CRITIQUE 3

Scenario-Based Interactive UI Design

INTRODUCTION AND RESEARCH SUMMARY

The research paper presents a scenario-based interactive UI design tool which helps designers in mapping and structuring user requirement scenarios to the user-interface design. This tool provides traceability between scenarios and user-interface which allows a designer to efficiently iterate over the user-interface design-evaluation process. The present other prototyping tools proposed lack when it comes to integrating all the user requirement scenarios into a single user-interface. Also, they have not focused on managing the links between user requirements, scenarios and the user-interface since different scenarios are written separately.The scenario-based interactive UI design tool lists down all the scenarios in a hierarchy on a single UI making it easier to integrate scenarios.This tool visualizes the relationships as a graph which helps the developer to look for a group of requirements, the possible conflicts, related scenarios for an evaluation.These features strongly support iterative design and also provides traceability.

WHAT I LIKED

The key take-away for me is, it is very important to maintain a clear idea of the user scenarios, the links between them while designing the UI. The description of the scenario-based interactive UI design tool is what I like the most in the research paper. The idea of maintaining the data of scenarios,scenario-structures,tags,UI-components and the links by having all the scenarios on one side and the UI editor on the other side makes it easier for the designer to switch between scenarios, look for different tags, conflicts, group scenarios to evaluate a particular objective etc. The hierarchical structurization of scenarios with layers and adding tags makes it even more easier and organized for the designer. Having the UI editor represent the relationships by tags and also as a graph helps the designer to get a rough idea of how the UI should look. This section of the paper also describes about additional features that would help the designer using the tool. The tool provides tooltips which act as guides for the hierarchy adjustment, floating tag box which recommends tags by showing the registered tag links and also the tool displays one particular component by overlaying of the visualized data.The overall tool design increases the traceability and the iterative design nature between the creating user image and scenarios step and the design UI step in Scenario based design process.

WHAT I DID NOT LIKE

In the user study section, there are a lot of conclusions drawn based on one or two participant's statements which may not be right. For example, the paper states that the participants commented on the structuring of the two scenarios made it useful in clarifying the user behavior and hence the hierarchy structure is very effective.The same participants also conclude that stating the initial hierarchies for any scenario is difficult.
The interface of this tool looks like there is a lot of information put on one screen making it more confusing to the designer. The related work section only talks about the steps involved in scenario based design and also just gives a sentence about the existing systems. A example scenario of where the existing prototypes failed or how the design and evaluation is done in the existing prototypes would have made the idea of where the proposed tool fits in clearer.

QUESTIONS

How is the effectiveness of the hierarchy structure for different scenarios is calculated?

If there are too many scenarios, the paper states the tool is even more efficient. But wouldn't it be more complicated because of too many tag names and filtering out the different scenarios to come up with an abstract scenario?

Would the designer always have to fill up the scenario for even trivial tasks?

CONCLUSION

The tool presented has worked for integrating about 10 scenarios in one UI and also maintain the links between the scenarios and the UI. The design tool allows the users to work iteratively between designing and looking back to the requirements and hence also improving the tracebility. One drawback is the designer if he wanted to add more details to the UI component they would have to again go back to the scenarios and add a new line which may not be efficient.