Design research

IXD Behaviours

The *Design Thinking* approach uses "creative, human-centred methods to identify real needs and build solutions"

INSPIRATION

IDEATION

IMPLEMENTATION

I have a design challenge.

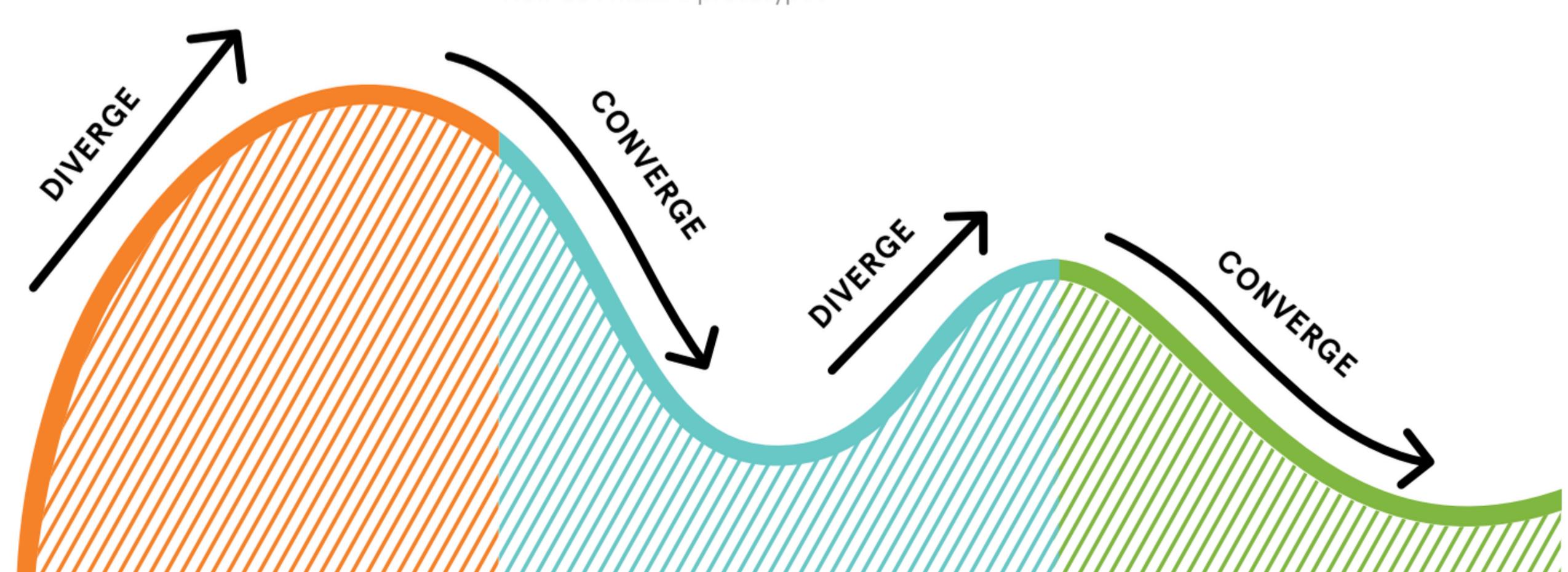
How do I get started? How do I conduct an interview? How do I stay human-centered?

