# Interface Design Practical Course

For Master MMT Winter Semester 2016/17

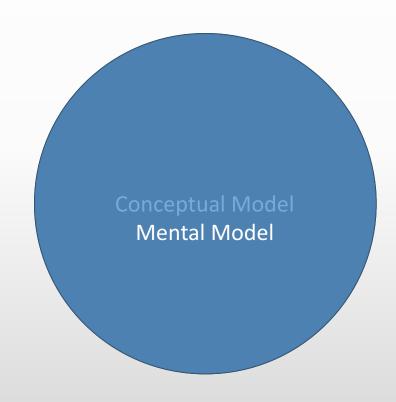
> Heinrich Hußmann Ceenu George



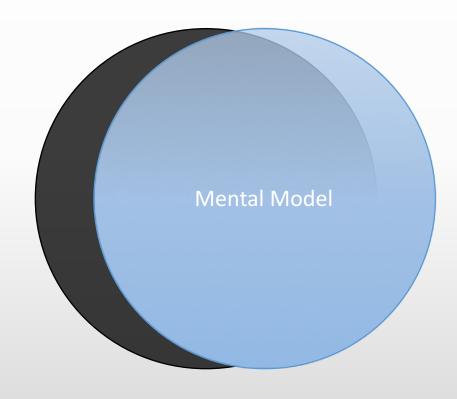
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• What is a mental model?

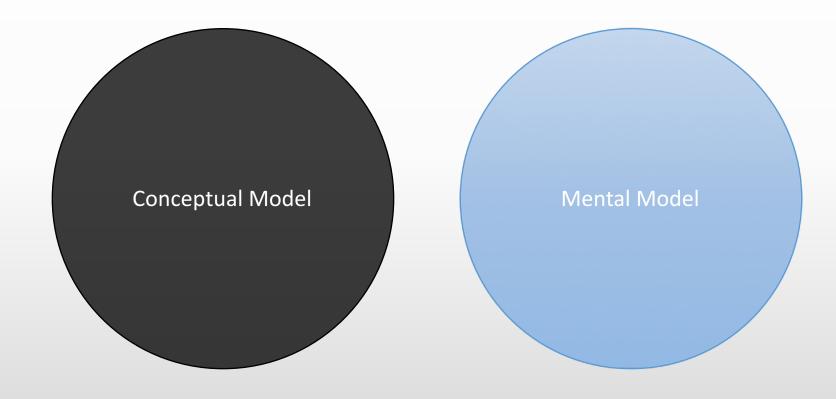












## The goal is to create a streamlined workflow



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Online

VS.

offline

Mobile Phone App

VS.

In-store

Both experiences have to be in sync!

### The mental model: use case



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What is the mental model of a furniture assembly task?

## The user journey should be seamless between the devices

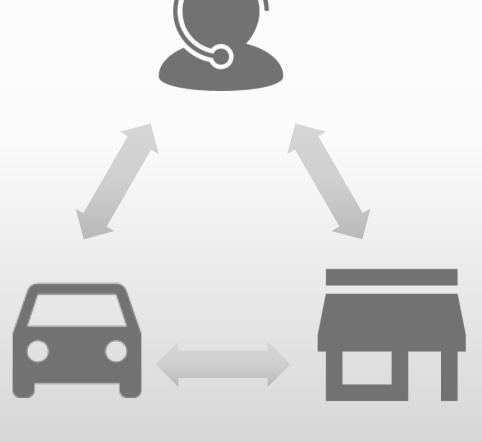


- Mobile Phone App
- Web Presence
- Tablet



The user journey should be seemless between the offline actors





#### Next week...



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 What is the mental model of the task that your current idea involves?

## It is important to create an experience that satisfies all personas



- Casual User
- Frequent User
- Basic
- Premium User