



# **Human Computer Interaction**

Exercise: Explore (II)

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## **Timeline**





### Kick-off Meeting



Present goals of this semester and build groups of 8 students

29.05.2024

### Explore I



Use evidence-based guidelines
Design for universal access
Give users control
Include error messages

09.07.2024

### SRC submission deadline



Present the final product
Paper correction and
feedback

10.07.2024

<u>\</u>

1 2 3 4 5 6

15.05.2024

### Discover



Find allies
Talk with experts
Hunt for data sources
Determine UX metric

12.06.

### Explore II



Map features to need Consider social implications Consider diverse contexts 26.06.2024

# Test and Listen + Abstract revision



Track usability
Track bugs
Include diverse users
Document good and bad results
Pay attention to user's feedback

# **Tips for Abstract Submission**



In general, an abstract may be rejected if:

- 1. If the conference has too many people
- 2. If the grammar is awful
- 3. The methods are obviously flawed
- 4. If there are no conclusions
- 5. The work has previously been reported by others

## Exam



4

ECTS:

3,75 lecture + 1,25 exercise



Exam:

90 minutes, E-exam in person



Date:

13.09.2024



Language:

English



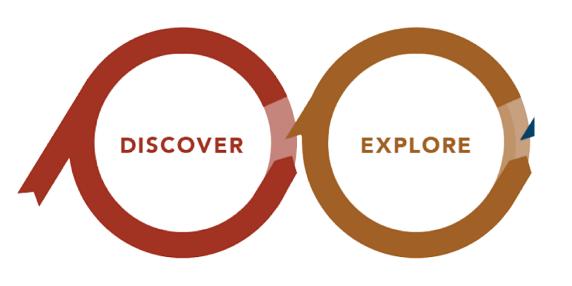
Documents:

English

# Synthetic UX Research

Gen AI in UX Recap





# GenAl can

# GenAl can not

- Transcribe the audio data, diarize speaker, and perform basic thematic coding.
- Assist in identifying user patterns that might inform persona development.
- Suggest additional variables or factors to consider during data collection.
- Capture the full emotional journey of a user with human empathy and understanding.
- Provide the contextually rich, qualitative insights that come from direct user interactions.



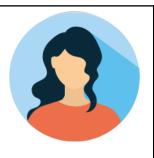
Pick one User Journey map + part of your paper prototype and discuss the results. What is your feedback for the group?

# **User journey map**

Scenario: Selecting Suitable Food Intolerance-based App







### **PERSONA**

**Scenario:** Decides to find a solution to food intolerances through self-diagnosis. Starts journey of discovering a mobile app for the purpose.

### **EXPECTATIONS:**

- Finding an easy-to-use, time-saving solution
- High-accuracy food intolerance diagnosis
- Ease of diarykeeping (meals & symptoms) during medical consultations

I am little relieved to know apps can handle this without having to read extensive medical journals!

But too many choices, too little time

- Decides to find a solution to food intolerances through self-diagnosis
- 2. Define expectations from the app

# Define

Ah, now I have to address this new problem in addition to already hectic schedule. Wonder if I can find an extremely easy app.

# Compare

- 3. Asks friends and colleagues about reliable sources of information
- 4. Learns there are many apps available for personalized and easy diagnosis.
- 5. Decides to checkout apps available online (including Foognosis), reads reviews, gets second opinion from friends using these currently

- 6. Decides to try out Foognosis app
- 7. Downloads app

# Select

Well, I guess that was all worth it.

# **Exploration phase**



Exploration methods are for understanding the problem space and design scope and addressing user needs appropriately.

Iterate designs by testing paper prototypes with target users, and then test interactive prototypes by watching people use them.

Don't gather opinions.

Instead, note how well designs work to help people complete tasks and avoid errors. Let people show you where the problem areas are, then redesign and test again.