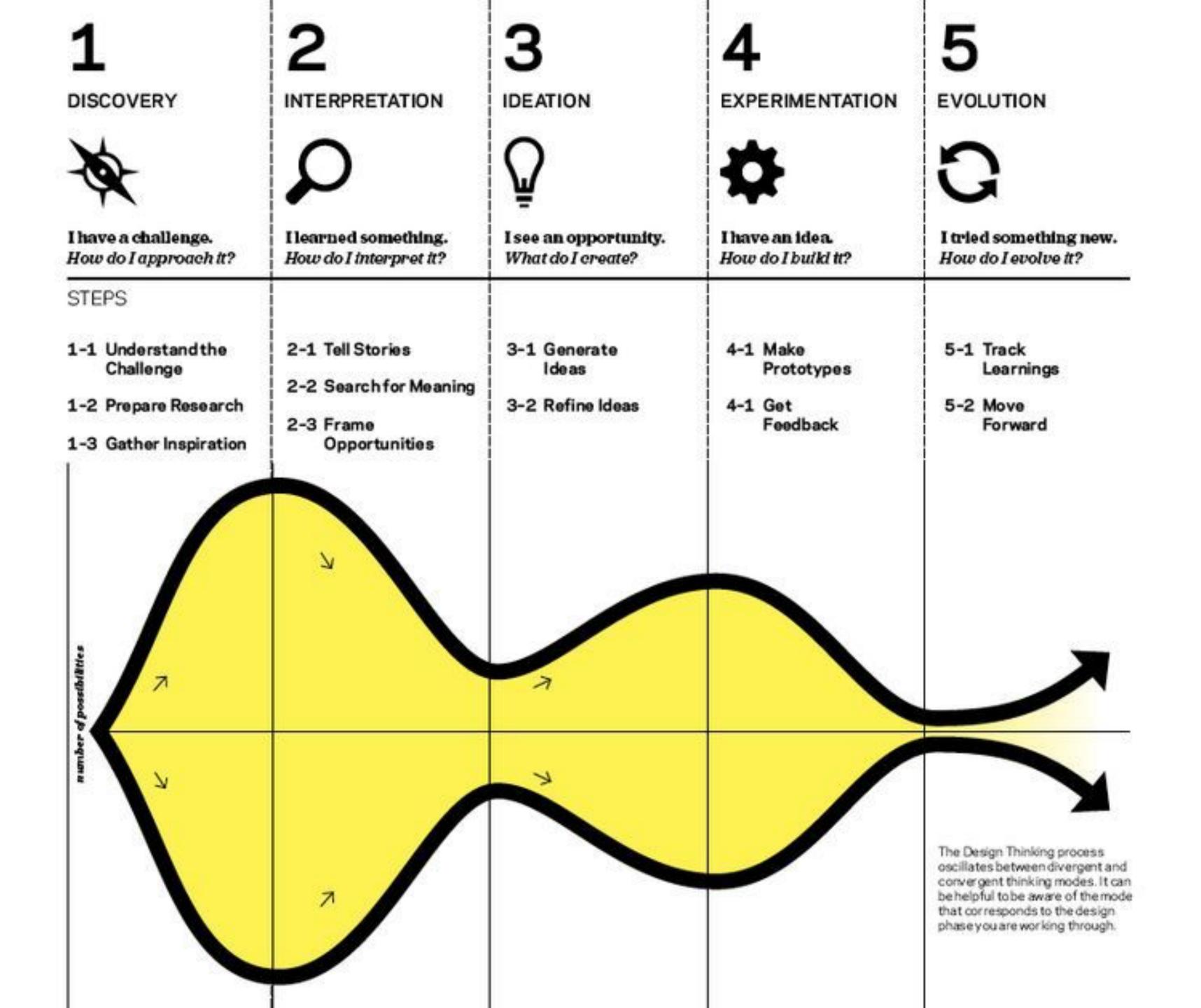
I have an opportunity for design.

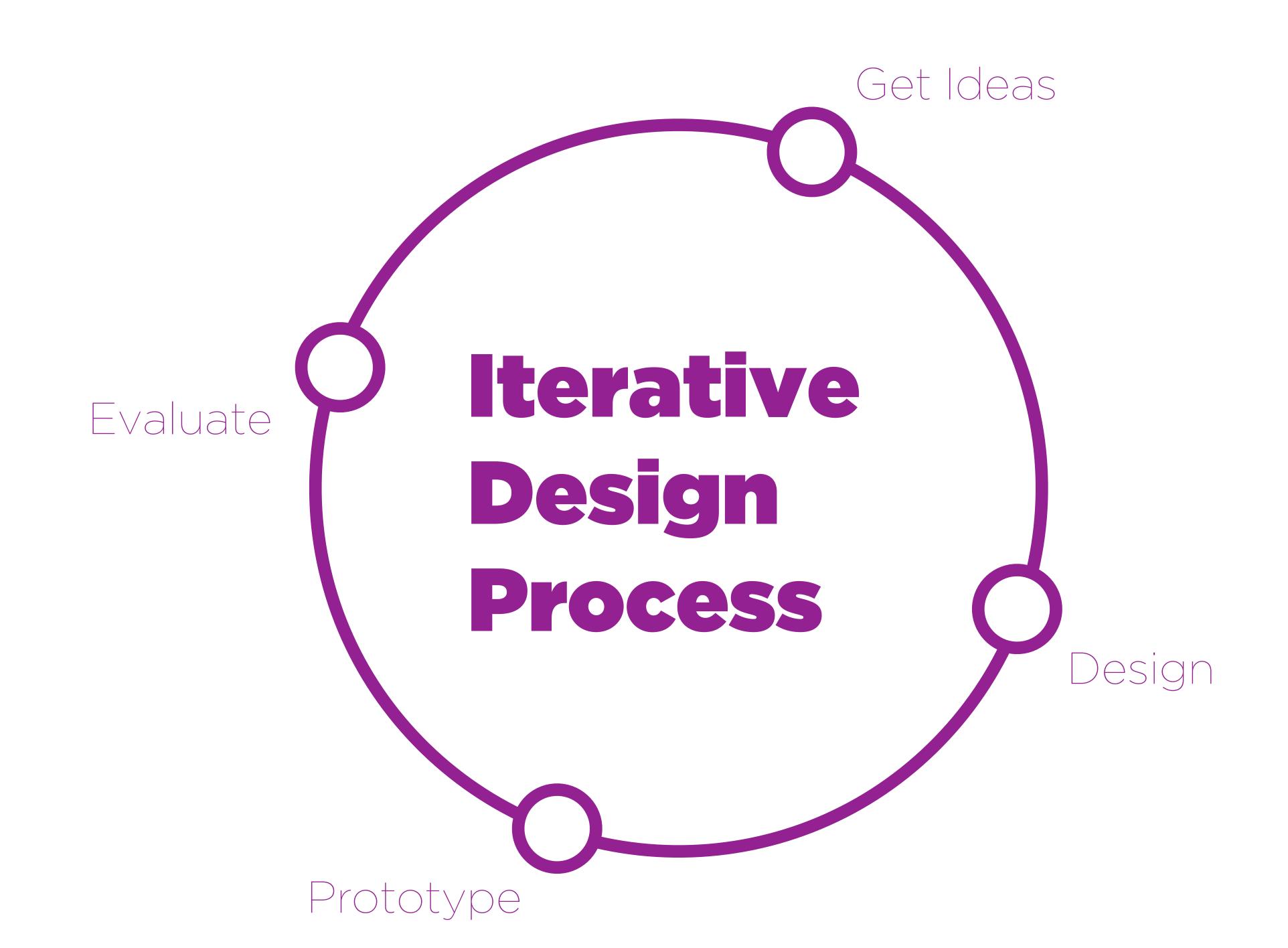
How do I interpret what I've learned? How do I turn my insights into tangible ideas? How do I make a prototype?

