

Workshop User Experience Design III (aka Concept Development)

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In der Lehrveranstaltung

User Experience III

ist das Ziel eigenständig ein innovatives

Interaktionskonzept zu erarbeiten und teilweise,

mittels eines Prototypen, umzusetzen.

In Teams wird der **iterative UX Designprozess** und seine einzelnen

Phasen praktisch umgesetzt und theoretisches Wissen

verfestigt. Eine abschließende Experten Evaluierung liefert erste

Aufschlüsse in wieweit das Designkonzept Chancen auf eine weitere

Entwicklung hat. Die Grundlagen aus der vorausgegangenen

Lehrveranstaltung **UX I (IxD)** bieten das notwendige

Vorwissen um das Modul erfolgreich zu absolvieren.

design thinking

inside track Japan knowledge machine Design Ratty build think car something organizations fast designed things Artificial ACM built rules big designers interested people now companies make time thing ep Lepper AI material want factors applied Studebaker KnowledgeNavigator artificial model cognition worked

Siri school consumer marketing able years never hired Jane USArmy foundation talking Apple knew great really vector every cultural human self everyone heuristics sciences wrong anyone talk moment called Loewy biological corporate supernova

computational notion know strategy see came just got go learned 50s singularity service getting ways became innovation looking finished good products computer intelligence first different business 70s state British teaching one next KnowledgeNavigator model cognition worked

like look went thought just rules big designers interested people now companies make time thing ep Lepper AI material want factors applied Studebaker KnowledgeNavigator artificial model cognition worked

inside track Japan knowledge machine Design Ratty build think car something organizations fast designed things Artificial ACM built rules big designers interested people now companies make time thing ep Lepper AI material want factors applied Studebaker KnowledgeNavigator artificial model cognition worked



Ergebnisse

- Praktische Umsetzung des iterativen UX Designprozess
- Arbeit mit UX Tools + Anwendung
- Kreative Arbeit im Team an eigenem Projekt
- Videoprototyp (UX Präsentationstool)
- Öffentliche Präsentation (Firmen, Professoren)

Ablauf

Woche 1:

- UX Research
- UX Tools & Iterative Entwicklung des Design Konzepts

Woche 2:

- Erste (halb) öffentliche Präsentation des Projekts
- Iterative (Weiter-) Entwicklung des UX Design Konzepts
- Videodreh & Videobearbeitung (UX Prototyping)
- (Halb-) Öffentliche Präsentation

Organisation

Blockpraktikum: 12.03 – 23. März 2018 (09:00-17:00)

Räume: TBD (+ individuelle Arbeitsräume)

6 ECTS

Bedingungen für das Bestehen:

Anwesenheit (Unterschriftenliste oder Attest)

Dokumentation (Fotos, Videos, Blog) Präsentationen

Motivierte Mitarbeit im Team

Gruppenarbeit
(Einteilung heute)

