Übung zur Vorlesung

Mensch-Maschine-Interaktion 1

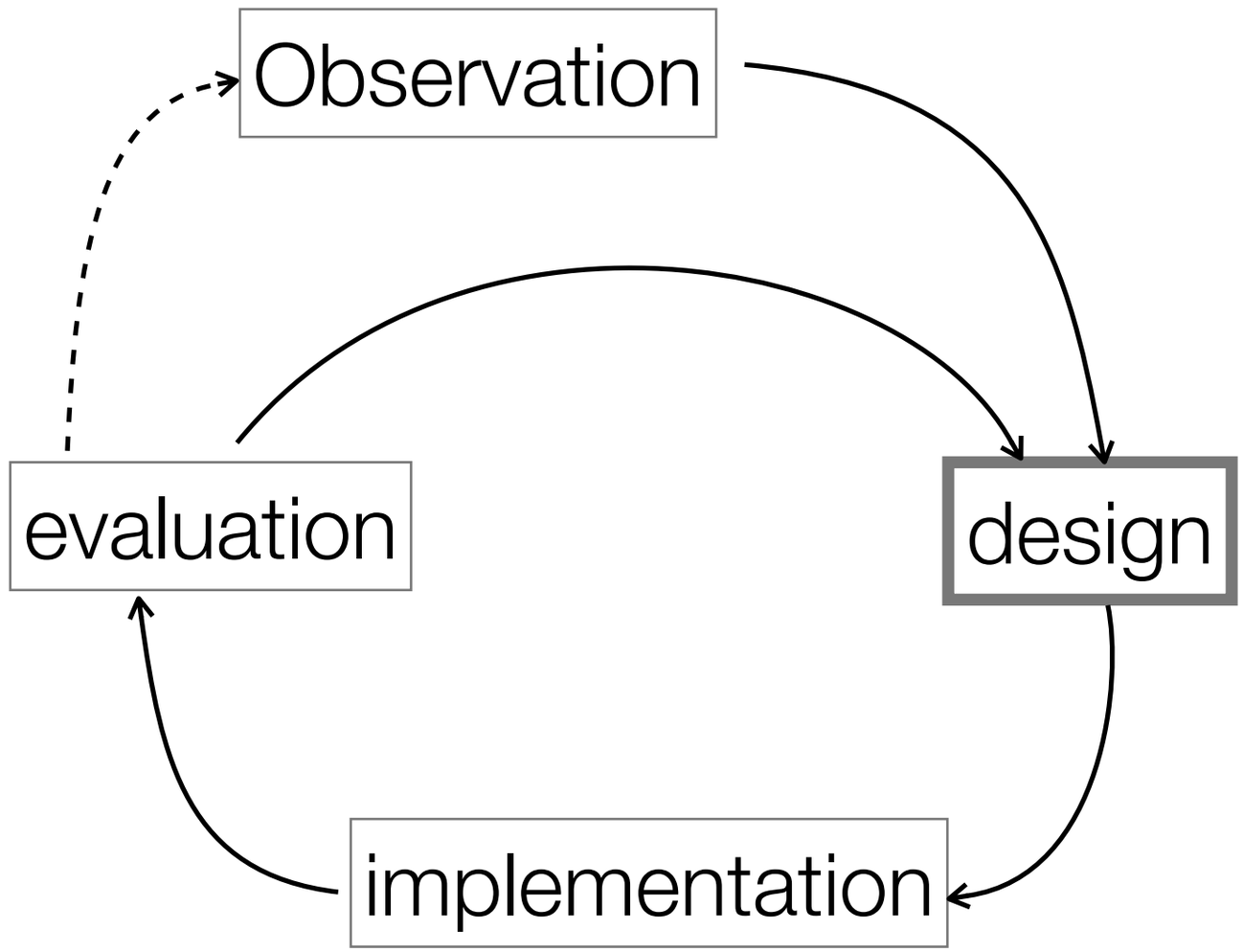
Aurelien Tabard

Ludwig-Maximilians-Universität München

Sommersemester 2012

Design your own project

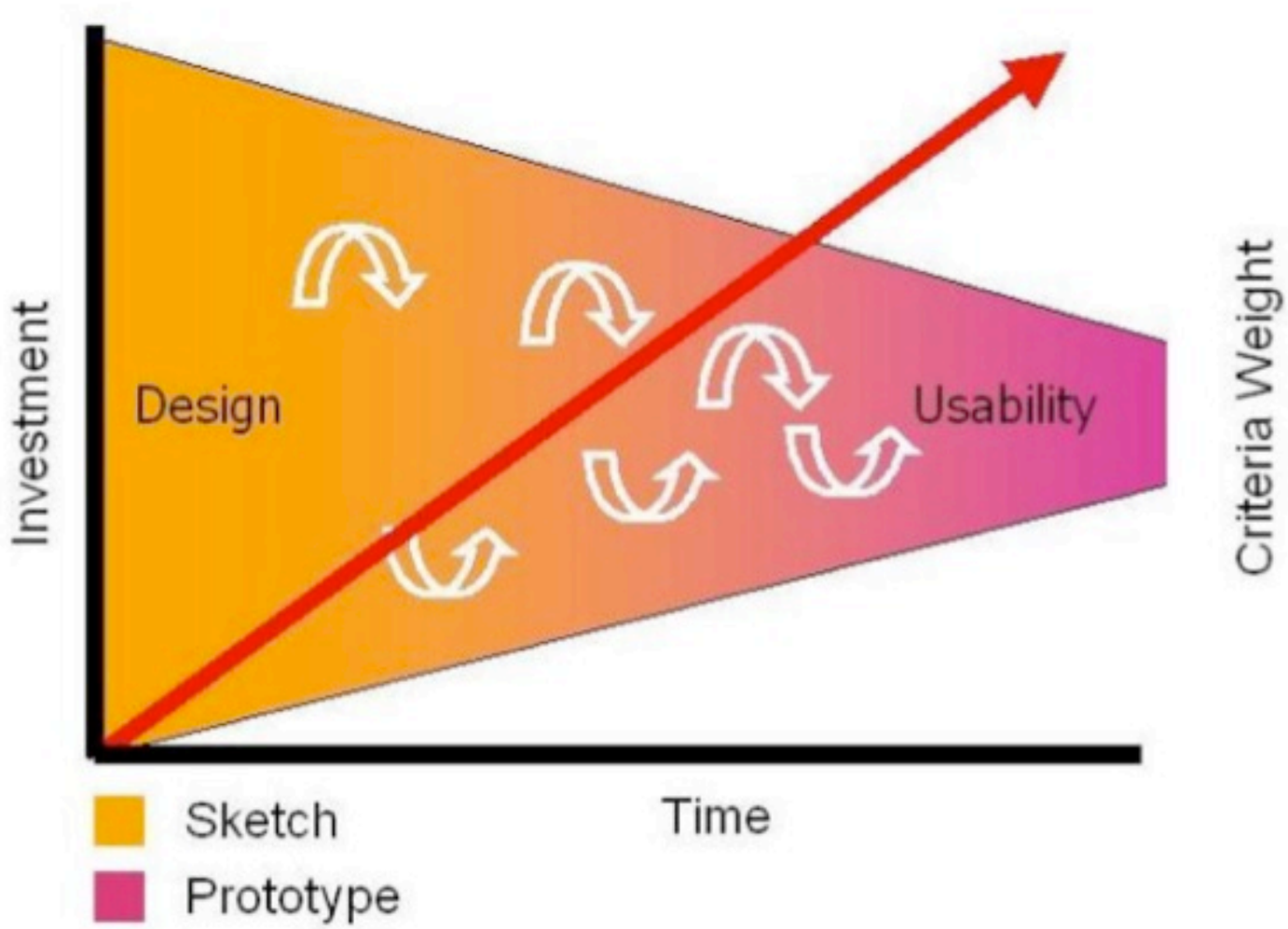
Iterative design



Design methods - Putting design in context

Scenarios of use
Design scenarios
Storyboards

Not rushing into code



Scenario of use

Goal

.: Create a realistic description of users' actual behavior

Procedure

.: Interviews/contextual inquiry OR get a group of users

.: Pick a day, a location, real users with names and profiles

.: Include both usual and exceptional situations
with planed activities and surprises coming in the way.