I have an innovative solution.

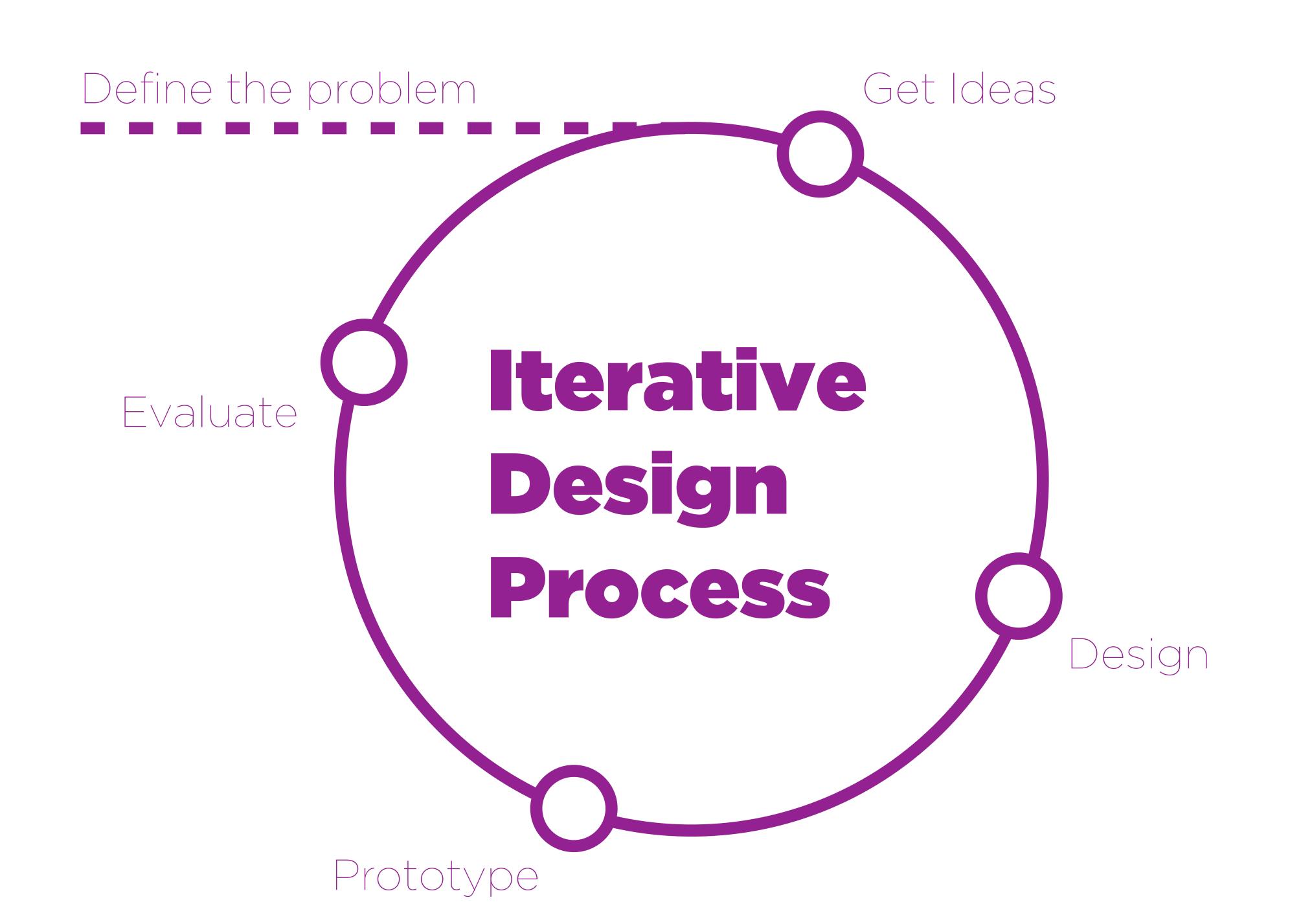
How do I make my concept real? How do I assess if it's working? How do I plan for sustainability?