Heute

1.) Themenstellung

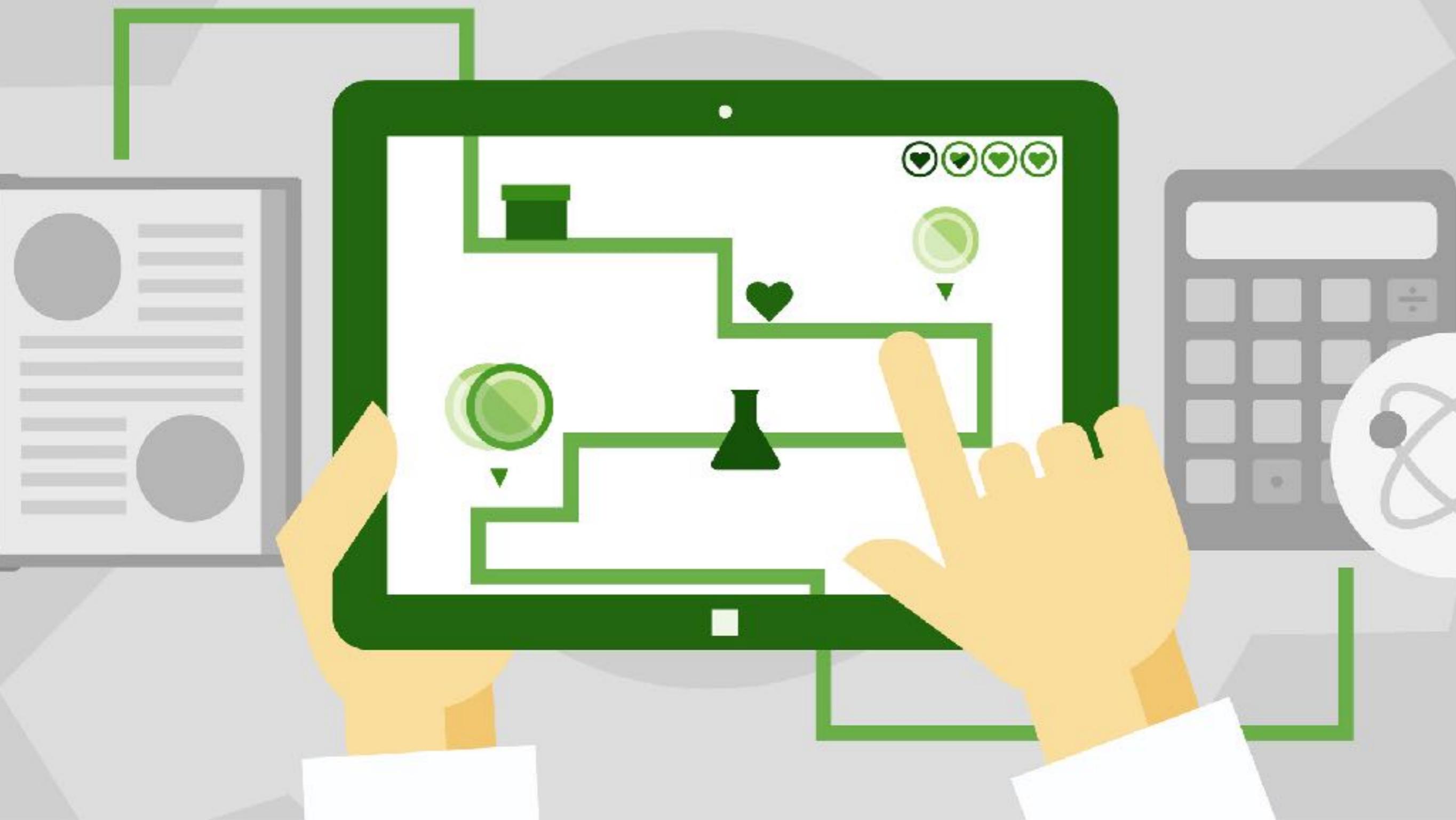
2.) Aufgaben bis zum Praktikum

3.) Gruppeneinteilung

This Years Theme: Physical Play - Learning Services for Education

Ideas on learning enabled through technology

Ideas on learning (organisation) enabled through technology



- Sub Topics: (but are not limited)
- E-learning Platforms
- Computer Supported Cooperative Work (CSCW)
- Organising digital classrooms
- Gamification of learning

5 Semi-structured
interviews with (but not
limited to) educators,
teachers, pre-school
workers (etc.) (→in
context interviews/no
Skype, etc.)



