DesignWorkshop 2

Physical Interfaces for AI Assistants

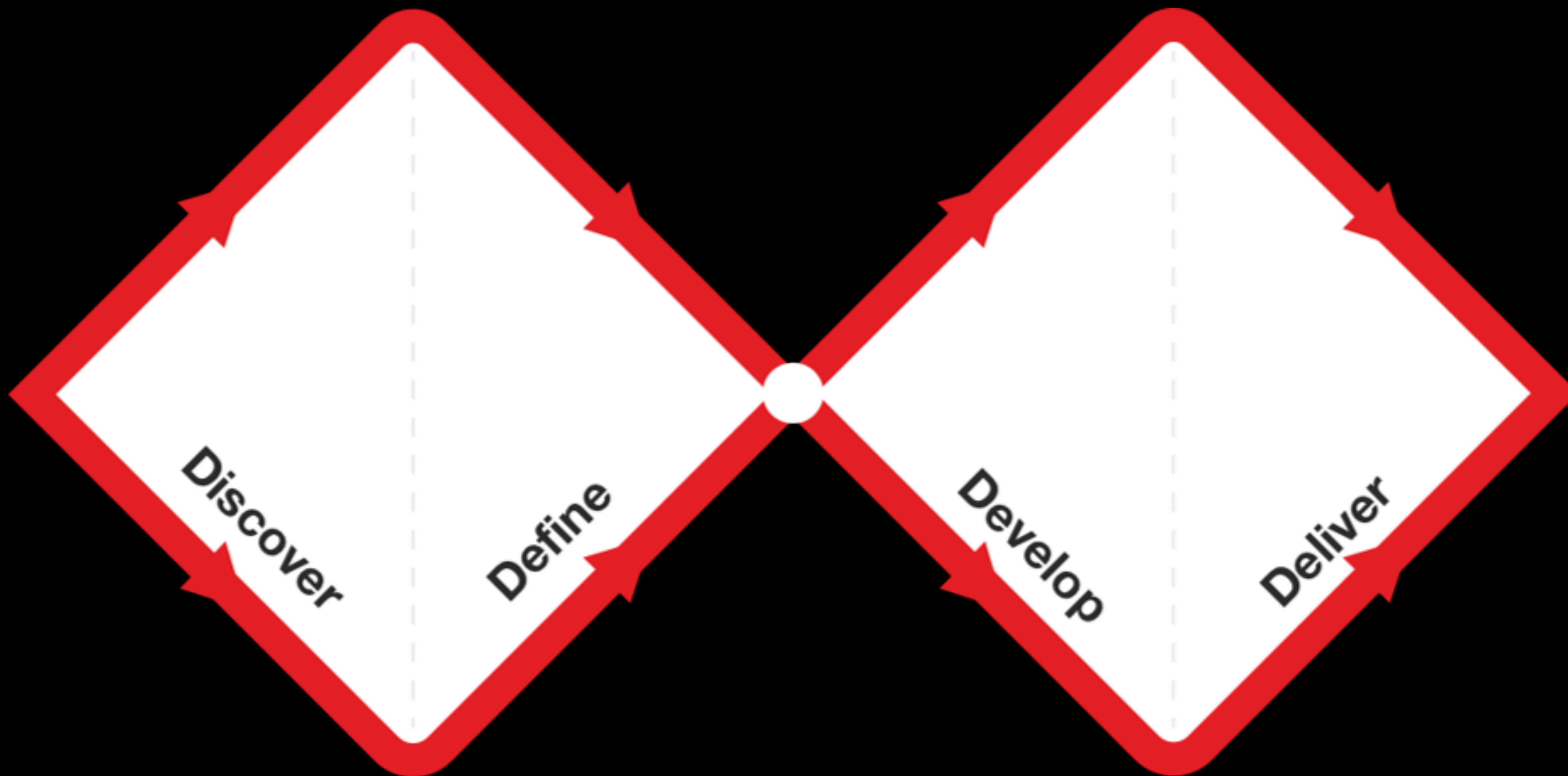## Marin Zec - Johanna Schlechter - Beat Rossmy - Alexander Wiethoff

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Low Fidelity Prototypes – 03.06.2024

Recap…

Prototypes are learning and discovery tools for generating and refining UX design ideas.

Prototypes are design-thinking enablers deeply embedded and immersed in UX design practice.

Discover · Define · Develop · Deliver

On the 10th of June

We will do team-reviews individually

- Allocate a meeting space in the building (and let us know where you are ;-)

- Initiate High-Fidelity Prototyping

- Perform Design-Iterations based on Feedback (Inside/Outside)

- Select suitable materials for your High-Fidelity Prototype

The next sessions will consist of individual team feedback

References …

[1] Yablonski, J. (2020): Laws of UX: Using Psychology to design better Products & Services, O'Reilly Media.

[2] Weinschenk, S. (2020): 100 Things Every Designer Needs to Know About People, New Riders Publishing.

[3] Knapp, J. (2016): Sprint: How to Solve Big Problems and Test New Ideas in Just Five Days, Simon & Schuster.

[4] Norman, D.(2013) : The Design Of Everyday Things: Revised and Expanded Edition, Basic Books,

[5] Hartson, R., & Pyla, P. S. (2018). The UX book: Agile UX design for a quality user experience. Morgan Kaufmann.

[6] Unger, R., & Chandler, C. (2023). A Project Guide to UX Design: For user experience designers in the field or in the making. New Riders.

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