Lecture 9 – Video
CPSC 444 2017W2
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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?