Design Concepts
CS344 W02 Workshop

November 12, 2017
1 Introduction
   - Please sign in on the roster
   - Teaching Staff introductions
   - Expectations
   - Warm up

2 Concepts from class
   - Usability concepts
   - Design Concepts

3 W03 Assignment
   - Assignment details
   - Brainstorming
Agenda

1. Introduction
   - Please sign in on the roster
   - Teaching Staff introductions
   - Expectations
   - Warm up

2. Concepts from class
   - Usability concepts
   - Design Concepts

3. W03 Assignment
   - Assignment details
   - Brainstorming
Outline

1. **Introduction**
   - Please sign in on the roster
   - **Teaching Staff introductions**
   - Expectations
   - Warm up

2. **Concepts from class**
   - Usability concepts
   - Design Concepts

3. **W03 Assignment**
   - Assignment details
   - Brainstorming
Outline

1. Introduction
   - Please sign in on the roster
   - Teaching Staff introductions
   - Expectations
   - Warm up

2. Concepts from class
   - Usability concepts
   - Design Concepts

3. W03 Assignment
   - Assignment details
   - Brainstorming
Here’s what I can promise

- Timely correspondence (email/Piazza)
- I will try not to trick you
- I will care about your work
Here’s what I want from you

- If there is a problem, let us know right away
- Make use of our time
  - During these workshops
  - Available for meetings (send email request)
  - There’s no such thing as a stupid question
    - I certainly don’t care if you don’t know something... why else would they pay me to stand here?
- Make sure you know why you are taking this course
- *I find its best if people can ground what they’re learning in their future work. How can you draw connections between HCI and your life?*
Here’s what I want you to get out of the course

1. Know the difference between good and bad design, how to get to a good design, and the importance of good design

2. Believe in low-cost methods and iteration
   - Sketching, lo-fi, paper prototypes, models, etc.

3. Be confident in critique
   - Both giving and taking
   - Understand critique as a method

4. Have some ideas for how to make human-centred design practices work effectively in the face of real-world constraints
Workshop expectations

- Attendance is expected
- Activities vary, designed to support deliverables
- Regular activities
  - mini design reviews with teaching staff
  - feedback on previous checkpoint/report
  - discuss plans for next steps
  - time to work with team, ask questions
- Sometimes...
  - guided activities (completing deliverable steps)
  - peer critiques
Lab policies

- Make sure your fob/ID card works to enter
- Welcome to use x360 for personal studying
- Practice good etiquette:
  - Keep the noise down.
  - Minimize food/drink. Clean up after yourself.
- Studio security: ONLY 344 students are permitted in x360 this term.
Outline

1. **Introduction**
   - Please sign in on the roster
   - Teaching Staff introductions
   - Expectations
   - **Warm up**

2. **Concepts from class**
   - Usability concepts
   - Design Concepts

3. **W03 Assignment**
   - Assignment details
   - Brainstorming
Warm up activity

- **1 mins**  Demonstrate ‘Presents’ improv game
  - all stand up and stretch out
  - mime a gift box with your hands
  - Giver: say ‘Hi I’m (your name), here’s a present for you.’
  - Receiver: say ‘Hi, (their name), I’m your name. Thank-you for the lovely (make up what’s in the box be creative)’

- **5 mins**  Play ‘Presents’ game
  - Make sure to meet everyone—you’ll be working together closely

- **2 mins**  Get into EVEN groups

- **1 mins**  Demonstrate ‘Yes, and…’ improv game
  - Start a story. Next person builds on story with ‘yes, and…’

- **5 mins**  Play ‘Yes and…’ game
Warm up activity

- **1 mins** Demonstrate ‘Presents’ improv game
  - all stand up and stretch out
  - mime a gift box with your hands
  - Giver: say ‘Hi I’m *(your name)*, here’s a present for you.’
  - Receiver: say ‘Hi, *(their name)*, I’m *(your name)*. Thank-you for the lovely *(make up what’s in the box be creative)*’

- **5 mins** Play ‘Presents’ game
  - *Make sure to meet everyone—you’ll be working together closely*

- **2 mins** Get into EVEN groups

- **1 mins** Demonstrate ‘Yes, and...’ improv game
  - *Start a story. Next person builds on story with ‘yes, and...’*

- **5 mins** Play ‘Yes and...’ game
Warm up activity

1 mins  Demonstrate ‘Presents’ improv game
- all stand up and stretch out
- mime a gift box with your hands
- Giver: say ‘Hi I’m (your name), here’s a present for you.’
- Receiver: say ‘Hi, (their name), I’m your name. Thank-you for the lovely (make up what’s in the box be creative)’

5 mins  Play ‘Presents’ game

Make sure to meet everyone—you’ll be working together closely

2 mins  Get into EVEN groups

1 mins  Demonstrate ‘Yes, and...’ improv game
- Start a story. Next person builds on story with ‘yes, and...’