"By concentrating solely on the bulge at the center of the bell curve...we are more likely to conform to what we already know than learn something new and surprising."

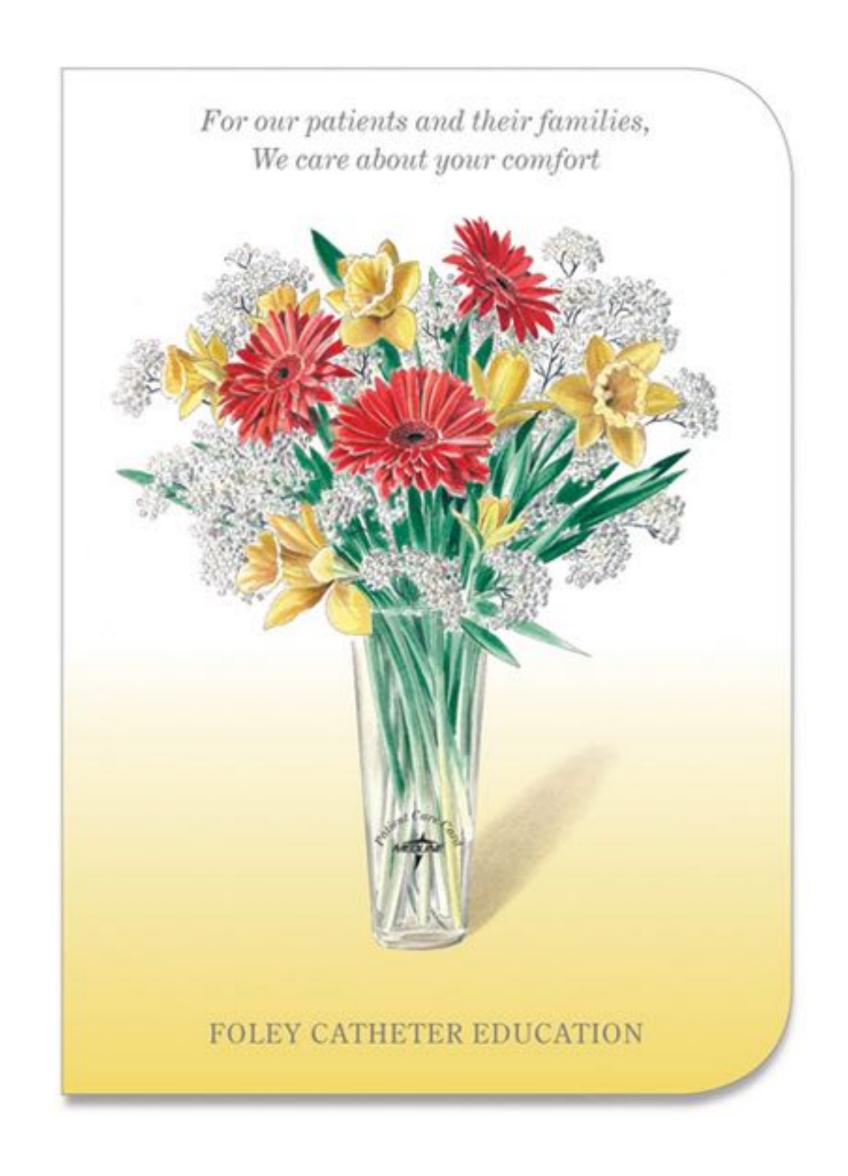


Good Information Architecture: "looks holistically at the total user experience, how business and cultural context affects information seeking, and what the users want the site to deliver to them"

