

**Lecture 9 – Video**

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**Part 1: Video throughout the design cycle**

While watching the Mackay video, take notes on the following AS WELL AS the strengths / weaknesses of video that occur to you while watching:

1. Introduction – ways in which video can be used

2. interview and observation
   - how use of video gets introduced to interview participants (at UBC we need a consent form as well)
   - how to make participant comfortable
   - what is filmed during interviews
   - value of interviewing in context

3. brainstorming – general ideas
   - rules for brainstorming
   - process for going from lots of ideas to small select group
   - quick and dirty nature of video brainstorming – do a number of takes, but it doesn’t need to be perfect
   - brainstorming continues while working with video

4. prototype – creating a design
   - how video supports bringing new team members up to speed quickly
   - building a use scenario based on the interviews and brainstorming
   - gist of sketching a storyboard
   - how to construct a video prototype & level of polish needed (bit better than brainstorm, but still is just a prototype)

5. walkthrough evaluation of a prototype
   - how a walkthrough evaluation can be conducted on video prototypes
   - value of having team members represent different roles
6. What were the strengths / weaknesses of using video at different stages of the design cycle that came up while you were watching?

Part 2: Video for presentation
As we review some project videos from previous years of 444, consider the following for each video:

- What is the motivation for the interactive system introduced?
- What was the design methodology used?
- How does the interactive system work? (What are its primary features?)
- How was it evaluated?
- Does the video capture the essence of the overall project?
- What is the production quality?
- Are you engaged?