Protocol and Observation

Find your teams

Mini-Project
Brainstorm (60 min)
  Review mini-project steps 1 and 2
  Brainstorm on mini-project topic
  Brainstorm on mini-project direction
  Peer Critique

Protocol and Observation
Activity (40 min)
  Learning Goal
  What is a protocol?
  Co-Discovery Learning
  Protocol Activity
  Discussion

November 11, 2017
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Where are we going?

**Today:** Determine a project direction, start on evaluation plan

**Next week:** Hand in evaluation plan, start piloting

**Long term:** Gather enough data on an interface to inform requirements for a design project
Mini-Project Brainstorm: Overview

Goal: Get started thinking about mini-project evaluation plan, and receive peer feedback on initial ideas.

Review mini-project Steps 1 and 2 (5 min)

Brainstorm on mini-project topic (20 min)

Ideally by end of the workshop, you would have chosen a topic.

Brainstorm on mini-project focus (after topic chosen)

Think about the design principles that apply to this task.

1. Define human activity, choose tasks to focus on
2. Develop Evaluation Goals
What is a human activity?

What’s the difference between a human activity and a task?
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What’s the difference between a human activity and a task?

1. *Interface independent vs. interface dependent*
What is a human activity?

What’s the difference between a human activity and a task?

1. *Interface independent vs. interface dependent*
2. *I want to do X vs. this is how I do X*
What is a human activity?

What’s the difference between a human activity and a task?

1. *Interface independent vs. interface dependent*
2. *I want to do X vs. this is how I do X*
3. *Problem vs. (step in a) solution*
Sample

Example: studying the elevators in the new SUB/Nest
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Choose mini-project topic

Decide which interface your group wants to work on

- If you need help: try brainstorm on human activities/central tasks for all topics
- Brainstorm and choose one interface from the three interfaces that are given (20 min). Or choose your own!
- Which interface seems to bring up the most interesting questions in terms of human activities and tasks associated with it?

When you are done, write your team name on a sticky and put it on the white board next to your topic.
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Brainstorm on mini-project direction

Decide which interface your group wants to work on

- **If you need help**: try brainstorm on human activities/central tasks for all topics
- Brainstorm and choose one interface from the three interfaces that are given (20 min) Or choose your own!
- **Finalize which activities/tasks are most interesting to the group** (10 min)
  - **Which seem to bring up the most interesting questions?**

When you are done, write your team name on a sticky and put it on the white board next to your topic.
Brainstorm on mini-project steps 1-2

- Define human activity, choose tasks to focus on
- Develop evaluation goals

Briefly explore your interface as a group and start brainstorming ideas for both steps.

**On group’s whiteboard, write down**

- interface of choice
- defined human activity
- 2-3 possible central tasks
- 2-3 possible evaluation goals
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Peer Feedback

Grab some sticky notes and walk around the room
For each group, leave two sticky notes:

- one positive comment
- one suggestion for what could be improved
Protocol and Observation

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Protocol Activity: Learning Goal

Understand how to make a protocol and conduct a co-discovery through hands on practice
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Remember the coding sheets we did in class? What other elements should a protocol have?
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Co-Discovery Learning

Two people work together on a task

- Normal conversation between the two users in monitored
- Removes awkwardness of think-aloud and is more natural
- Provides insights into thinking process of both users
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Protocol Activity

Take the interface, human activity and tasks that your team has chosen from the first part of the workshop

- Come up with specific questions that you can answer through co-discovery? (5 min)
- Make a protocol (5 min)
- Run co-discovery (10 min)
  - Each group sends 2 people to another group to be their test subjects
- Discussion on findings
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What did we learn?

There were a few main takeaways from today’s workshop:

- What is a protocol and why do we use it?
- How do you pilot a protocol?
- How do you actually recognize the issues that an interface has?
Next week

Evaluation plans are due next week: we’ll start by critiquing and begin piloting at the end of next workshop.