—Lynch and Horton



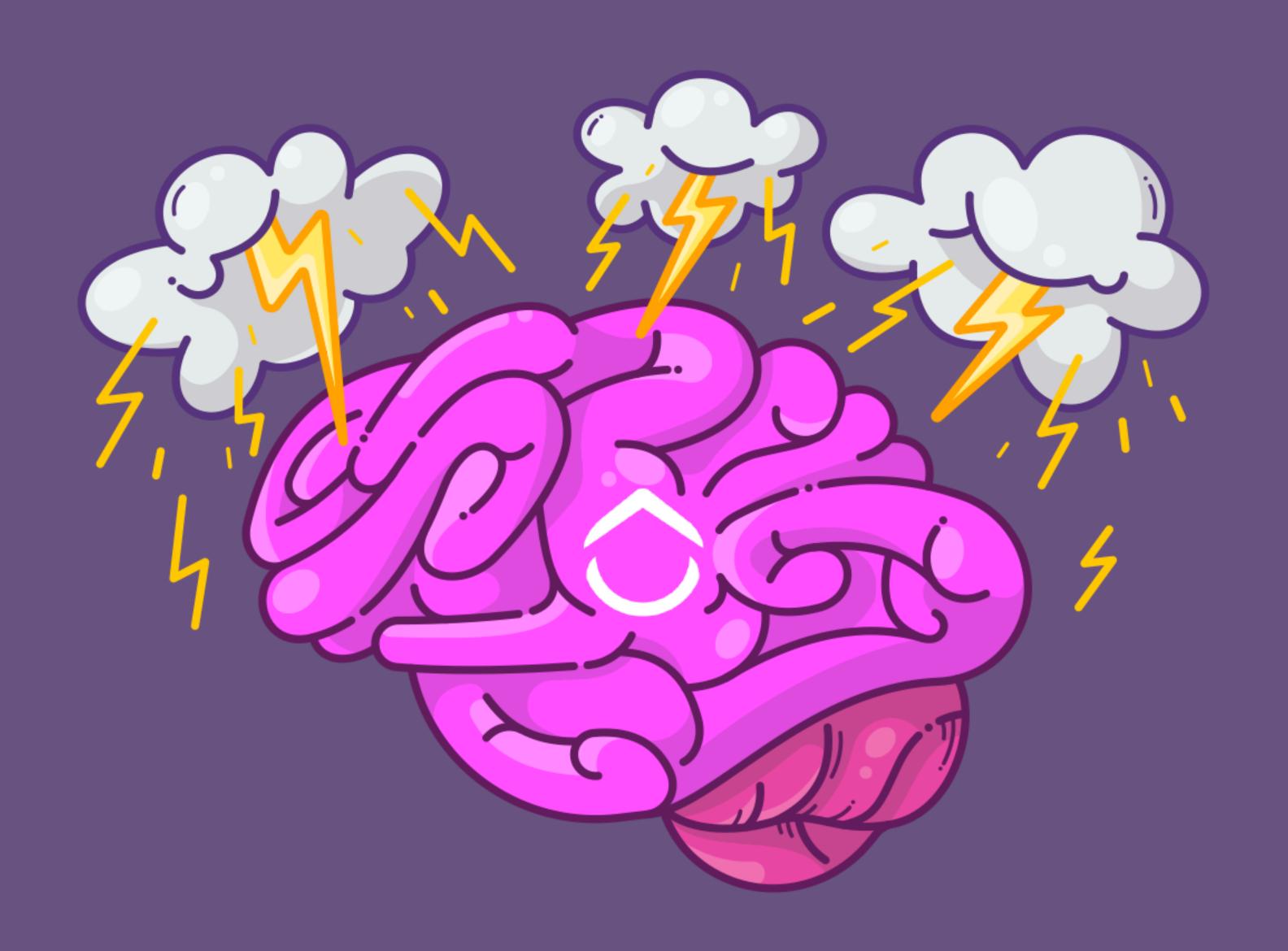








Research-directed approach to APP/web development



Brainstorming means attacking a problem from many directions at once, bombarding it with rapid-fire questions in order to come up with viable solutions.

No criticism, evaluation, judgment, or defending ideas

- No limits on "wild" ideas, no matter how outrageous or impractical they seem. Every idea is noted.
- Free association is encouraged.
- Quantity is better than quality.
- "Piggybacking"—building on ideas—is encouraged.

Pen Pencil Paper Agenda Write down Notes
Hero 6 Things EVERYTHING HOW TO Journal Goldfish Ideas Appoint a moderator US BRAINSTORM AS A GROUP Apps

