ART385 Design Document for Interaction Design

The ART385 Design Document emerges from a few different sources, including traditional [software design documents](#) and interface design workflows. The idea is to convey a design and code structures that run along with it.

Document Info
Natalie, ART385, Project 1- Digital drawing, user input, and states (software), 27 February 2020
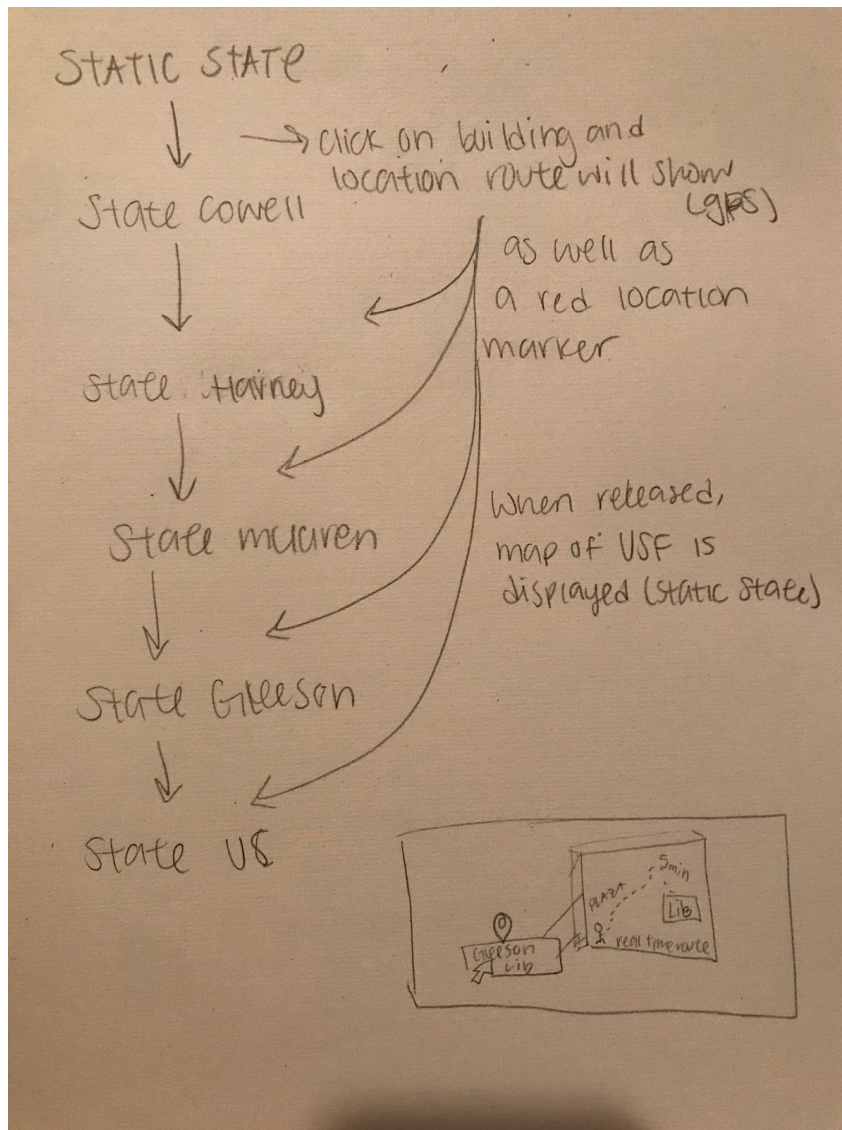
Re-state the Assignment
The purpose of this assignment is to identify a target audience and then use the Design Thinking Methodology to define and understand a user's needs. This project is meant to strengthen our coding abilities in regards to Digitials, gathering user input, and using state machines.
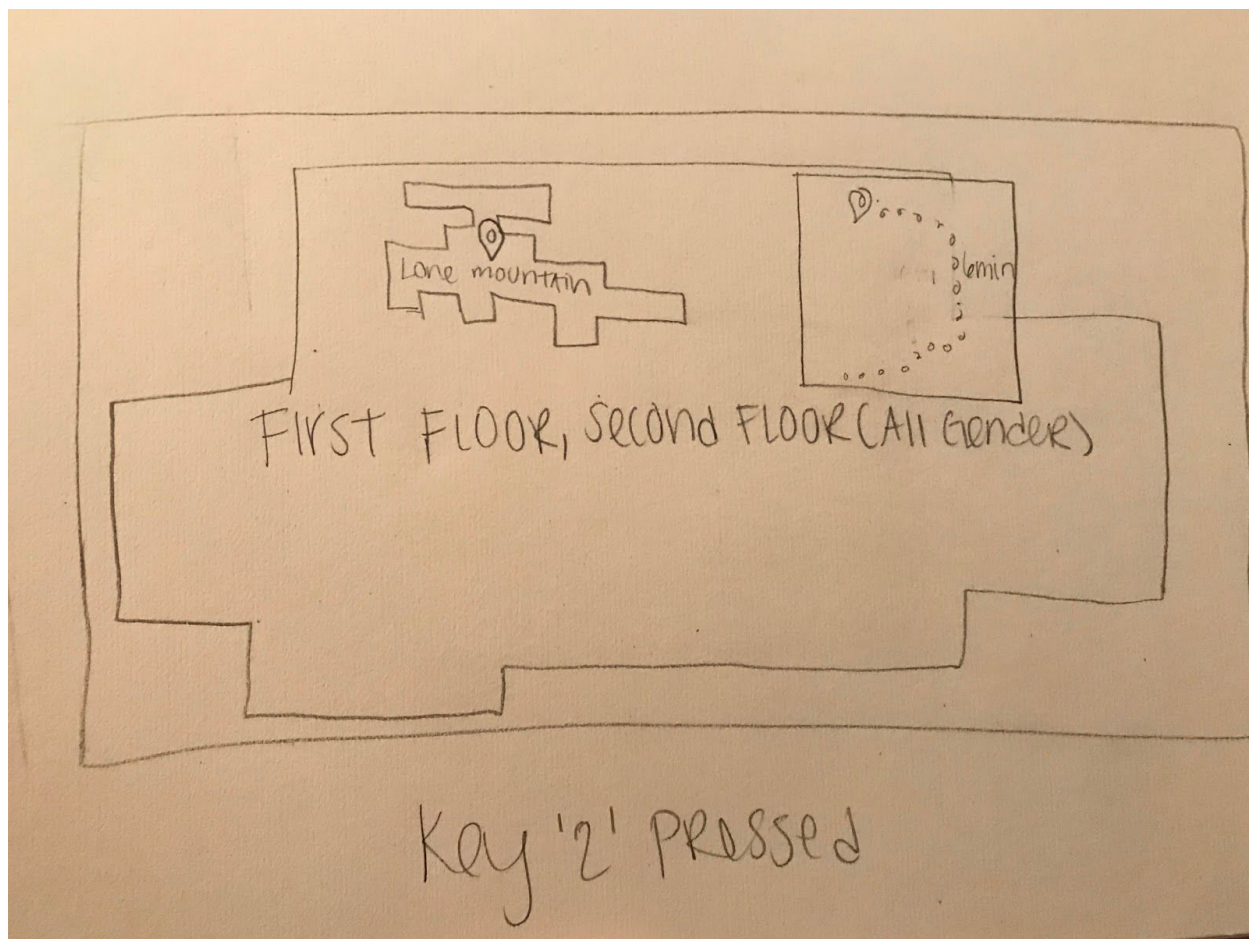
Audience

