**Application of User-Centered Design Principles Team Project**

**Project Background**: Embarked on creating interactive installations for the GLOW Festival, initially experimenting with the Pressure Path and later developing the Sensor Arch based on the stakeholders' objectives.

**Objective:** To enhance visitor engagement by incorporating interactive technology into festival experiences.

**1. User Involvement**

As a team, we followed what the stakeholders initially wanted, proposing many ideas—even if they seemed unconventional Also researching a lot for low-energy, eco-friendly project that was our main goal at the begging. We were particularly excited to explore the interactive pathway idea, and I personally invested effort into making the Pressure Path project functional.

**Not Fully Implemented:** Our ideas sometimes fell short, particularly as the Pressure Path project was challenging to adapt with each new piece of feedback. Progress was slow, leading us to reconsider our focus on electronic solutions. At times, we struggled to fully grasp stakeholder expectations and didn't always deliver what was anticipated based on their feedback.

**2. Empathy**

Implemented: After mixed reactions to the Pressure Pad, discussions with the team and teachers led to the development of the Sensor Arch. This new project was a significant step up, utilizing sensors for the first time, which greatly improved interaction and responsiveness. It proved to be more engaging for people of all ages, fitting perfectly with the project’s goals.

Not Fully Implemented: While we made some adjustments based on feedback, we could have gone further in addressing the diverse needs of all festivalgoers. The installation needed to be more intuitive, especially for outdoor areas, and better integrate electronic technology to enhance its universal appeal.

**3. Iterative Design**

Implemented: The evolution from the Pressure Path to the Sensor Arch involved numerous redesigns, aimed at enhancing the user experience based on continuous stakeholder and team feedback. A lot of protypes testing, failures and success.

Not Fully Implemented: Despite these efforts, the iterative process was sometimes slowed by misalignments with stakeholder expectations and technical challenges also communication in the team, which prevented us from fully realizing all proposed enhancements.

**4. Research and Testing**

Implemented: We conducted initial testing which influenced the early designs and integration of technology, particularly in adapting the interactive elements to user movements. Also I added different effects depending on user behavior. ( pressure pad stepping).

Not Fully Implemented: Our testing phases lacked depth and frequency. More comprehensive testing with diverse user groups during earlier stages might have revealed additional insights and led to more refined outcomes.

**5. Outcome Evaluation**

Implemented: Feedback collected during the festival indicated that the Sensor Arch significantly enhanced visitor engagement and interaction, meeting many of our objectives. Mostly positive feedback form everyone about the interaction and the arch itself. Especially the effects. The pressure pad was still positive kind a in more like close circle thing.

Not Fully Implemented: However, we did not have a formal mechanism to capture detailed user feedback or to gauge long-term impact, which would have provided a clearer measure of success and areas for improvement. And we didn’t get the project on Glow.

Overview

The document, "Application of User-Centered Design Principles," outlines the team's efforts in creating interactive installations for the GLOW Festival. It discusses the evolution from the initial Pressure Path project to the more developed Sensor Arch, highlighting the challenges and successes in applying user-centered design principles. Key points include:

User Involvement: Efforts to align with stakeholder desires and adapt to feedback, though sometimes falling short of expectations.

Empathy: Significant improvements in user engagement with the introduction of the Sensor Arch.

Iterative Design: Continuous redesigns based on feedback, although sometimes hindered by technical and communication issues.

Research and Testing: Initial testing influenced early designs, but lacked depth in broader user testing.

Outcome Evaluation: Positive feedback on the Sensor Arch's impact, but lacked detailed mechanisms for capturing comprehensive user feedback.

The document reflects a journey of learning and adaptation, with an emphasis on evolving the projects to better meet user needs and stakeholder expectations.