Alabama

State the Topic Unions Scabs Band-aids Flight

White Rabbit Rolling Stones

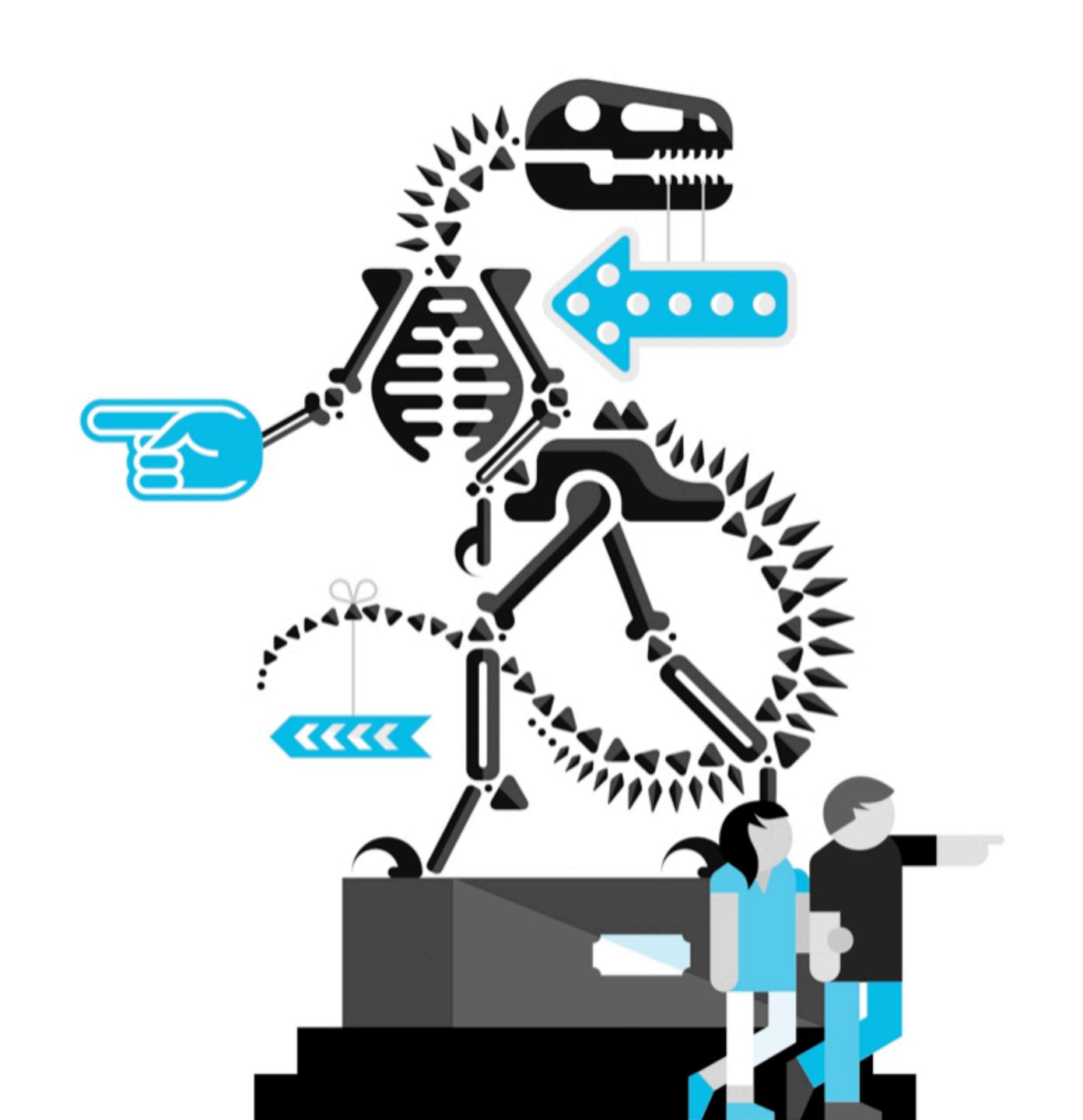
Follow Up Alice & Rank Ideas

Bad Good Crazy

Clock Watch Apple

Jefferson Airplane Set a Time Limit

Queen of hearts Spades Clovers Clubs Lucky Charms



"Graphic designers don't make things pretty.

Graphic designers solve problems. They work with research, they analyze and watch, they test and iterate, they tell stories."

-Mark Boulton

bit.ly/visual-design-boulton



"Watching people try to use what you're creating/designing/building (or something you've already created/designed/built), with the intention of (a) making it easier for people to use or (b) proving that it is easy to use."

