Übung zur Vorlesung
Mensch-Maschine-Interaktion 1

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Sommersemester 2012
Evaluate your project
Iterative design

- Observation
- Evaluation
- Implementation
- Design
Design Walkthrough

A group of experts (with different backgrounds) gather to evaluate specific aspects of a project, step-by-step.

.: source code:
  e.g. create more consistent code among a team, optimize an algorithm...

.: system design:
  e.g. improve navigation in an application, refine the proposed value (scenario)...

.: documentation or paper
  e.g. improve clarity

.: tests, experiments, or usability study plan
  e.g. design a more efficient or robust test
Design Walkthrough for Interaction Design

Evaluate a specific aspect step by step
  :: a UI
  :: a scenario
  :: a prototype
  ...

Use principles learnt in the course:
  :: heuristic evaluations rules, laws of interaction (Fitts’, Hick’s), human capacities (memory, color perception...) etc.
Design Walkthrough comments

+: Be specific:
   +: “3 steps are required to perform a simple search”

+: Missing functionality:
   +: No help, no undo...

+: Suggestions:
   +: “Provide a summary view to know what was done so far”

+: Bugs
Today

Design walkthrough of your video-prototypes:

.: Present your video to the class (from beginning to end)
.
.: Go through the video sequence by sequence and write down the feedback.

As for brainstorming:

.: get the most comments
.
.: critiques should come with suggestions