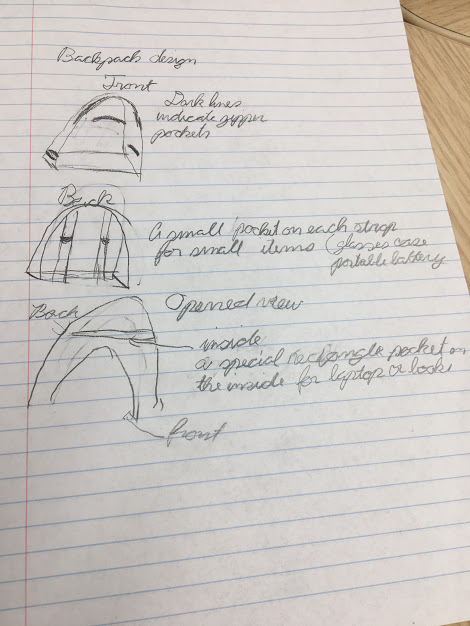
HCI LAB Name:

1. Sketch your bag in the space provided or sketch it on other paper and insert an image of your sketch. Be sure to annotate its most important features.

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1. Take notes about your interview.

Notes about Tyler’s bag

-water proof bag

-sturdy for the most part

-many small zip able pockets

- weird color scheme

-allows for many ways to carry around

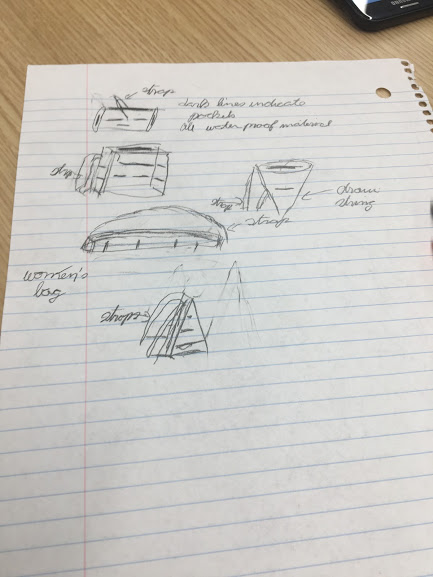
2. What do they want to achieve with their bag?

Tyler wants a bag that is durable and easy to carry. He wants a bag that is able to carry a lot of different things. He also wants the bag to be astatically pleasing

1. What feelings or motivations do they have? Is there something you can infer about their bag design or use preferences based on what they told you that they maybe haven’t realized themselves?

He’s motivated to create a more convenient bag than he has now. He wants to make something that can be used for anything and everything. He wants a bag that can take a lot of punishment that can keep everything inside of it safe.

1. At least 5 sketches.

****

1. Notes on user feedback.

**-**good amount of storage

**-**needs convenient shape (prefers triangular prism)

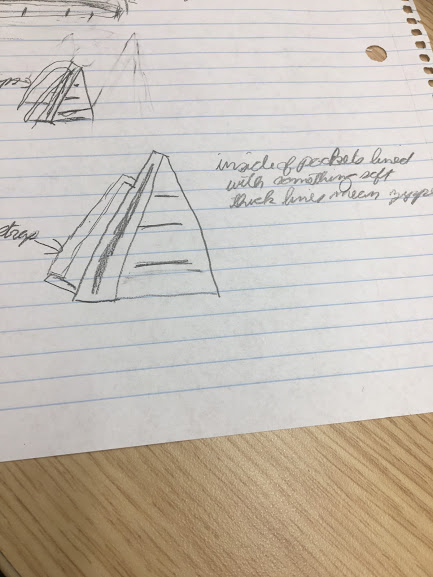
**-**keep things safe inside

**-**all are sturdy

**-**good weight

**-** sturdy strap

1. New solution sketch.

****

1. Summary of the user’s reaction.

The shape would be comfortable for him to carry. The amount of pockets and the way they are situated are pleasing to him. The thickness of the straps is a major improvement. Overall he said that this design meets his needs well.