



Theory & Execution

Sep 30th 2021

Web & Mobile Design - DMA 331

Something to ask students

Today's Plan

- Reading Discussion
- Executing Design Process Steps
- Design Crit (*Responsify Continued*)
- Mid-Class Break
- Responsify! Part 2 (*Assignment Review*)
- Follow along Figma Exercise (*Recreating the Bon Appetit site*)
- Industry Story

Reading Discussion

Design Crit

“Asking questions
can aid a crit”

“Return to concept
with a new lens”

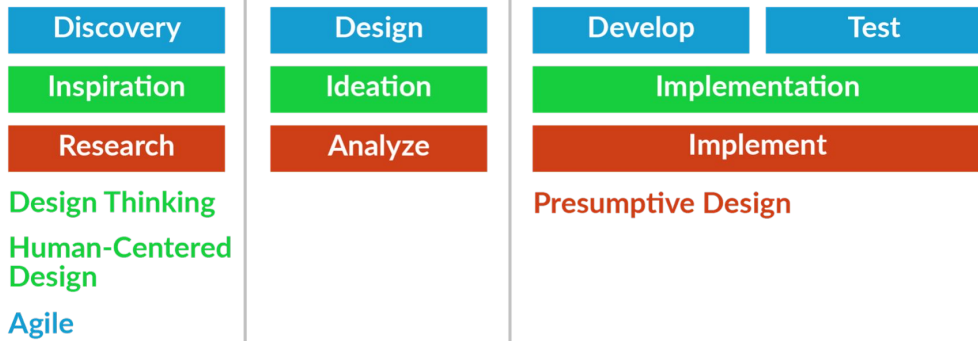
Iteration

“Balance pushing boundary
and shipping what works”

Divergent & Convergent Thinking

Executing Design Process Steps

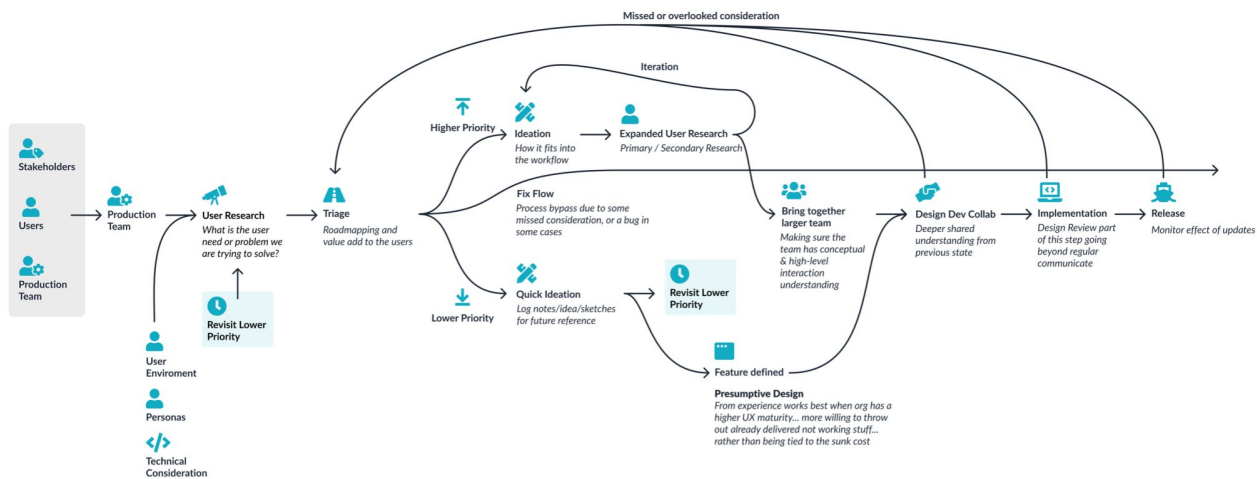
Design Process



Overview... we are generally following Human-Centered Design approach as implementation is not the focus for this course

Largely these all follow the same steps

Design Process



My design process at work looks something more like this

My “Regular” Design Process

Research

Interviews / Shadowing

Workflow Diagrams

Analogous Inspiration

Ideation

Sketches

Brainstorming

“100 Ways To”

