# XXXL

## TEAM

**TEAM LEADER:**

Xiang Han (Elsie)

**TEAM MEMBER:**

Xiaoran Lyu

Xi Wang

Guanghao Li

**TEAM STRENGTH:**

**KEY WORD: DIVERSED**

Our team is made up of experienced members with diverse skills. We have different backgrounds like management, user research, game design and Art.

The advantages are that we are confident in facing various challenges and believe we will be full of competitiveness and enthusiasm in tackling design challenges.

# DOMAIN AND PROBLEM SAPCE INTRODUCTION

## IMPACT OF REMOTE COLLABORATION ON ENGAGEMENT IN DESIGN PRACTICE

- **Flexibility of working remotely:** provides flexibility in terms of time and location.
- **Lack of non-verbal interaction:** reduces designer involvement, especially in the early stages of design, such as brainstorming.

## CHALLENGES OF TEAM RELATIONS

- **Difficulty in building team relationships:** This makes it harder for the group to build strong team relationships.
- **Impact of design quality:** a study shows that strong team relationships are crucial for design quality.
- **Difficulty in developing group cohesion:** it's difficult to create a cohesive team environment that encourages creativity and improves design outcomes

## FINDING THE BALANCE

- It's key to ensuring efficient work and effective communication for high-quality design outcomes.

# DESIGN OPPORTUNITY

Creativity & Innovation

Iterative Workflows

Collaborative Nature

- Rise of Remote Work:
Online collaboration has become essential for UI designers, especially in brainstorming.

- Impact of Remote Work:
Absence of natural social engagement affects the quality of idea generation and team collaboration.

## Opportunity for Gamification:

Utilizing VR simulations and gamified interactions can enhance social engagement, improving the overall brainstorming experience for designers.

## CHALLENAGE IN REMOTE MEETING

- Lack of non-verbal communication
- Reduced engagement
- The difficulty of staying focused

## Quote

- "Facing a silent screen feels very oppressive"
- "often stay silent"
- "There was a widespread silence at the beginning when not everyone had arrived"
- Although others were not muted, they remained silent."

- "multiple people speaking at once"
- "difficult to keep everyone's attention focused on the same thing"

**Context:** In online brainstorming sessions with a design team of five

**Problem:** silence/confusion, led to inefficient collaboration & communication

## Quote

⬇

**related to social aspect**

- "helpful if I meet familiar colleagues"
- "I always worry that my opinions might be too intense and offend others."
- "More people bring more silence I believe, because they rely on others to participate and engage for them"
- "lack of face-to-face interaction, the atmosphere might be too cold and too formal"
- "face-to-face interactions make me less afraid of awkwardness"

# How to leverage social non-verbal interactions to create an online creativity-supportive environment (CSE)

## INSPIRATION

## CURRENT SOLUTION





Figure 2: Tea pouring interaction between team (戳一下有惊喜, 2021)
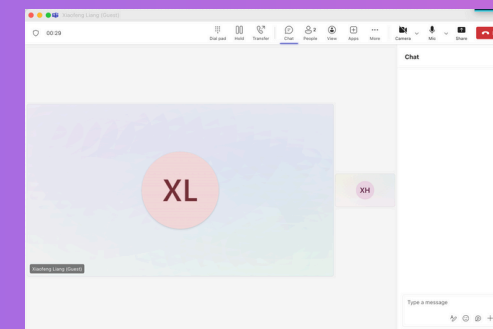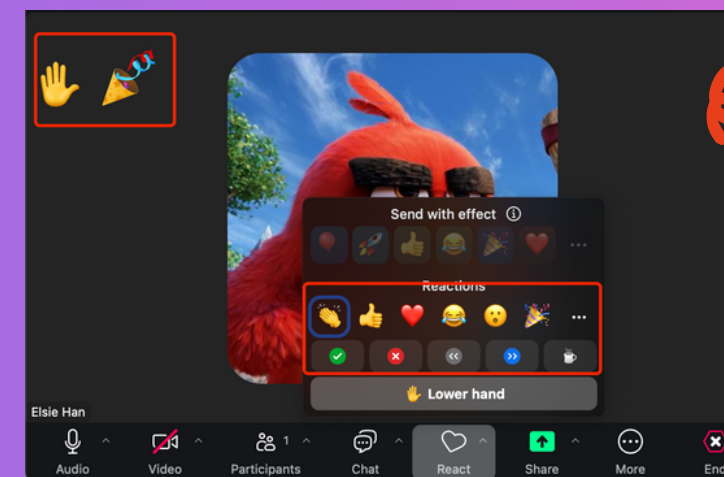
& AI-powered tools and gesture recognition in video conferencing provide some engagement, but they focus more on productivity than creativity.



## INITIAL IDEATION
## MORE NATURAL & INTUITIVE INTERACTIONS

# Planning & Method

| Design task | Deliverable | Method |
|---|---|---|
| 1. Analysis of user research results | Analysis report | Systematic Qualitative Data Analysis |
| 2. Develop a low-fi prototype based on current research | Low fidelity prototype | Sitemap, sketching and wireframes |
| 3. User Test on First prototype | Feedback report | Usability Testing |
| 4. Refine and develop the mid-fi prototype. | Medium fidelity prototype | Develop online interactable prototype |
| 5. The second user test to collect feedback | Feedback report | Usability Testing |
| 6. Refine and develop the hi-fi prototype | Hi-fi prototype | Use HTML/Figma to develop the final prototype |
| 7. Final report | Documentation, brochure | |