make the most of this before they no longer want to go on trips with him and his wife, Claire. He likes the fact that choosing travel options is so much easier than it used to be, but is frustrated by the many different sources and disjointed options that this can result in. He wants a travel organiser that can provide clear support for family holidays while offering as wide a choice as possible.

Motivation

Price

Comfort

Choice

Favourite destinations





Young traveler



""I want a travel organiser that will allow all of us to choose the vacation together"

Age: 8

Work: Schoolgirl

Family: Mum Dad and Eamonn (15)

Personality



Energetic

Inquisitive

Likes reading

Goals

- To find a good vacation without any fuss
- . To find a destination with other children her age
- To make sure that the travel time is short

Frustrations

- · Sitting around discussing things for too long
- · Not getting clear answers to her questions
- Feeling that everything is organised for adults and not children her age

Bio

Sky likes having adventures. She is very energetic and takes part in lots of sporting activities at school, such as gymnastics and swimming. She enjoys playing games with her older brother, Eamonn. Sky is keen to make new friends, but is also happy sitting reading a book, painting or making a model. She likes going to visit new places but expects to see something familiar, such as playground or food that she recognises!

The most important thing for her is that she can go on vacation with her family where there will be something for everyone to do - but especially for her and Eamonn.

Motivation

Fun

Comfort

Choice

Favourite destinations







SCENARIOS

- Stories of use
- Components
 - Setting the starting point of the story
 - Actors key players
 - Goals or objectives what the actors want to achieve
 - Action or events the steps they take

SCENARIOS

AudioCanvas personalised messages scenario: Today Mark has found out he has passed his last set of University exams. His family, who live six hours away, each want to send personal messages to congratulate him on his success, so they purchase a greetings card that is augmented with AudioCanvas QR codes. Each family member writes their name and message, then, using the AudioCanvas app, takes a photograph of the card. Using the editing tool, each family member can draw around their marks on the card, and add their own personal audio message. Once complete, the family post the hand-written card to Mark. A few days later, Mark receives the card and opens it to find the hand-written notes made by his family. Getting out his phone, he takes a photograph of the card and touches the messages one-by-one, each of which plays the personal voice message in response.

SCENARIOS

A good scenario will

- Set the scene; what's the context?
- Describe the actors in enough detail to know what they are trying to achieve (i.e., the goal)
- State the steps they take in prose
- · Be short, sweet and to the point

REMINDER:

- Your coursework requires
 - Personas x2
 - Scenario

Use these examples to help you!

UNDERSTANDING USERS: DATA GATHERING

DATA GATHERING

Used to establish requirements before design, and in evaluation of a finished prototype

- Establishing requirements
 - Collect sufficient, accurate and relevant data to create a set of stable requirements
- Evaluation
 - To capture users' reactions and performance with a system or prototype

TYPES OF DATA GATHERING

- Diary study
- Observation
- Interviews
- Questionnaires



QUALITATIVE AND QUANTITATIVE DATA

Qualitative: data that is not expressed in numerical terms

e.g., descriptions, quotes from participants or images

Quantitative: data that is in the form of numbers or can be easily translated into numbers.

e.g., the number of years' experience participants have or the number of minutes it takes to perform a task



QUANTITATIVE

Match Stats

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10	Fouls	9
1	Yellow Cards	2
0	Red Cards	0
7	Offsides	3
6	Corner Kicks	3
8	Saves	5



QUALITATIVE

"Best day of my life"

"Absolutely in shock. Never thought I'd see the day"

"Deano needs a statue outside the stadium"

"F***ing hell!"

QUALITATIVE AND QUALITATIVE DATA

A quote Qualitative

A timing Quantitative

A rating Quantitative

DIARY STUDY

2H - I cooke & cans 11500 pd # 23 - 1 cookie & sans 10500 pl AUGUST 25 RUSSELSHEIM AUGUST 26 KIEL 1944 FRIDAY 1944 SATURDAY What a trip! But before I go into it I'll give the Called at 5 30 for meal o Theory for on on over 12000 To reach Rome. The regestor of the target Day of Ran & several Kendred (Thest) Sh'a han they in turn diverted cento methood Some clot over target just mixed centre wingings

OBSERVATION

Ethnographic techniques

• Immersive, front line, creating an account

Contextual inquiry (Beyer & Holtzblatt, 1995)