5 mins  Play ‘Yes and...’ game
Warm up activity

- **1 mins** Demonstrate ‘Presents’ improv game
  - all stand up and stretch out
  - mime a gift box with your hands
  - Giver: say ‘Hi I’m (your name), here’s a present for you.’
  - Receiver: say ‘Hi, (their name), I’m your name. Thank-you for the lovely (make up what’s in the box be creative)’

- **5 mins** Play ‘Presents’ game
  - *Make sure to meet everyone—you’ll be working together closely*

- **2 mins** Get into EVEN groups

- **1 mins** Demonstrate ‘Yes, and...’ improv game
  - *Start a story. Next person builds on story with ‘yes, and...’*

- **5 mins** Play ‘Yes and...’ game
Warm up activity

- **1 mins** Demonstrate ‘Presents’ improv game
  - all stand up and stretch out
  - mime a gift box with your hands
  - Giver: say ‘Hi I’m (your name), here’s a present for you.’
  - Receiver: say ‘Hi, (their name), I’m your name. Thank-you for the lovely (make up what’s in the box be creative)’

- **5 mins** Play ‘Presents’ game
  - Make sure to meet everyone—you’ll be working together closely

- **2 mins** Get into EVEN groups

- **1 mins** Demonstrate ‘Yes, and...’ improv game
  - Start a story. Next person builds on story with ‘yes, and...’

- **5 mins** Play ‘Yes and...’ game
Outline

1. Introduction
   - Please sign in on the roster
   - Teaching Staff introductions
   - Expectations
   - Warm up

2. Concepts from class
   - Usability concepts
   - Design Concepts

3. W03 Assignment
   - Assignment details
   - Brainstorming
Can you remember from class?
user experience

usability
- effectiveness
- efficiency
- safety
- utility
- learnability
- memorability

undesirable aspects
- unpleasant
- frustrating
- gimmicky
- ...

desirable aspects
- exciting
- fun
- rewarding
- ...

Design Concepts

Introduction
Please sign in on the roster
Teaching Staff introductions
Expectations
Warm up

Concepts from class
Usability concepts
Design Concepts

W03
Assignment
Assignment details
Brainstorming
Outline

1. Introduction
   - Please sign in on the roster
   - Teaching Staff introductions
   - Expectations
   - Warm up

2. Concepts from class
   - Usability concepts
   - Design Concepts

3. W03 Assignment
   - Assignment details
   - Brainstorming
Design concepts

The Basics
- Affordance
- Visibility
- Feedback

Other concepts
- Mapping
- Findability
- Constraints
- Transfer effects
- Cultural associations
- Individual differences
  → Conceptual/mental models
Examples of Good/Bad
Examples of Good/Bad

![Google and Gmail search bar](image-url)
Examples of Good/Bad
Examples of Good/Bad
Outline

1. Introduction
   - Please sign in on the roster
   - Teaching Staff introductions
   - Expectations
   - Warm up

2. Concepts from class
   - Usability concepts
   - Design Concepts

3. W03 Assignment
   - Assignment details
   - Brainstorming
This is what your next assignment will be

Chosen interface and human activity

Describe your chosen interface and the human activity it supports, and provide a specific example.

Usability and User Experience Goals

Usability goals and user experience goals that could apply to this task.

Design Principles

Think about the design principles that apply to this task.

Analysis

How well does the interface support your chosen task?
Outline

1 Introduction
   - Please sign in on the roster
   - Teaching Staff introductions
   - Expectations
   - Warm up

2 Concepts from class
   - Usability concepts
   - Design Concepts

3 W03 Assignment
   - Assignment details
   - Brainstorming
W03 Assignment Brainstorm

- **2 min**: Get into EVEN groups if you are not already!
- **4 mins**: Brainstorm on Interfaces for Step 1
  Generate a list of computer-based interfaces related to life at UBC that need better support. Some possible topics:
  - Student life/community
  - Course or studying related activities
  - Health and wellbeing
  - Career development
- **2 mins**: Takeup, what did you think of?
- **4 mins**: More interface brainstorming
Brainstorming guidelines

1. Prepare a list of topics / questions ahead of time; or in a preliminary brainstorm
2. facilitator takes team through list of topics
3. switch when energy ramps down
4. notetaker takes notes
5. switch roles so everyone can play
6. ground rules (next page)
Brainstorming ground rules

1. Defer judgment
2. Encourage wild ideas
3. Everyone MUST HAVE AT LEAST ONE BAD IDEA but no one can know which is your bad idea!
4. Build on the ideas of others
5. Stay focused on the topic
6. Once conversation at a time
7. Be visual
8. Go for quantity
9. Wait to sort through and discuss ideas until after brainstorming session is done
Like popping popcorn
Like popping popcorn
W03 Assignment Brainstorm

- **2 min**: Get into EVEN groups if you are not already!