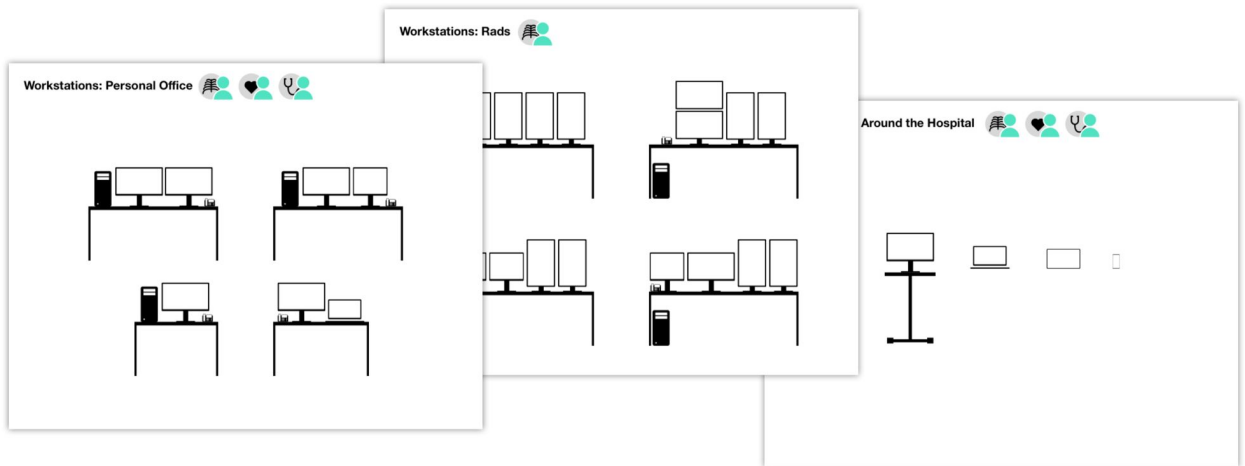
Implementation

“Swiss Cheese Method”

User Testing

Ship It!

Landscape of User Workstations



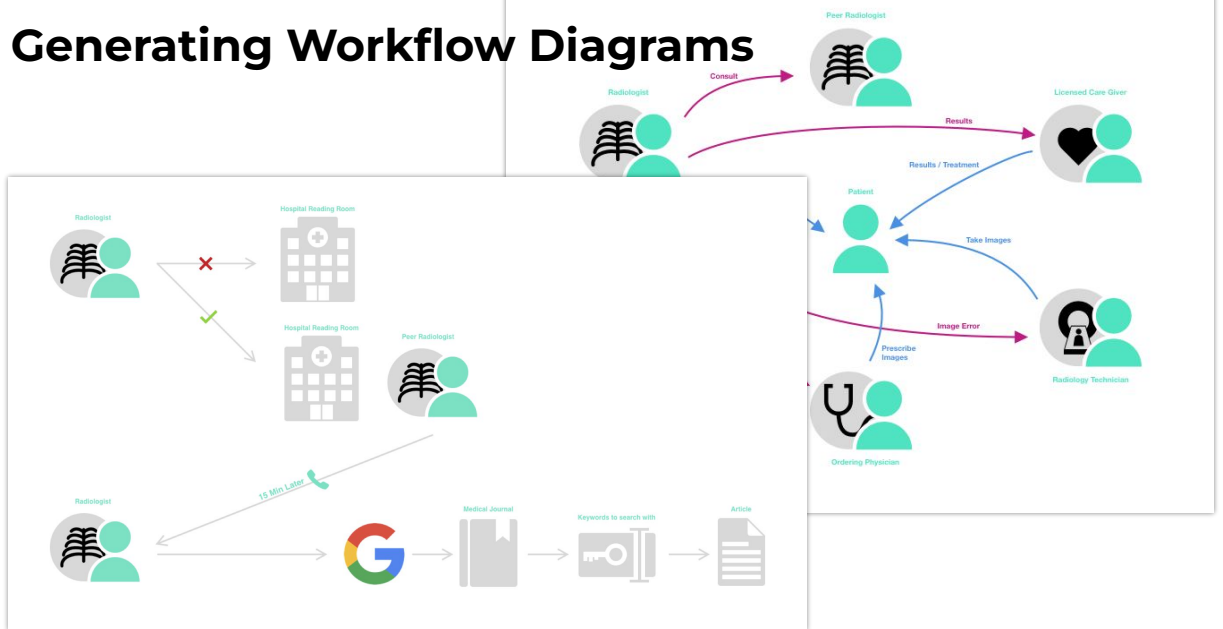
Understanding the user's environment.. As that likely plays a role in the solution

I looked to audit workspaces of these users

Making sure we had our foundations correct.. Which the team leveraged for several projects as well

And they may be working in a number of environments

Generating Workflow Diagrams



Reviewing the workflow helps to generate idea.. No matter how simple or complex the workflow

