

Designworkshop 2 / Designforschung

Industrial Design meets Human-Computer-Interaction

Research: Review Zwischenstand, Bericht Make Munich

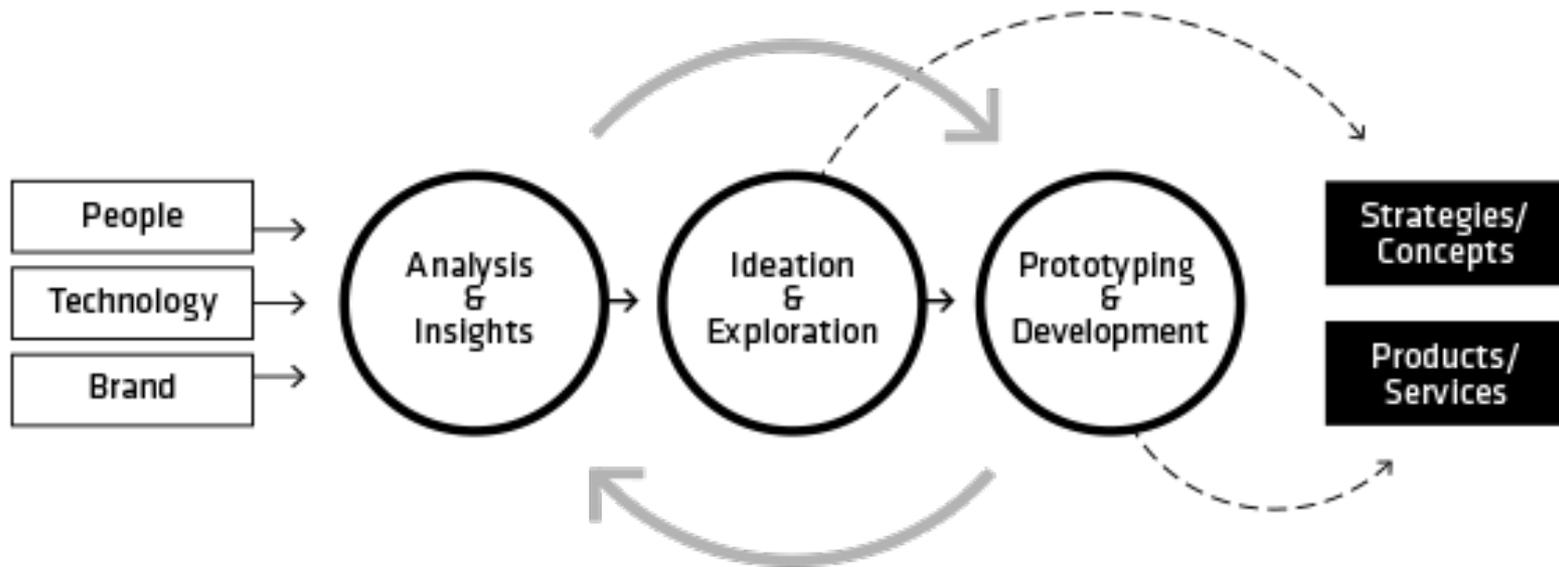
Mag.des.ind. Veronika Ritzer, LMU

Dipl. Des. Hannes Gump, TUM

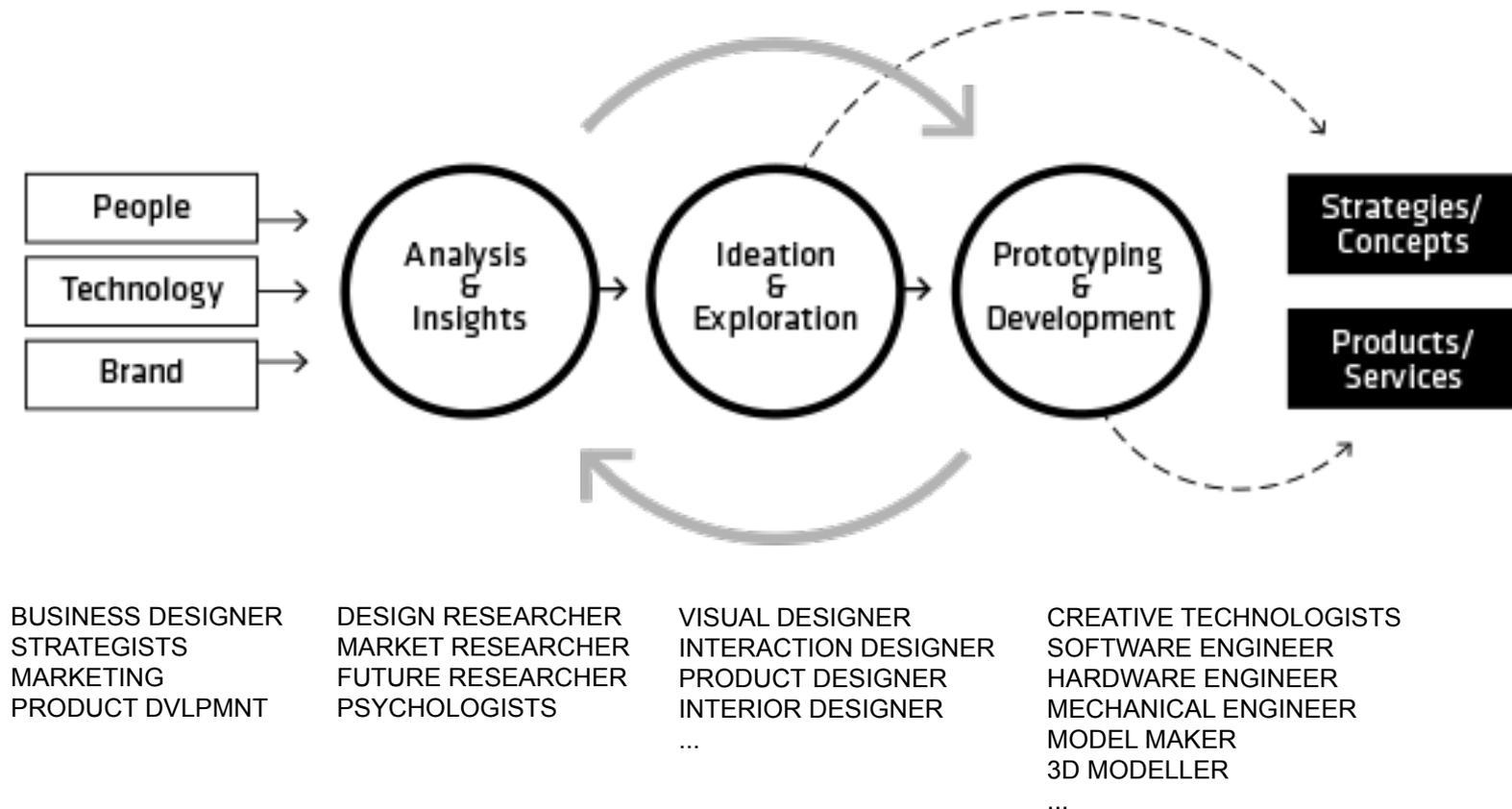
SS 2017

München, 08. Mai 2017

Human Centered Design Process



Human Centered Design Process



Expert Interview



In-home Interviews



SOURCE: IXDS GmbH

Cross Cultural Research: Jan Chipchase



Cross Cultural Research: Jan Chipchase



Cultural Probes



SOURCE: https://spatial-strategies.muthesius-kunsthochschule.de/wp-content/uploads/sites/13/2014/10/01_cultural_probes.jpg

What is an insight?

An insight is a new, overall finding („Erkenntnis“) that originates from several independent research sources.

Insights form the basis of your idea development.