- **4 mins**: Brainstorm on Interfaces for Step 1
  Generate a list of computer-based interfaces related to life at UBC that need better support. Some possible topics:
  - Student life/community
  - Course or studying related activities
  - Health and wellbeing
  - Career development

- **2 mins**: Takeup, what did you think of?

- **4 mins**: More interface brainstorming
2 min: Get into EVEN groups if you are not already!

4 mins: Brainstorm on Interfaces for Step 1
Generate a list of computer-based interfaces related to life at UBC that need better support. Some possible topics:
- Student life/community
- Course or studying related activities
- Health and wellbeing
- Career development

2 mins: Takeup, what did you think of?

4 mins: More interface brainstorming
W03 Assignment Brainstorm

- **2 min**: Get into EVEN groups if you are not already!
- **4 mins**: Brainstorm on Interfaces for Step 1
  Generate a list of computer-based interfaces related to life at UBC that need better support. Some possible topics:
  - Student life/community
  - Course or studying related activities
  - Health and wellbeing
  - Career development
- **2 mins**: Takeup, what did you think of?
- **4 mins**: More interface brainstorming
W03 Assignment Brainstorm

- **2 min**: Get into EVEN groups if you are not already!
- **4 mins**: Brainstorm on Interfaces for Step 1
  - Generate a list of computer-based interfaces related to life at UBC that need better support. Some possible topics:
    - Student life/community
    - Course or studying related activities
    - Health and wellbeing
    - Career development

- **2 mins**: Takeup, what did you think of?
- **4 mins**: More interface brainstorming
W03 Assignment Brainstorm

- **1 min** Choose interface to critique
  - On a white board/large sheet of paper write down a specific task this interface should support

- **5 mins**: Brainstorm Usability/UX Goals (step 2)
  - ...that could apply to this task or interface

- **2 mins**: Takeup what did you think of?

- **5 mins**: Brainstorm Usability/UX Goals

- **5 mins**: Choose 2-3 goals you think are most important. Write these down next to your task. Think about WHY.

- **5 mins**: What is your human activity? Tasks?
W03 Assignment Brainstorm

- **1 min** Choose interface to critique
  - On a white board/large sheet of paper write down a specific task this interface should support
- **5 mins**: Brainstorm Usability/UX Goals (step 2)
  ...that could apply to this task or interface
- **2 mins**: Takeup what did you think of?
- **5 mins**: Brainstorm Usability/UX Goals
- **5 mins**: Choose 2-3 goals you think are most important. Write these down next to your task. Think about WHY.
- **5 mins**: What is your human activity? Tasks?
W03 Assignment Brainstorm

- **1 min** Choose interface to critique
  - On a white board/large sheet of paper write down a specific task this interface should support

- **5 mins**: Brainstorm Usability/UX Goals (step 2)
  ...that could apply to this task or interface

- **2 mins**: Takeup what did you think of?

- **5 mins**: Brainstorm Usability/UX Goals

- **5 mins**: Choose 2-3 goals you think are most important. Write these down next to your task. Think about WHY.

- **5 mins**: What is your human activity? Tasks?
W03 Assignment Brainstorm

- **1 min**  Choose interface to critique
  - On a white board/large sheet of paper write down a specific task this interface should support

- **5 mins**: Brainstorm Usability/UX Goals (step 2)
  - ...that could apply to this task or interface

- **2 mins**: Takeup what did you think of?

- **5 mins**: Brainstorm Usability/UX Goals

- **5 mins**: Choose 2-3 goals you think are most important. Write these down next to your task. Think about WHY.

- **5 mins**: What is your human activity? Tasks?
W03 Assignment Brainstorm

- **1 min** Choose interface to critique
  - On a white board/large sheet of paper write down a specific task this interface should support

- **5 mins**: Brainstorm Usability/UX Goals (step 2)
  - ...that could apply to this task or interface

- **2 mins**: Takeup what did you think of?

- **5 mins**: Brainstorm Usability/UX Goals

- **5 mins**: Choose 2-3 goals you think are most important. Write these down next to your task. Think about WHY.

- **5 mins**: What is your human activity? Tasks?
W03 Assignment Brainstorm

- **1 min**  Choose interface to critique
  - On a white board/large sheet of paper write down a specific task this interface should support
- **5 mins**  Choose interface to critique
- **5 mins**  Brainstorm Usability/UX Goals (step 2)
  - ...that could apply to this task or interface
- **2 mins**  Takeup what did you think of?
- **5 mins**  Brainstorm Usability/UX Goals
- **5 mins**  Choose 2-3 goals you think are most important. Write these down next to your task. Think about WHY.
- **5 mins**  What is your human activity? Tasks?
Examples of interfaces/goals that your groups generated?
Questions about assignment?