

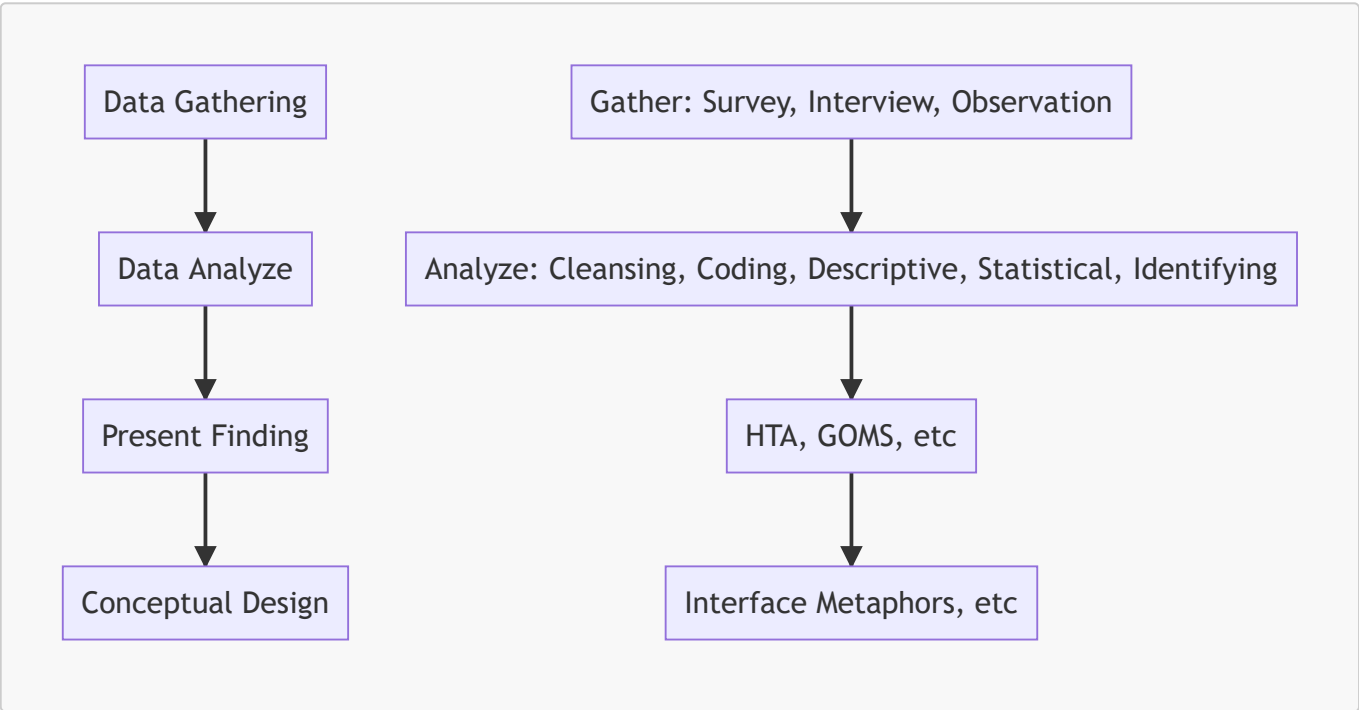
# Reflective Summary 3

## Q1. Methods to design and evaluate an interface

### Design

Basically we can design an interface by tools like sketches, storyboard, wire frame, prototypes etc according to the requirements.

- PACT framework helps to think about the design problem and develop a useful conceptual model. People also need to gather, analysis and form a conceptual model before designing an interface.
- The flow grape below shows the steps before design an interface.



- There are several tools and methods we can use to design an interface.

Methods	Concept	More Info
Sketches	basic skills to visualized ideas	allow quick to design
Storyboards	draw sequence of actions or events	
Wire frames	show different concepts to complete the goal	
Prototypes	a design to interact with people	Low fidelity/High fidelity
Brainstorm	generate as many ideas as possible	create mass ideas
Body Storm	Physically acting out processes, scenarios, events	
Crowd storm	involves target audiences to generate ideas	helpful to involve users

## Evaluate

There are two main types of evaluations which people can implement for an interface with and without users.

### Evaluating without Users

Title	Methods	More Info
Inspection	HeuristicEvaluation,Walk through	let experts to test, walk through the design prototype
Analytic	Web analytic	analyze behavior on website
Analytic	A/B Testing	compare on two versions of design
Model	Fitts' Law	

### Evaluating with Users

Title	Methods	More Info
Controlled settings	Usability testing	record performance of typical users' act
Controlled settings	Experiments	check system's stability, investigate relationship between variables
Natural settings	Field studies	prototypes being used freely in natural settings

## Q2. General Approach to design an interface

Firstly, I need to develop a solid conceptual model about the platform we are going to build. Basically, our team is going to build a comprehensive psychotherapy platform that allows for online therapy, as well as some comfort. In order to build an appropriate interface, I need to decide which kind of prototype is most suitable for our needs. Through brain-storm, I prefer manipulating method due to its friendly use and high efficient. I write down all the possible ways such as website, VR, hand writing and mobile phone generated from the brainstorm. Then by comparing the drawbacks and advantages of each term, I choose to use mobile device with touch screen for users to click button or fill words as the interface due to its high functionality and interactivity and most convenient and widely accepted by people.

Secondly, I need to implement what kind of terms users can interact with the interface which is significant in practice. I break the scenario into a series of steps which made things easier to explore through stories. From the picture of stories, I can add life, show time progression and explore dynamics which help to decide the sequence of functions. As a result, I assume users should register firstly, fill the profile page and then choose the interesting areas which will then all be stored in the software. After that people could use the functions of APP freely such as enjoy entertainment, communicate in groups or inquire experts for details.

At last, how to evaluate is important to judge and develop functions for the interface. Through mind storm, I could write down ideas as diagrams and sketches to choose. Because we have to evaluate with users, so I prefer the usability testing and experiments which means I will let people trying to use it directly. Meanwhile, I will record the finish time, the times the try and if they need extra help from manual docs. All these will contribute to improve our design and judge the usability of the prototype which will be developed as a final

product. In addition, field studies is also useful to collect data about how people react naturally and how the product impact them in nature field.

In conclusion, I communicate with group members to understand the conceptual model and then generate many ideas through brainstorm to decide the appropriate prototype type for our interface. And then by using story board, I could decide the use steps for the interface. Lastly, the usability testing and field studies is chosen by the method of sketch to help me improve functions and find the unforeseen issues.