In-context Interview (Contextual Inquiry - CI)

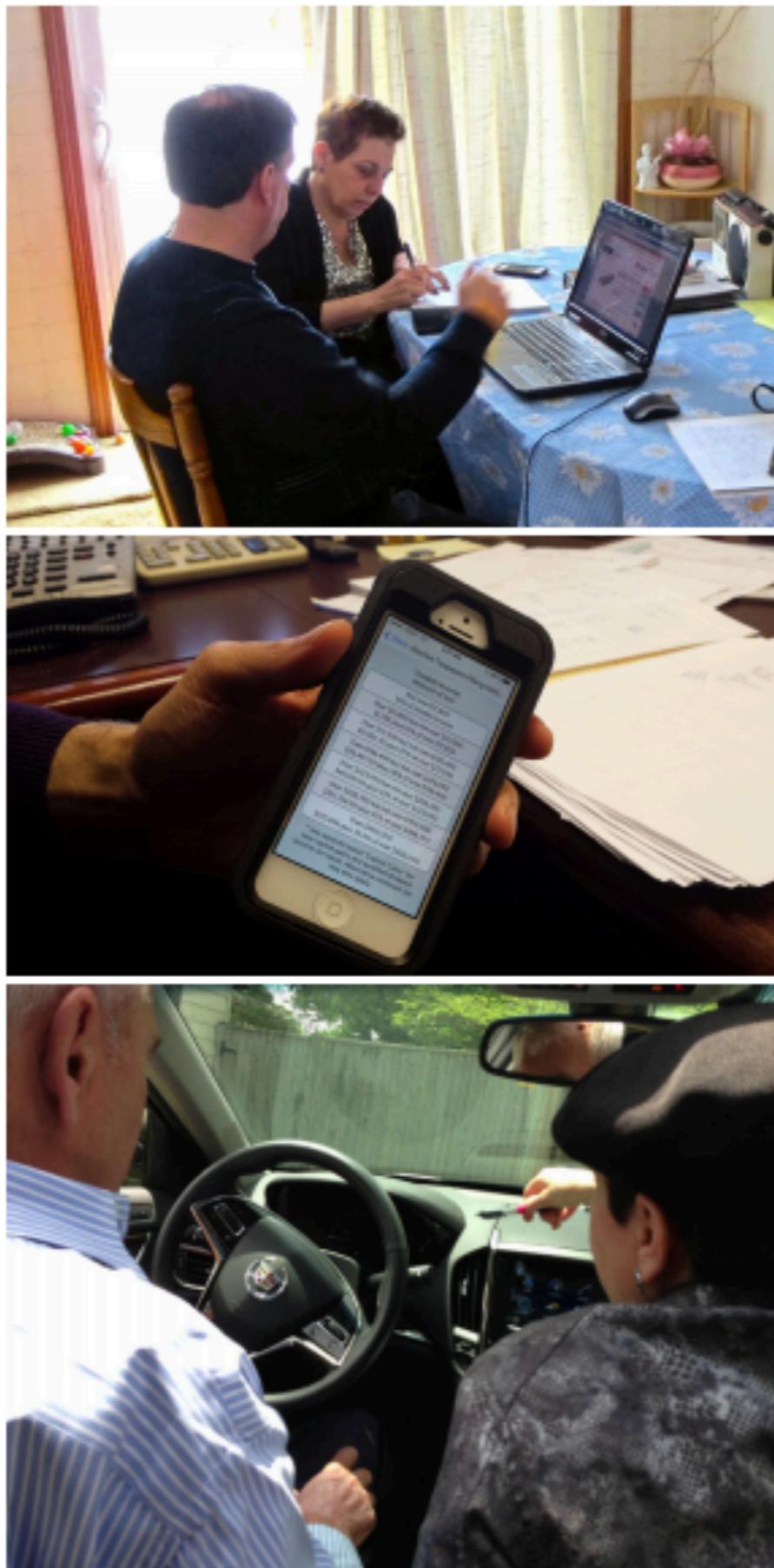


Figure 3.1: Contextual interviews in different life contexts: work, home, and car. Interviews are conducted wherever the activities of interest take place.