- Apprentice-master relationship
- Insights structured by context



INTERVIEWS

Conversations with a purpose

Four types:

- Open-ended or unstructured
- Structured
- Semi-structured
- Group interviews



UNSTRUCTURED INTERVIEWS

- Exploratory more like conversations
- Questions posed by interviewer are open and unformatted i.e., when you want to explore a range of opinions:
- Interviewee is free to answer as fully or briefly as they choose

STRUCTURED INTERVIEWS

- Predetermined questions; standardised for all participants
- Questions are typically:
 - Short and clearly worded
 - Closed; i.e., require an answer from a predetermined set of alternatives:

SEMI-STRUCTURED INTERVIEWS

- Combine features from structured and unstructured interviews
- Contain both open and closed questions
- Starts with preplanned questions then probes participant to say more until more relevant information is forthcoming

INTERVIEWS – FOCUS GROUPS

- Interviewing people in groups
- Typically 3-10
 participants led by a trained facilitator
- Participants are selected to provide a representative sample



INTERVIEWS – GUIDELINES

- Do not pre-empt answers by suggesting that a particular answer is expected.
- Beware of your body language while interviewing
- Keep questions neutral

INTERVIEWS - GUIDELINES

Keep questions neutral:

"Why do you like this type of interaction?" is a leading question

Assumes the person does like it

Could discourage participants from stating their real feelings

INTERVIEWS – GUIDELINES

Do not use complex language

Helpful to list the possible responses to closed questions – allow users to fill in a form:

"Have you used a tablet computer before?"

Yes No Do	n't remember/don't know
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QUESTIONNAIRES — TYPICAL STRUCTURE

- Demographic information (age, gender) and relevant experience (years using phones, expertise with X)
- Specific questions follow
- Often subdivided into related topics to make the form easier to complete

QUESTIONNAIRES – RESPONSE FORMATS

Many options, including:

- Open, free-text
- Check boxes and ranges
- Rating scales

OPENTEXT

Questions that usually require an original personal response

"What do you consider to be the most interesting part of your university course?"

RANGES AND SCALES

Answers to some questions are predictable (e.g., demographics):

"What is your age range?"

under 21 21-34 35-49 50- 64 over 65

Others are more open, but give responses on a scale (easier to analyse):

- Likert-like scales
- Semantic differential scales

Used for measuring opinions, attitudes and beliefs (e.g., user satisfaction with a product)

"To what extent did the use of colour help you understand how to use the app?"

very unhelpful	slightly unhelpful	neutral	slightly helpful	very helpful

5-point Likert scale



"How would you rate the taste of chocolate?"

very slightly neither pleasant slightly very pleasant pleasant nor unpleasant. unpleasant unpleasant unpleasant

"What is opinion on the following statement Boris has done a great job in handling the pandemic"

strongly disagree	disagree	somewhat disagree	neither agree nor disagree	somewhat agree	agree	strongly agree

7-point Likert scale

"Please rate out of 10 (I being low, and 10 being high), how satisfied you are with the new series of the Mandalorian?"



QUESTIONNAIRES - SEMANTIC

Explores a range of bipolar attitudes about a particular item

- Usually represented as a pair of adjectives
- Mark a position between the two extremes:

Attractive	Ugly
Clear	Confusing
Dull	Colourful
Exciting	Boring
Annoying	Pleasing
Helpful	Unhelpful
Poor	Well Designed

WHAT SCALES TO USE?!

How many points are needed on the scale?

Use a s	small numbe	er when p	ossibilitie	es are limi	ted/fixed:
	Yes	No		Don't kno	W _
Use a medium range when making judgements that involve like/dislike, agree/disagree statements:					
	strongly agree	agree	neutral	disagree	strongly disagree
Use a	larger scale	when ask	king for su	ubtle judg	ements:

very attractive repulsive

"How dumb is Johnson when it comes to foreign policy?"

leading question

"Please describe Johnson's position on foreign policy"

"Where do you like to drink wine?"

loaded question

"Do you drink wine?"
"If yes, where do you like to drink wine?"

"Do you think the university should reduce fees and provide more lectures?"

double-barrelled question

"Do you think the university should reduce fees?

"Do you think the university should provide more lectures?"

"Do you always eat breakfast?"

Yes/No

absolute question

"How many days a week do you usually eat breakfast?"

"How is the weather today?"

no reference frame

"How is the weather in Swansea today?"