The number 1 question I am asked while on campus is, "Where is the bathroom?" I created this software to help answer this question. If I was visiting campus, like many others, it can be intimidating to have to ask people such a question. I thought that if I could create a software that would eliminate this step, those who wished, could avoid this step.
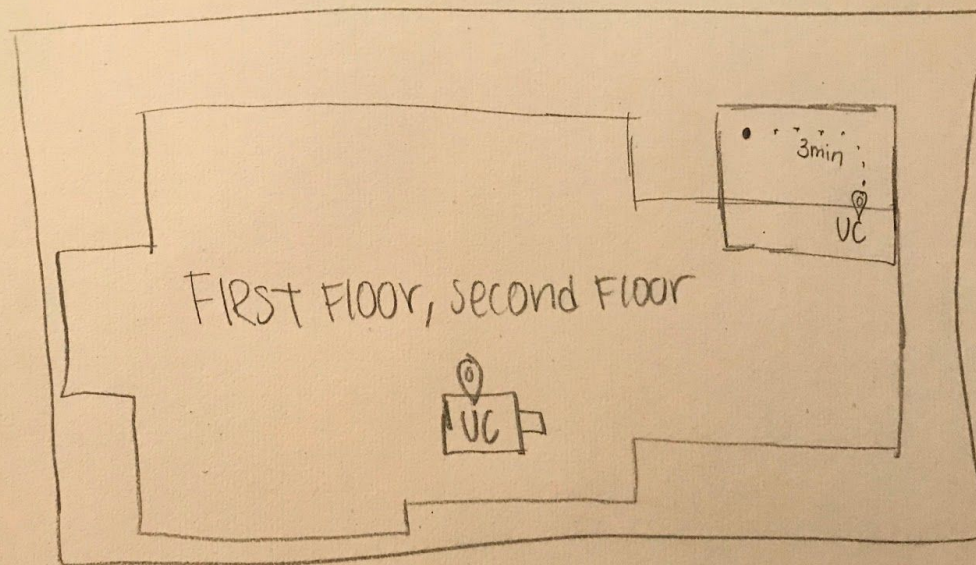
The physical site for this "kiosk" would be outside of Gleeson Library in Gleeson Plaza. Gleeson is a very central and accessible part of our campus, allowing anyone from all ages 6-100+ to be able access it. I tried to keep the product fairly simple to ensure a wide range of individuals were able to use it.