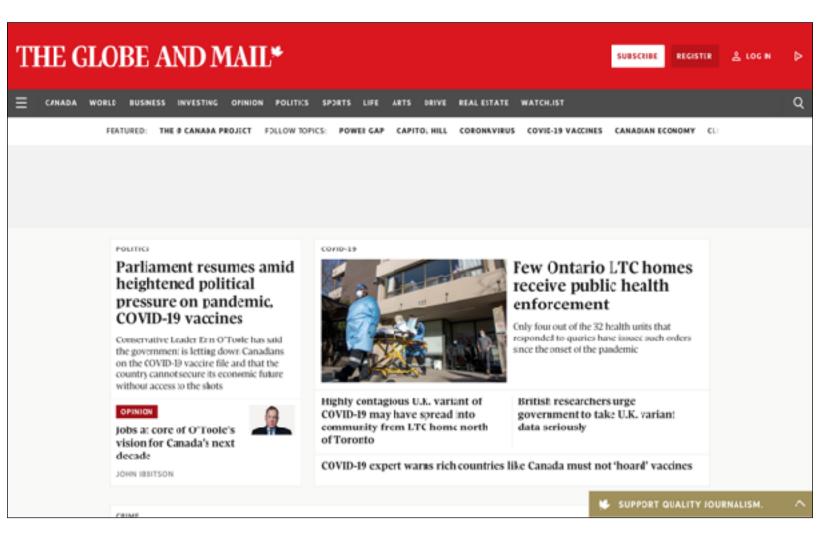
—Steve Krug

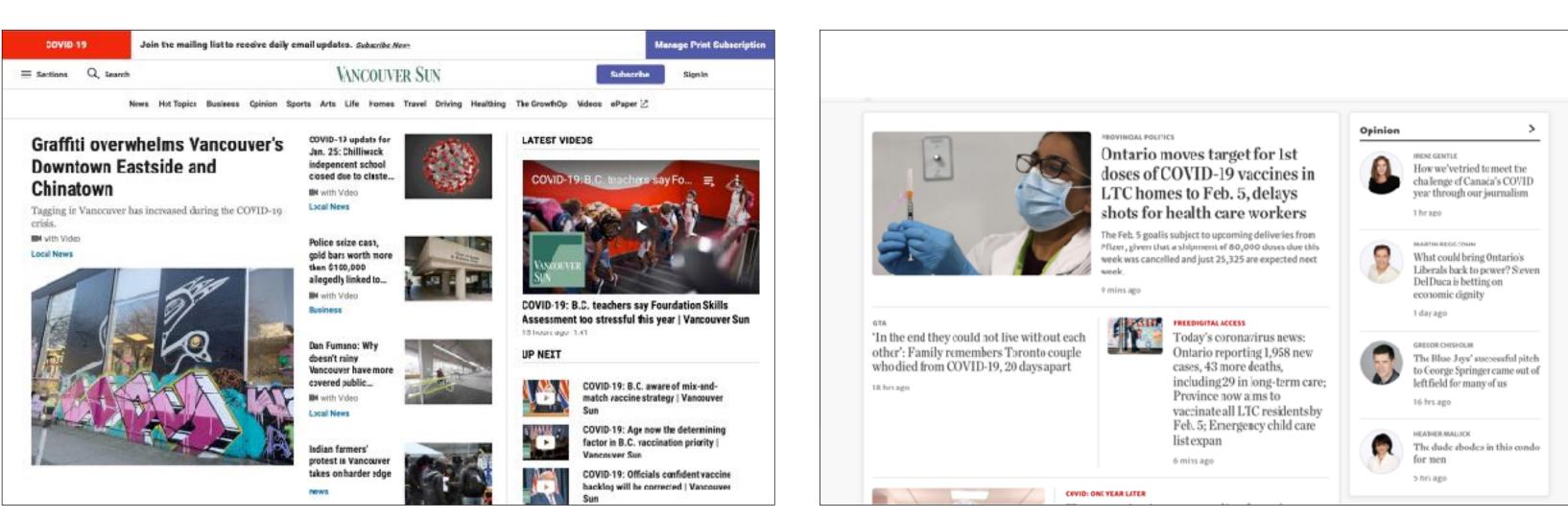


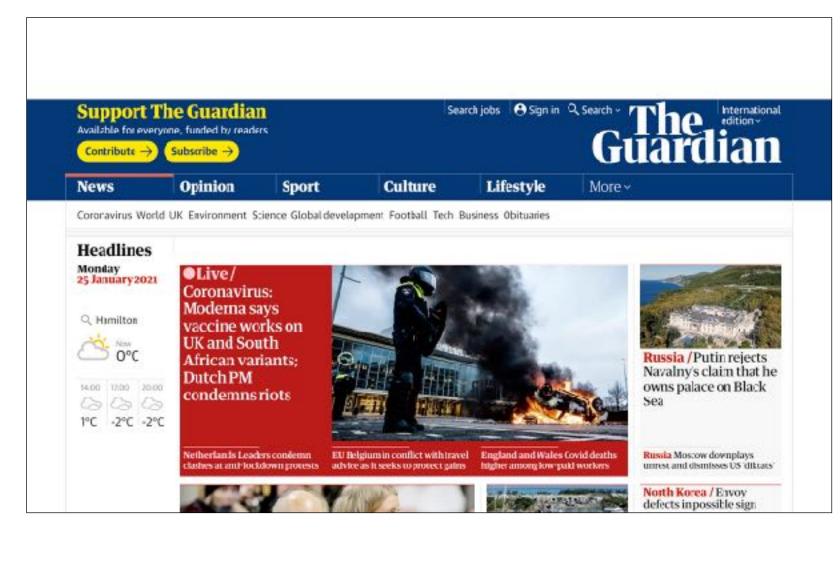
What people say, What people do, And what they say they do are entirely different things.

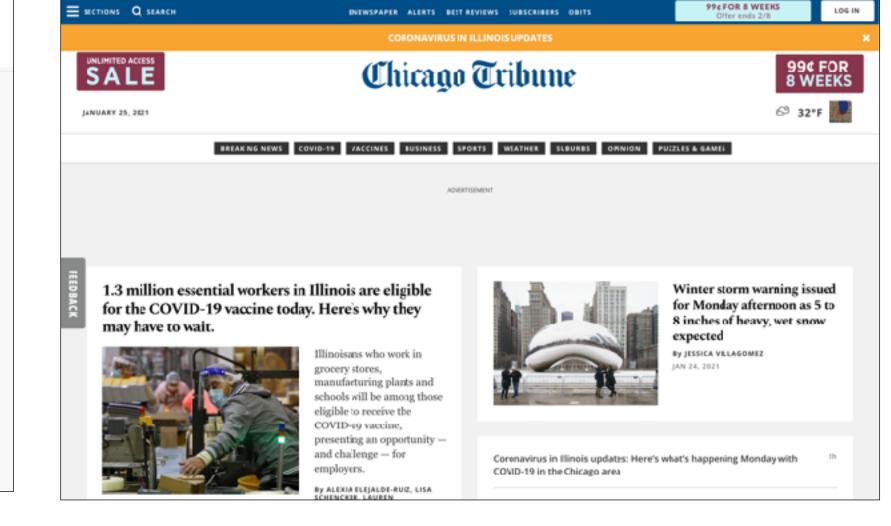
Google Analytics Total Visitors Past 30 Days New v Returning Visitors Top 10 Website Lead Sources 7,341 22.73 % Average Returning Visitors Facebook m.facebook.com 4,756 *16% Google Instagram 150 Site Visitor Overview Top Ten Broswers Top Page Views Q, Filter Results... 48.43% Page Name # Views Android Webview 15.21% 110 8.82% 39 Services About Us 32 Android Browser 0.99% Our Team 29 Firefox 0.91% Contact Us 18 Amazon Silk Edge 0.35% Opera 0.35%