Listening and mapping out each step of the process



Being specific is important.. Otherwise things like this happen :P

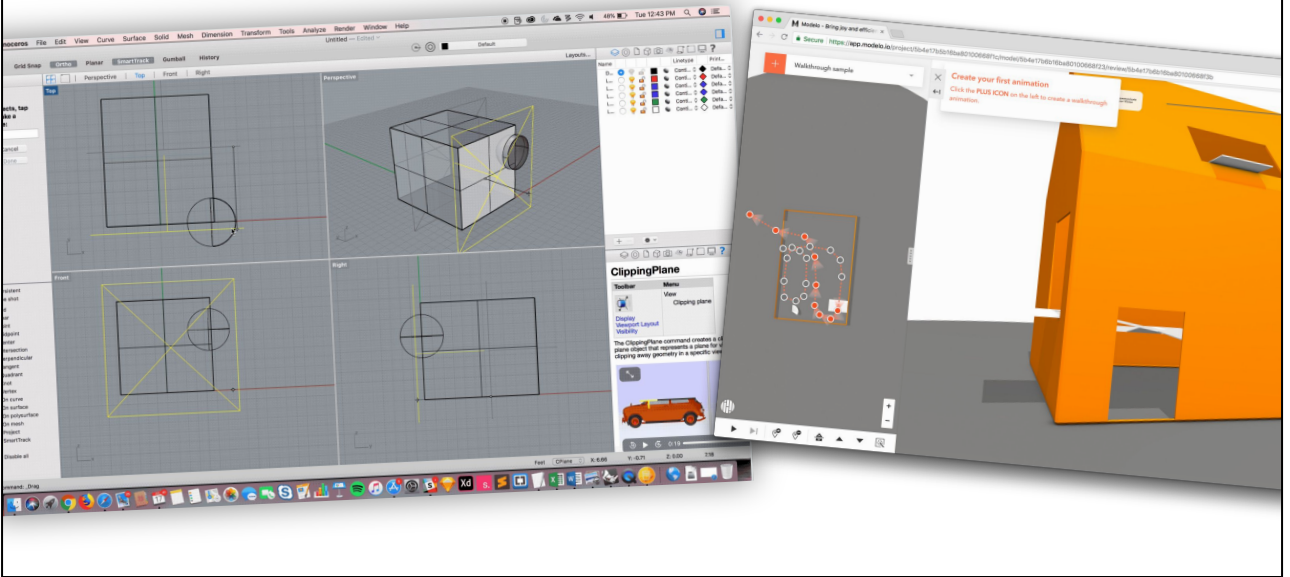
Secondary Research: Medical Journals



Exploring medical journals was always a good way to learn about the naucance of radiology

And at the very least gave us more context to ask better question with users

Analogous Research



Analogous research... reference to existing tool that handle a combination of 2d and 3d views concurrently.. I was working on a 3D tool for Xrays and CTs

Playing with competitor products!

