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.

**A picture containing text

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1. Take notes about your interview.

Black backpack (adidas)

* Water proof (Not completely)

Like

* Never out of date
* Large capacity

Dislike

* Without bottle holder
* Bad shape design

Feel

* Used to like it (Want to change it)

Past bag

* Bottle holder
* Good design
* Not water proof
* Small capacity

Improvement

* Have two bottle holders

Must have

* Capacity: fit size,
* Shape: Rectangle (Circle edge)
* Daily carry: computer, notebook, umbrella, water bottle, pencil pouch
* Type: hand bag

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

Travel bag (Carry by hand or one shoulder)

* Leather skin (Black)
* Water proof
* Outside Pocket
  + Phone
  + Charger
  + Wallet
* Inside pocket
  + Passport
  + Small things
* Handler
* Can carry 1- 2 days clothes
* Long belt

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?

The bag should only use for one purpose. For instance, if it is a travel bag, he/she only use it when traveling. Populate, in trend or fashion color. Have pockets. Good material. The bag should light weight. The shoulder will get tier when too much force go on your shoulder.

1. At least 5 sketches.

A picture containing text, fence, whiteboard

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1. Notes on user feedback.

1.bad, more decoration design

2.bad, more decoration design

3.acceptable, more decoration design

4.bad, more decoration design

**5. Favorite (shape),** more decoration design, needs water bottle, pockets.

1. New solution sketch.

**A picture containing floor

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1. Summary of the user’s reaction.

Acceptable improvement, could be better on the pocket layout.

Like: Water bottle pocket

Dislike: Design