Contextual Inquiry (CI)

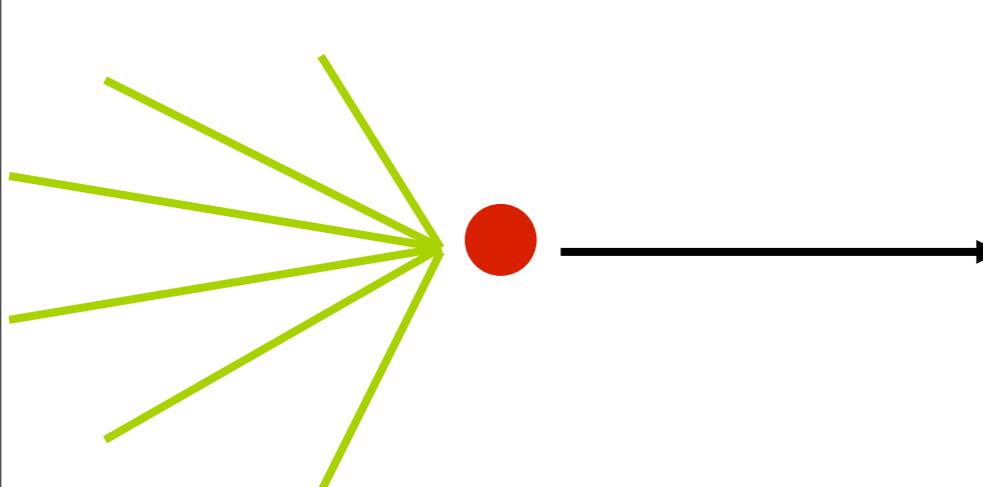
Holtzblatt, K., & Jones, S. (1993). Contextual inquiry: A participatory technique for system design. *Participatory design: Principles and practices*, 177-210. (458 citations on Google Scholar/25.01.2018)

Contextual Design is a user-centered design process (UCD) that uses in-depth field research to drive innovative design. Contextual Design was first invented in 1988 and has since been used in a wide variety of industries and taught in universities all over the world (K. Holtzblatt)

Without the rich context of the user's real life, these methods cannot reveal the most important design issues: the users' motivations, values, emotions, strategies, **work-arounds**, real-time interruptions and interactions with others, and the **constraints imposed** by real-world conditions.

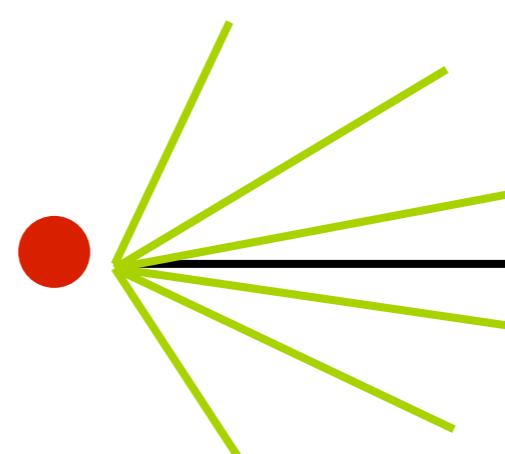
ANALYSIS

Definition of the system
What is the problem?



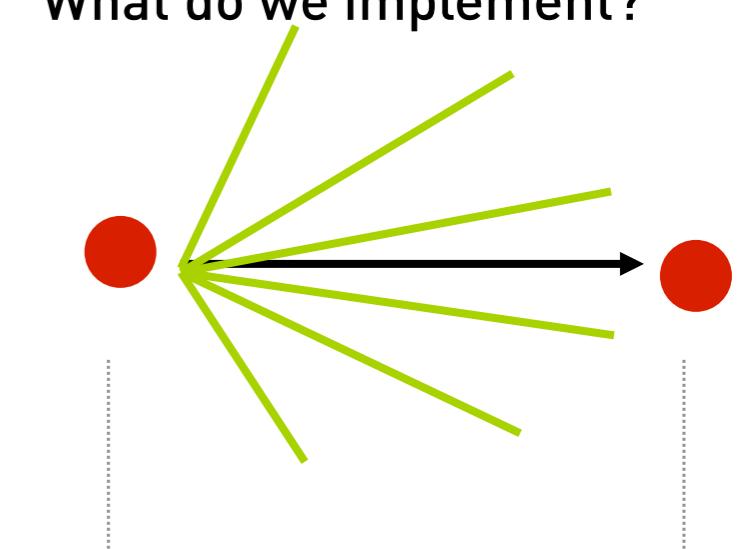
EVALUATION

Possible alternatives
What future do we want?