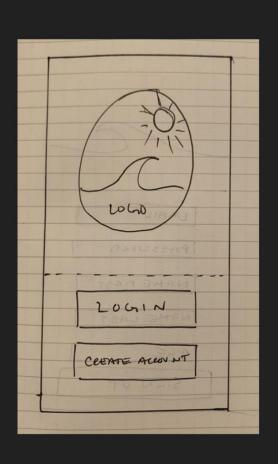


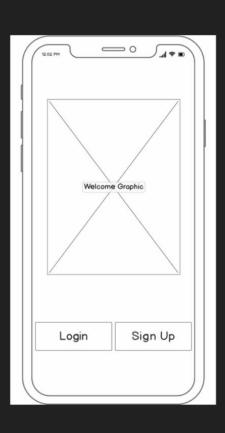
# The process of prototyping takes time

And is performed through multiple iterations

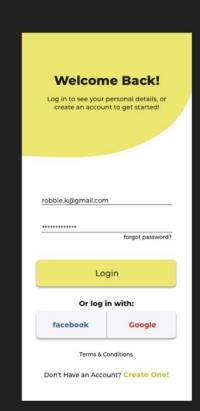












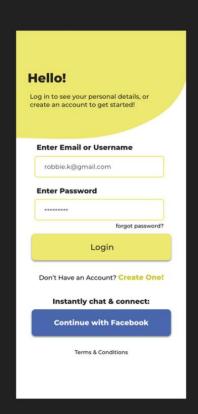


Image credit: Anami Chan https://www.anamichandesign.com/sundayz-case-study

# **Evaluating your prototype**

Usability





### **Qualitative** usability testing

- Thinking Aloud
- Interview questions
- Observation

### **Quantitative** usability testing

- Number of completed tasks
- Number of errors
- Task completion time
- SUS / AttrakDiff

https://www.nngroup.com/articles/usability-testing-101/

# **Evaluating your prototype**

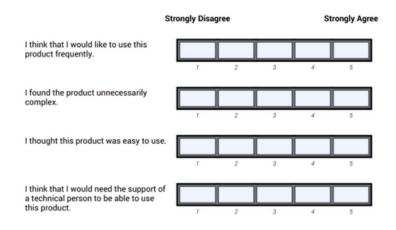
Usability



### **Recap: Two simple tools for usability testing:**

### **System Usability Scale**

- Developed in 1986 by John Brooke
- Still often used in different settings
- 10-item questionnaire:



### **AttrackDiff**

- Developed by Marc Hassenzahl
- Evaluation of usability and attractiveness
- Questions as pair-wise set of words:





Show your low fidelity prototype to someone who did not see it yet – which feedback do you get?

# **Overview Tools: Pros/Cons**

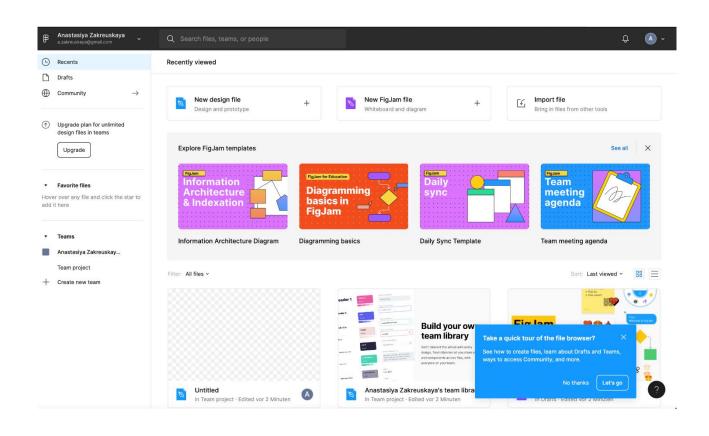


	Paper	Facade Tools	Interface Builders	Actual Implementation
Ease of Use	++	+	0	
Fast Turn- around	++	++	•	
Flexibility and Control	++	•	•	++
Executable Prototypes		+	0	++
📸 Team Design	++	•	0	

# **Prototyping with Figma**

https://www.figma.com





https://www.youtube.com/watch?v=dXQ7IHkTiMM

### **Tasks**



Please prepare the following for the next session

- Choose a specific user journey map that you want to elaborate in a prototype.
- Create a prototype for the chosen functions of course, you can include more functions as well.
- Upload the abstract for the SRC for a peer review + review the uploaded abstracts by other groups and put in your comments.

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