Design scenario

Goal:

.: Create a realistic description of
how the new system would be used.

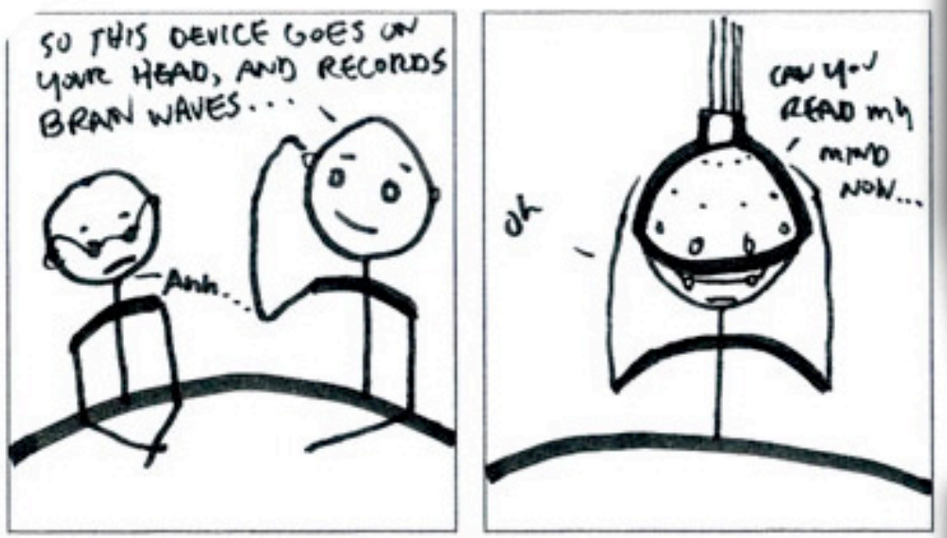
Procedure:

.: Take an existing use scenario

.: Use ideas from field work or brainstorming

.: Incorporate new system ideas in the use scenario

Storyboarding



http://www.designinception.com/
http://www.preattentive.com/storyboards.html
http://leapfrog.nl/blog/archives/2007/12/19/storyboarding-multi-touch-interactions/

Storyboarding

Attention to details

Sequential:

.: use scenarios

.: understand relationships between interactions

Not a series of screenshots!

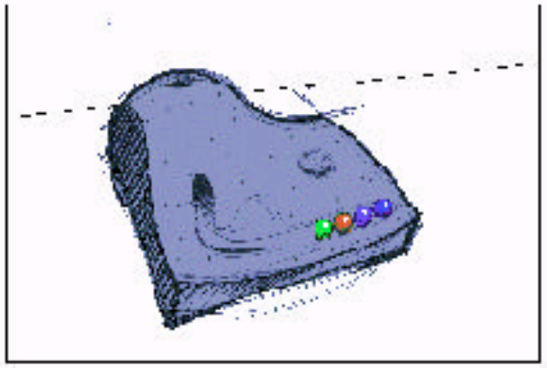
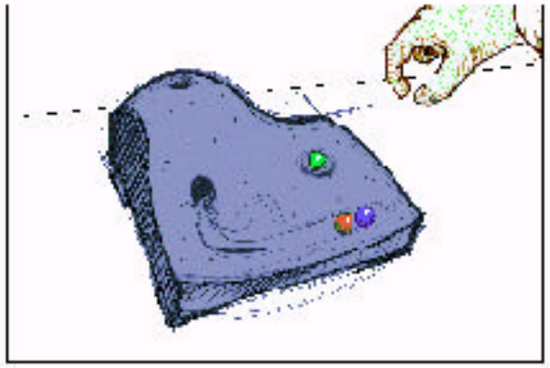


Figure 6.i Incoming messages await...



