CSIT226/826 Human Computer Interaction Week 8 Tutorial - Handout

DISCUSSION OF KEY TERMS

As a class you will discuss the key terms from week 7.

- Predictive design
- Adaptive design
- SMART Objectives
- Quantitative data
- Qualitative data
- Quantitative analysis
- Qualitative analysis

GATHERING DATA

In small groups you will be 2 of the techniques (listed below), you are to consider the purpose of the technique, advantages and disadvantages and the kind of information that this technique would result in to develop user interfaces and the overall user experience.

- Business Documents
- One-on-one Interviews
- Group Interviews (focus groups)
- Facilitated sessions
- Joint Application Development
- Questionnaires
- Prototyping
- Use cases
- Shadowing / Observation
- Brainstorming sessions
- Requests for {information, proposals, tenders, quotation}

QUESTIONS AND READING – CLASS DISCSSION

Read: http://boxesandarrows.com/your-guide-to-online-research-and-testing-tools/

What are your thoughts on reading this article?

After the discussion you are to go and find additional tools and map them to one of the following:

- Choosing a remote user experience research tool by Nate Bolt
- The five categories of remote UX tools by Nate Bolt
- Four quadrants of the usability testing tools matrix by Craig Tomlin

Present the results of the tool that you have found back to the class.

UML USE CASES VS USER STORIES

1. What is a UML Use Case?
2. What is a user story?
3. What is the difference between the two? *Level of detail, understanding of the system. Type of Development methodology used (UML typically in Traditional and some prototyping design methods; User Story used in agile and lean methods). User story has greater focus on the users and what they are doing in context.*
4. When do the different approaches get used? *Appropriate for different development methodologies.*

GROUP MEETING

- With Part A due on Friday. It is expected that you start to focus on Part B where you will be starting to design the interfaces and the user experience of their systems.
- You should be looking back over the past few weeks to consider the design patterns and interaction sequences that your system will be using. This will lead to identifying the storyboard for the system based on the requirements and the mock-ups of the interfaces.