

User Centered Design 2009

Exercise 4

No X task this week.

10 Normal task

With your project group, prepare for conducting a prototyping session, using the approach of PICTIVE. Choose an application of your own (can be related to the demo task 12), preferably in some uncommon domain. Think of one or two scenarios and write down the sequence.

Create a set of low-fidelity items, including sticky-notes, colored pens, design objects (print on paper or draw, and cut), dialogs, menu bars, pop-up events, etc. Bring a sheet of white paper to be used as the Shared Design Surface. You might need scissors and extra papers, to create new interaction objects on the fly.

In the demos the other groups will act as your client and user groups. We will not use video recording, but you can use e.g. your mobile phone and ask permission of the participants.

11 Normal task

Visit demo and try out prototyping. After the demo, create an entry on your blog with a picture of your design objects and the resulting prototype(s). Send link to the demo teacher.

12 Normal tasks

Design black-and-white (i.e. no color) prototypes of two user interfaces for one of everyday computer-mediated tasks (e.g. 'composing an email', 'replying an email', 'searching for a file', 'video call', 'opening file' etc.) One user interface will violate at least two perceptual abilities of human cognition. Second user interface will be in contrast with functions of human visual attention and abilities of human memory.