SYNTHESIS

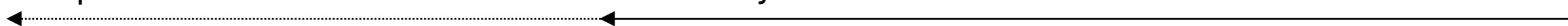
Design of final solutions
What do we implement?



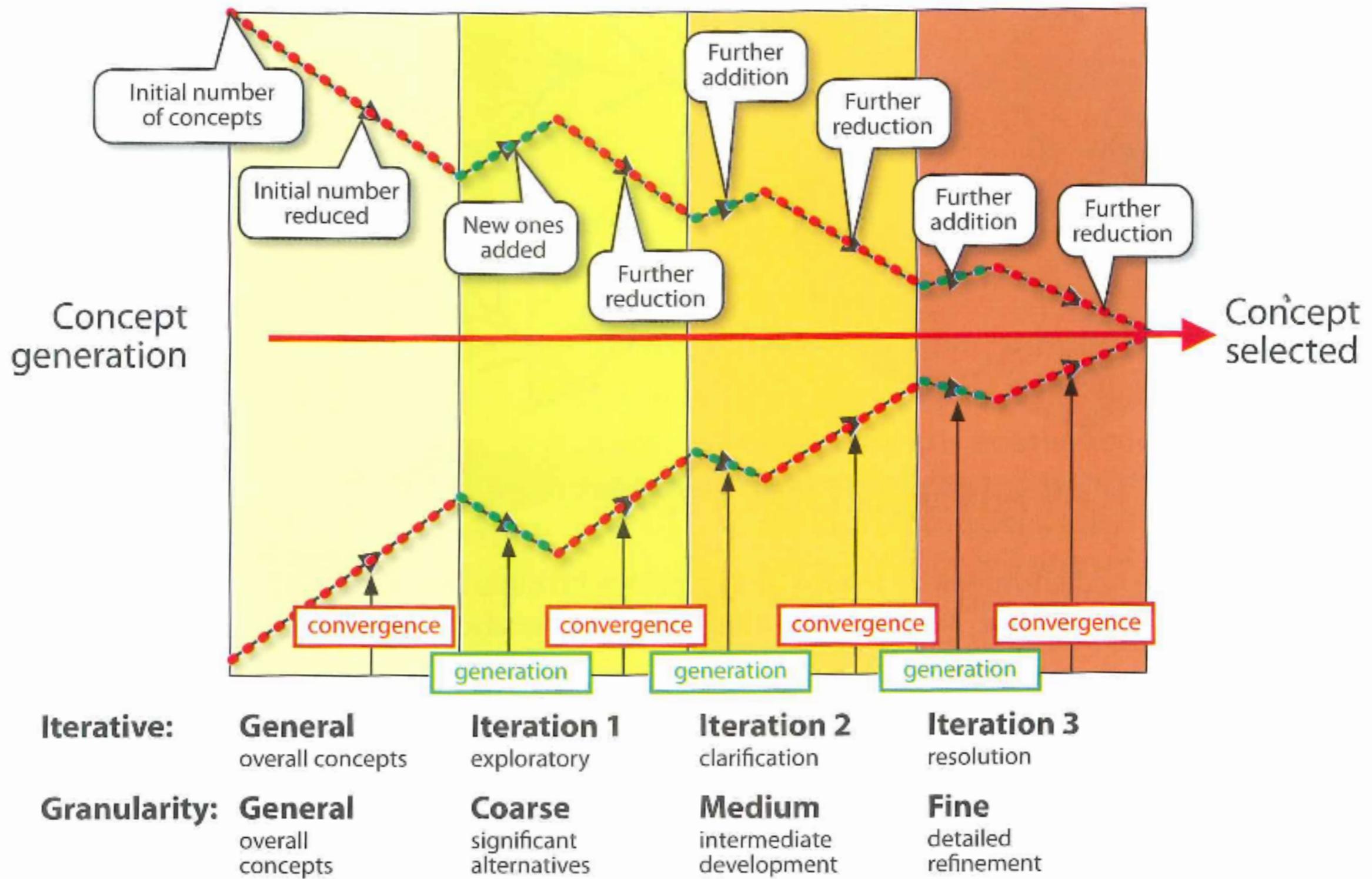
The designer is a
'problem-scout'^{er}

The designer is a
'story-teller'

The designer is an
'executor'



source: [4]



Deliverable - 12.03:

Interviewplan + Questions

Interviewplan

Interview Partner	Teammitglied	Termin
Kurt Müller (Schule YX)	Andy Bauer	13. März, 10:00
...		

Interviewleitfaden

- Welche Fragen werden Sie stellen? (7 bis 10 Stück)
- Welche Antworten erwarten Sie?
- Welche dieser Fragen sind am interessantesten und sollten auf jeden Fall gestellt werden?



Deliverable - 15.03:
5 transcribed interviews

Good documentation shows context, interesting details and interview partners...



..not (only) your group!



Deliverable - 12.03:

Observationsplan + Script

Observationsplan

Observationsleitfaden

- Was erwarten Sie am untersuchten Ort vorzufinden?
- Welche Gruppe von Leuten interessiert Sie besonders und warum?
- Wen könnten Sie an Ort und Stelle spontan interviewen und welche Fragen könnten Sie stellen?



Minuten

12.03 09:00 (c.t.)



- 1.) Nutzergruppe vorstellen (mit Bild)