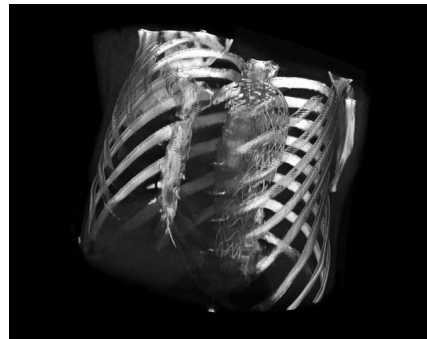
The 2D Viewport

Almost acts like a flipbook flipping through a stack of images from a CT or MRI

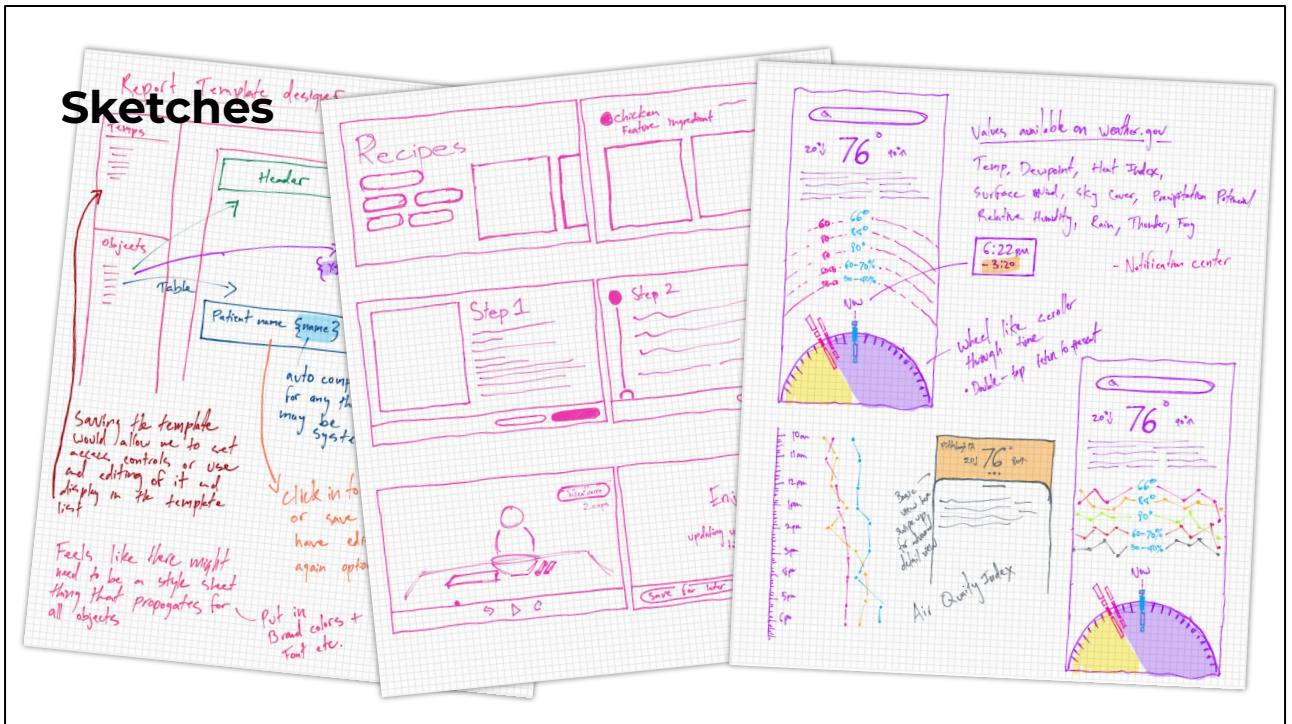


The 3D Viewport

Transform that stack of images into a volumetric view



The previous analogous research was what I used to think about a transition in a radiology tool between 2D and 3D spaces



Sketches turn into mockups to explore more details

100 ways to use a paperclip

100 uses for a blender

100 Ways to _____

A brainstorming method to push you to
think of more ways to solve a problem

100 ways to delivery a donut

100 ways to make a paper plane

Likely gets very weird and wild and that's kinda the benefit of a method like this

Swiss Cheese Method

Both you and your team try to break the design. Finding user conditions where the solution doesn't hold up.

Trying to turn your design proposal into a hole filled block, like swiss!



Design Crit *Responsify Continued*

Break

Responsify! Part 2

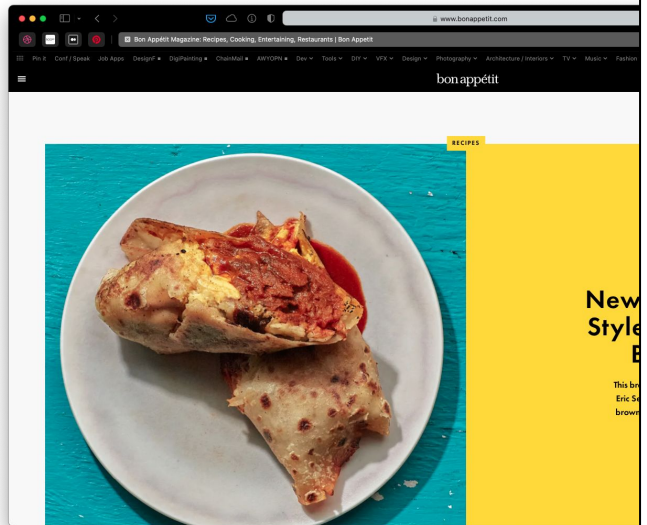
Assignment Review

Follow Along Figma Exercise

Recreating a pixel perfect version of the Bon Appetit website

Considering components & styles along the way

Reviewing the design on device (Figma Mobile App)



Talk about the tool and the design choices BA made long the way what works and what doesn't

Using Frames - thinking about below the fold and the full site in context

Styles

Components

Auto Layout

Alignment Tools

Next Week

Reading/writing posted in the next day or so; Will post on Slack when available

Rose Bud Thorn

This is working great!

*A highlight, success, small win,
or something positive that
happened.*

This is an opportunity!

*New ideas that have
blossoming or something you
are looking forward to
knowing or experiencing*

This is broken!

*A challenge you experienced
or something you can use
more support with*

At least 2 of each in reflection of today's class

Design Methodology we will be doing before we leave today