HCI LAB

**Quiz**

Note: You should take this week’s quiz at the start of your lab period.

**Objectives**

1. Explore creative aspects of designing for human-computer interaction.
2. Practice learning about how to understand design needs and preferences of others

UI/UX designers need to be creative in solving HCI problems and creating solutions that address user needs. This lab will allow you to practice a process called design thinking.

**Procedure**

**For this lab, you will need to use a cell phone or scanner or other means to document drawings that you create and insert them into your lab answer sheet.**

**DOING DESIGN THINKING: The Ideal Bag**

Sketching is the designer’s first and most powerful tool. It has a more flexible “design vocabulary” than any programming language or computer-aided drawing tool. Before UX designers begin to code something up, they often begin by sketching out different design possibilities.

1. **Try it.** **(5 min)** What is your ideal bag? You know, that thing you carry around with you every day with a computer, keys, wallet, etc, inside it? Design the bag of your dreams…

***On answer sheet:*** 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.

1. **Learn from someone else.** Empathy isa critical part of design thinking. By learning about the people you are designing for—whether they are teachers, grandparents, office workers, dancers, children, police officers, homeless people, language learners, etc—**their** preferences, **their** challenges, and **their** needs, you can design technologies that are more likely to meet their needs and more likely to meet your/your client’s goals in developing a product.

**Find a lab partner to interview.** (**6 min** for each partner – total 12 min) Find out all about their bag. The one they have with them. Ask them what they like about it, what doesn’t quite work for them, what would they improve? Don’t forget to learn not only about the function, but about how they feel about the object – some products, tech or not, work well but just aren’t loved. What about the bag makes them love/hate/not care about it. Ask about past bags, favorite bags, first bags. Your mission is to understand this person’s relationship to bags so that **you** can design their dream bag.

***On answer sheet:*** Take notes about your interview.

1. **Use your findings. (3 min)** Use what you’ve learned to frame the design problem for your partner.
2. What do they want to achieve with their bag?
3. 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?
4. **Ideate.** **(10 min)** Sketch at least 5 radically different bag designs to meet the needs of your bag user that you identified in question 3. Be sure to label major features/functions.   
     
   ***On answer sheet:*** Include your sketches.
5. **Feedback. (**6 min each, **total 12 min)** Now each partner presents their 5 alternate designs to hear what your intended user thinks about each of them. Strengths? Weaknesses?   
     
   ***On answer sheet:*** Take notes on the feedback.
6. **New Solution. (5 min)** Sketch one integrated solution based on your user’s feedback on your initial ideas.

***On answer sheet:*** Include your sketch.

1. **Final Feedback Session (5 min)** Walk through your design solution for your user and see what they think.

***On answer sheet:*** Include a summary of the user’s reaction.

**What to Turn In**

In order to obtain credit for this lab, ***each person*** must turn in the answer sheet with sketches and notes for each step.

How you will be graded:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Poor - Fair** | **Good** | **Excellent** | **Max Pts** |
| **Content** | Not included or poorly done | Reasonably well described; Good ideas | Excellent description and very good idea |  |
| 1. Enhancement |  |  |  | 10 |
| 1. Persona |  |  |  | 10 |
| 1. Interface |  |  |  | 30 |
| 1. Evaluation |  |  |  | 10 |
| **Expression** |  |  |  |  |
| 1. Grammar and Spelling | Many serious mistakes | A few small mistakes | No mistakes | 5 |
| 1. Expression, Tone, and Layout | Difficult to understand; not professional | Mostly easy to understand; tone mostly appropriate | Clear and concise. A pleasure to read; consistently professional | 5 |
| **Total** |  |  |  | 70 |

Lab created by Dr. Andrea Forte