- 2.) (Semi-Structured) Interview präsentieren
- 3.) 5 Interview Termine mit Personen aus der Zielgruppe vorstellen (12.03/13.03/14.03)
- 4.) Observationsleitfaden

see you! 12.03 09:00 (c.t.)

Raum: A 120 (LMU Hauptgebäude)

GRUPPENEINTEILUNG

Gruppen

	Sybil	Bast
1	Dominik	Beyer
	Michael	Bohlender
	Cristina	Bolohan
	Elizabeth	Bouquet
	Sinda	Bouzir
2	Julian	Brüstle
	George	Busch
	Felix	Dietz
	David	Dodel
	Simon	Fauth
	Fabian	Frey
3	Anna-Carina	Gehlisch
	Leon	Giering
	Lena	Gundlage
	Felix	Hamann
	Kevin	Hartwig
	Oliver	Hein

4	Florian	Holzinger
	Yanfei	Hu Fleischhauer
	Julia	Huber
	Chantal	
	Marie	Huttenloher
	Lukas	Kellerer
	Markus	Kerschbaumer
5	Nicolas	Kiefer
	Theresa	Kölnberger
	Franziska	Lang
	Elena	Liebl
	Jakob	Lindauer
	Helena	Lyhme
6	Selina	Mohtaj
	Marco	Moldovan
	Benjamin	Moser
	Rafael	Mourao Thiel
	Theresa	Müller
	Jonas	Neblich

7	Nini	Nguyen
	Hyerim	Park
	Patrick	Petry
	Kevin	Pham
	Robin	Piening
	Markus	Posselt
8	Pascal-M.	Pothmann
	Jelena	Pranjic
	Beatrice	Sax
	Axel	Schuster
	Timo	Socher
9	Johannes	Sylupp
	Sarah	Vaupel
	Lisa	Vogel
	Simon	Weber
	Fabian	Wildgrube
10	Mehdi	Yosofie
	Johannes	Zech
	Marius	Zenk
	Yifei	Zhan
	Manuel	Zierl