Curtin University

Discipline of Computing, School of Electrical Engineering, Computing and Mathematical Sciences

Human Computer Interfaces/Advanced Human Computer Interfaces ICTE 3002/5001

2022 Worksheet 02: Pain Points

Team project manager to submit your group report with **filename format:** W02 – X1 – Pain Points.pdf where X1 is your team number.

Due: upload what you achieve by your next tute – it is a project status update and will be signed off. (Remember you can use this material towards Assignment 1). Although you can only submit once, you can revisit and revise the work you have done here up until you deliver Assignment 1.

1 Team Details

Team number / name: **Tute day / time:**

Project no. / name: **Tutor:**

Student	Name	Number	Role*
1			Project Manager
2			
3			
4			
5			

*Roles: Project Manager (Compulsory) / Graphic Designer / Psychologist / Data Analyst / Usability Engineer / Document Controller.

2 Pain Points and Solutions

Design Thinking, ideation and brainstorming examples were shown in lecture. Research some Design Thinking techniques and methodologies to answer the following questions as a group. Write up you answers as a short report. Keep your responses high quality. Assume you are writing to win a bid, tender or start-up funding. Treat these as first attempts and keep iterating.

1. **Design Thinking (Part 2)**

IN-CLASS ACTIVITY:

Use FigJam and document in Word (or other design package):

a. **Brainstorm user pain points.** Are there patterns in the pain points? Organise them into groups. (Affinity mapping).
b. **Define your problem statement** ("How might we…").
https://www.nngroup.com/articles/how-might-we-questions/
c. **Ideate solutions**, and **group solution themes** (affinity mapping).

2. **Design Process**

Choose the software lifecycle model and processes you will use to manage the project and begin implementing them. Use previous knowledge from SE units (Agile, Work Breakdown Structure, dependencies and milestones, Gantt, Burn-up chart, Kanban etc.). You can map project tasks to the "Assignment 1 Final Report Template".

3. **Figma**

Continue building skills in Figma you will need to develop your low-fidelity and high-fidelity prototypes. Practise creatring some UI's and connecting the window flows. Useful links:

https://help.figma.com/hc/en-us/articles/360039832014-Design-prototype-and-inspect-right-sidebar-

https://help.figma.com/hc/en-us/articles/360040314193-Guide-to-prototyping-in-Figma

4. **UI/UX glossary and weblinks**

Continue building a glossary of useful terms and weblinks that you can add to Assignment 1. You can also add your definitions and links to our HCI community page under the glossary/weblinks tabs: https://tinyurl.com/y2cmz9c9