Hand-drawn sketches

STATIC STATE

↓ → click on building and
location route will show (GPS)

State Cowell

as well as
a red location
marker.

↓

State Harney

↓

State mclaren

When released,
map of USF is
displayed (static state)

↓

State Gleeson

↓

State US

Gleeson
Lib

PLAZA - - - 5min
Lib

real time route

Prototype

First Floor, second Floor (All Genders)

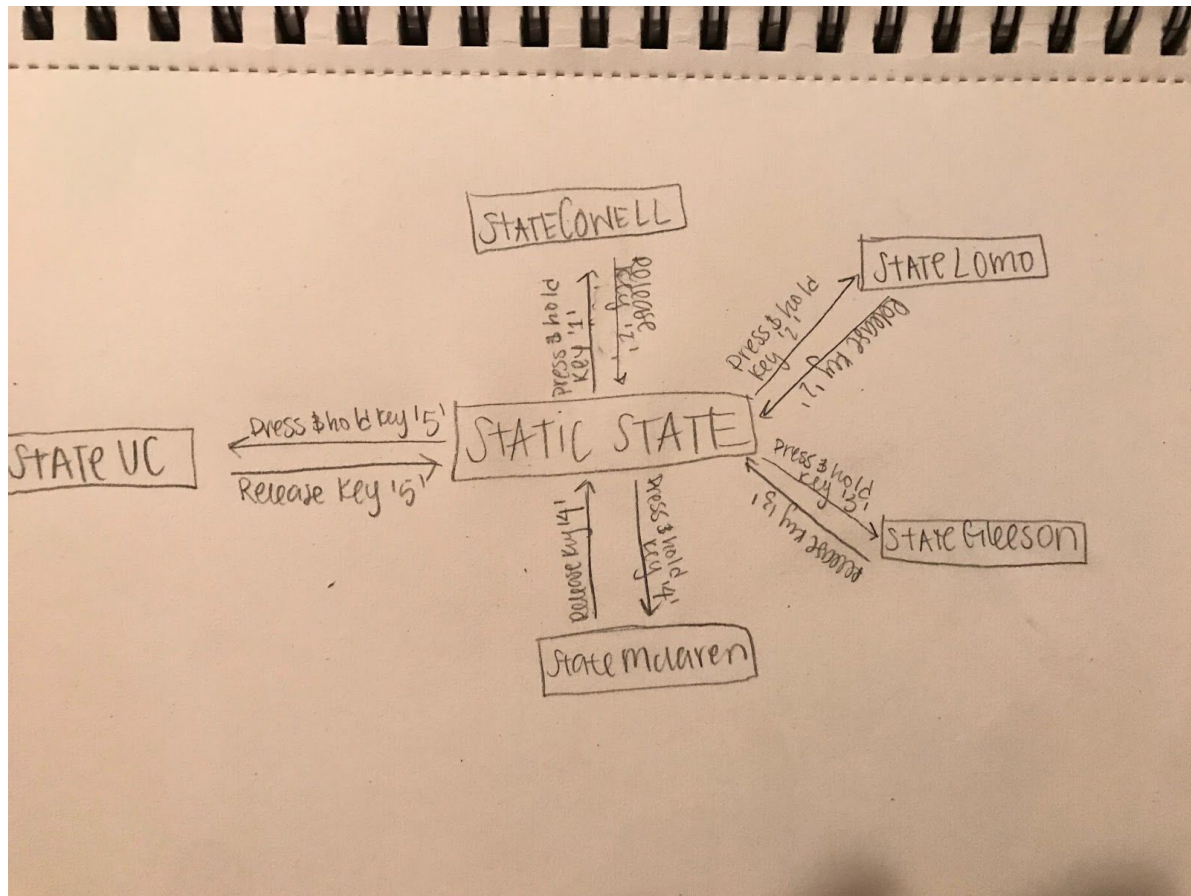Key '2' Pressed

First Floor, second Floor

3min
UC

UC

key '5' pressed

Interaction Diagram (Interface Design)

Conveying Technical Information (Software Design)

The design of this software was aimed to be simple. A user can press any key 1-5 and a red location marker will appear on the building, text describing where the bathroom(s) are located will appear, and a map showing the walking route will be displayed. The physical design of this code takes images and text depending on what key is pressed to display a certain set of data. I used the button function in order to gather the user's input of their name, I thought of this as sort of a warm welcome while they are given instructions on how to use the "kiosk." the greet() function takes the input of the user's name and uses it to greet them ex: "Hello, Natalie! Etc," This was a method we had learned during our lecture. This code runs mainly on the keyPressed() function. The 6 state machines rely on this function. When key '1' is pressed, all of the data for Cowell Hall will appear, and so on through key 5.

Reflections

Unfortunately, the original sketch did not translate to the final interpretation of the work. As you noted during class, my idea was not in the scope of this class. I got extremely frustrated a few times, cried once, and then bounced back when I realized there is always a different route to take if you just sit down and think about it. I wish I was more patient with myself and my abilities during this project.