Looking back...
Research and Analysis

Key Data Collection → User Research → Data Analysis → Design Concepts → Experience Prototypes

Evaluation Cycle
Design Process

- Evaluation
- User Research
- Design
- Analysis
Design Process

- Evaluation
- User Research
- Design
- Analysis
Step 4: Evaluation
Which method seems suitable? Pros and Cons?
Paper Prototyping


Hanna Schneider | LMU München | Media Informatics | Interaction Design 2015 | Breakout- Session No. 4
Prototype study

1. Preparation:

- Define 1 or 2 tasks
- Check if it is possible to perform the task with your prototype
- Define roles: **Wizard of Oz, instructor, note taker**
- Recruit a user (from your neighbour’s team)
Prototype study

2. Intro (instructor):

☐ Tell a story of the scenario of use, introduce the task

☐ Tell the user to think aloud Define roles: Wizard of Oz, instructor, note taker
Prototype study

3. Run the study (all):

- **Wizard of Oz** manipulates interface
- **Instructor** encourages to think aloud
- **Note taker** takes notes
  - How does the user try to achieve the goal?
  - Does he notice that the correct action is available? Why not?
  - Does he understand what happens?
Homework

4. Presentation - 5 Minutes

☐ Concept

☐ First prototype

☐ Findings of first prototype

☐ Improved prototype

• send it via email to hanna.schneider@ifi.lmu.de – file format: PDF

• deadline: Tuesday, 16.06.2015 – 1 p.m.

• date of presentation: Wednesday, 17.06.2015
Klausuranmeldung

Anmeldung: bis zum **15.07.2015** über Uniworx

Date: Wednesday, 22.07.2015

Time: 10:00 c.t. (90 min)

Location: A 240 (Geschwister-Scholl-Platz 1)