The user listens to a message... Figure 6.ii

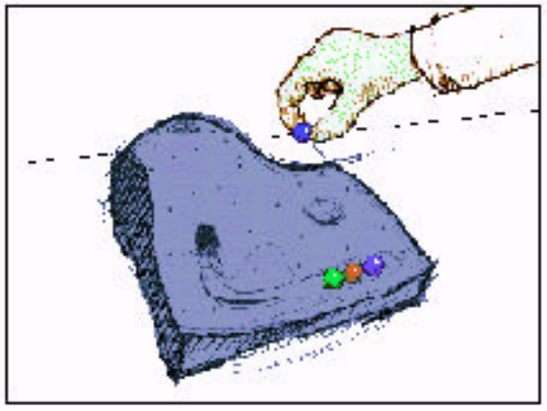
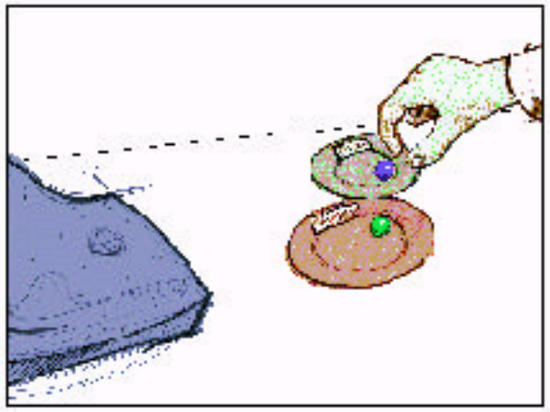


Figure 6.iii ...the user moves the message



...to each roommate's in-tray. Figure 6.iv

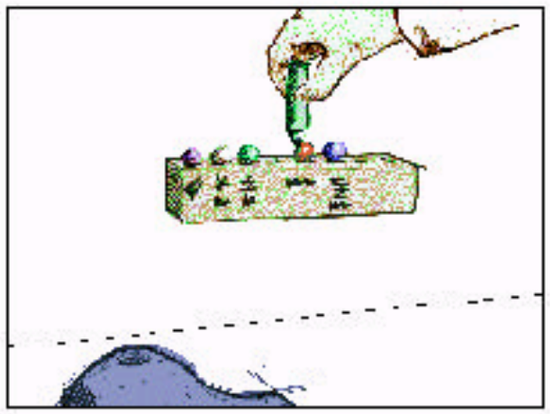
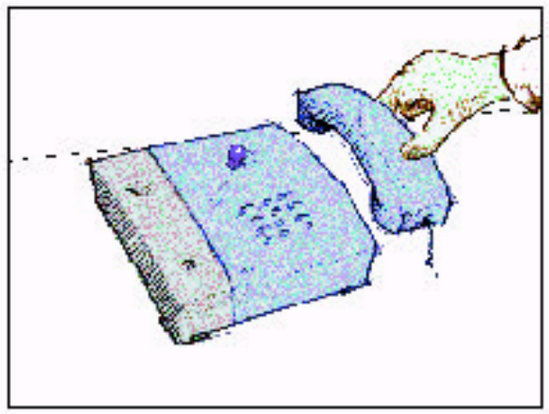


Figure 6.v Here the user stores an incoming message



Moving the marble to the phone dials the number stored in the message that the marble 'contains' Figure 6.vi

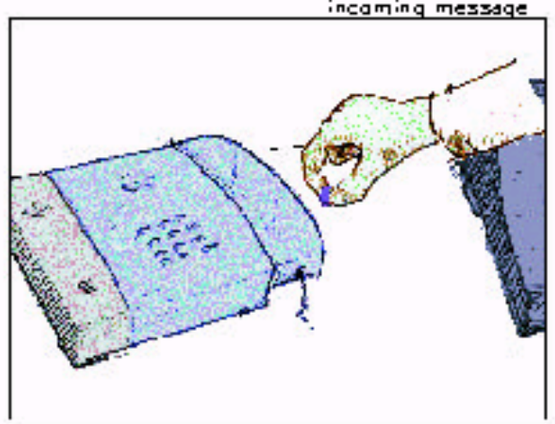


Figure 6.vii The marble is returned to the answer machine to be 'recycled'

The Marble Answering Machine
Durrell Bishop, 1992

Stills from Director animation

But also

Sketches

Flip books

Flow Diagrams

Breakout session

Take 30 - 45 minutes to develop a storyboard describing a design scenario.

It should be based on the results from your interviews and brainstorming.

Next step: paper prototyping