Übung zur Vorlesung

Mensch–Maschine–Interaktion 1

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Sommersemester 2012
Design your own project
Iterative design
Design methods - Putting design in context

Scenarios of use
Design scenarios
Storyboards
Not rushing into code

From *Sketching User Experiences* by Bill Buxton

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**Diagram:**

- **Axes:**
  - Investment
  - Time
- **Legend:**
  - Sketch
  - Prototype
- **Areas:**
  - Design
  - Usability
- **Arrow:**
  - Increasing Criteria Weight over time.
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!

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