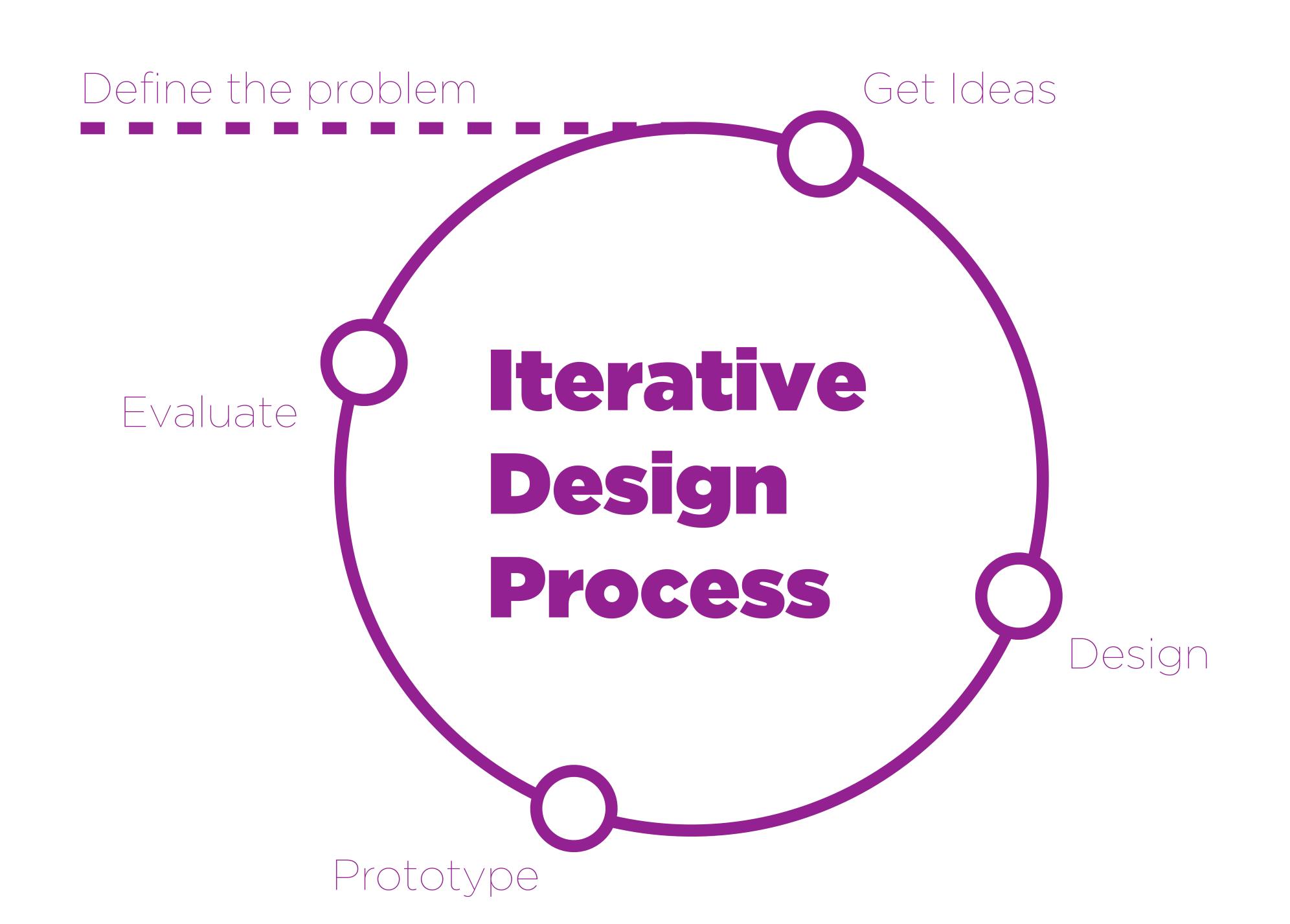












"USER-centered" Considerations:

- How much do people want this?
 (your idea for your project does is solve something how much?)
- Can we create this successfully?
 (using HTML, CSS + JS make one thing update = solve something for user)
- Do we have the **means** to make it **happen**? (time until deadline vs code experience)
- How does research affect the above?
- We'll use this as a reality check on our project direction!
 Split into groups of 4 take 20 minutes (5 each) to assess your project ideas against this and bring the best back to class

inclusive user testing and research

 Improving accessibility features for people with disabilities will improve user experience for everyone.





Krug, Steve, Don't make Me Think: A Common Sense Approach to Web Usability, Second Edition. New Riders, 2005.

The sign was overlaid with a thin piece of Plexiglas, and the message was embossed in Braille on the Plexiglas. Ordinarily, both the print and the Braille would have been half as large so they could both fit on the sign, but with this design each audience got the best possible experience. It was an elegant solution.