Research Analysis & Insights



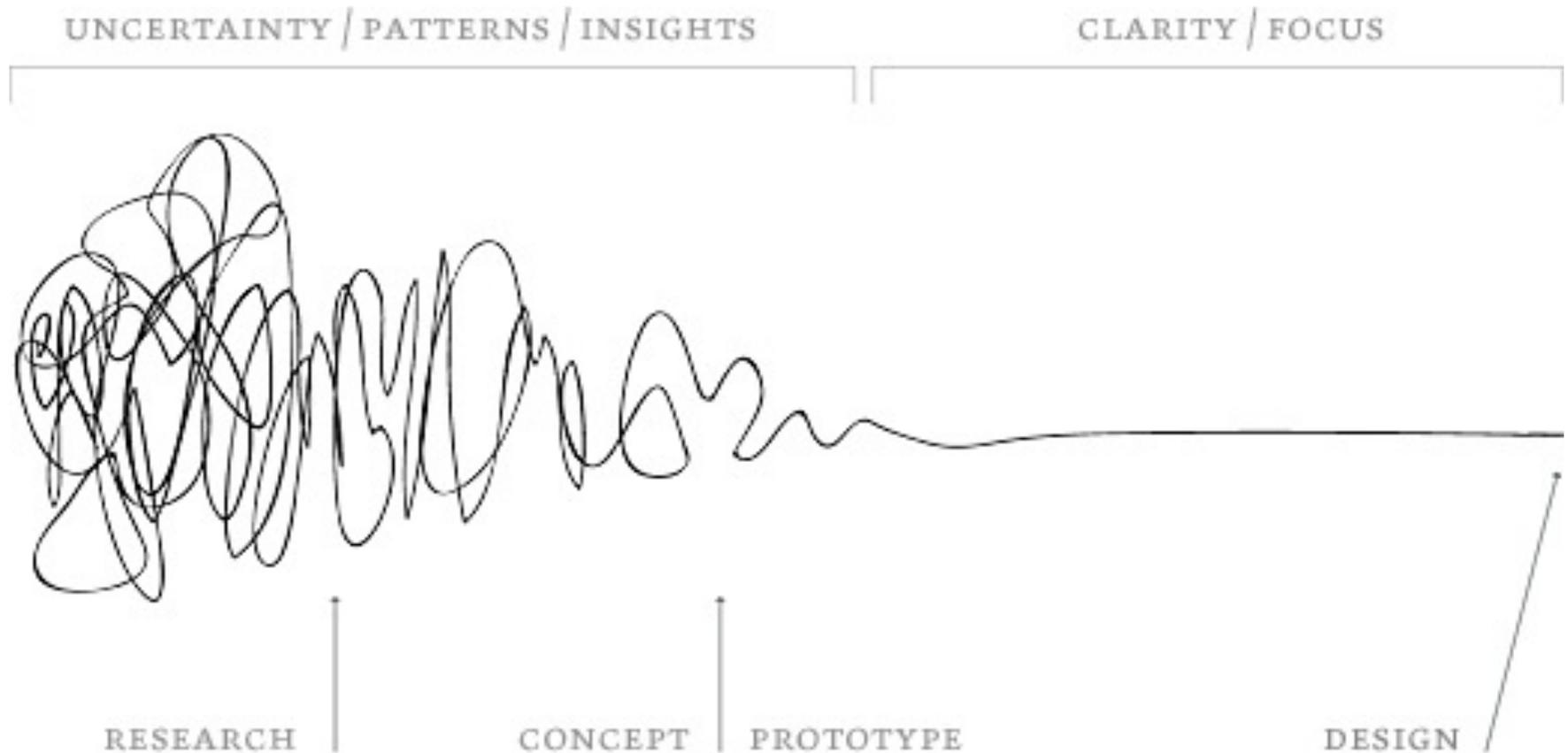
Research Analysis & Insights

After the research and the analysis of all the material, you share all the data you gathered and analyse them into major insights.

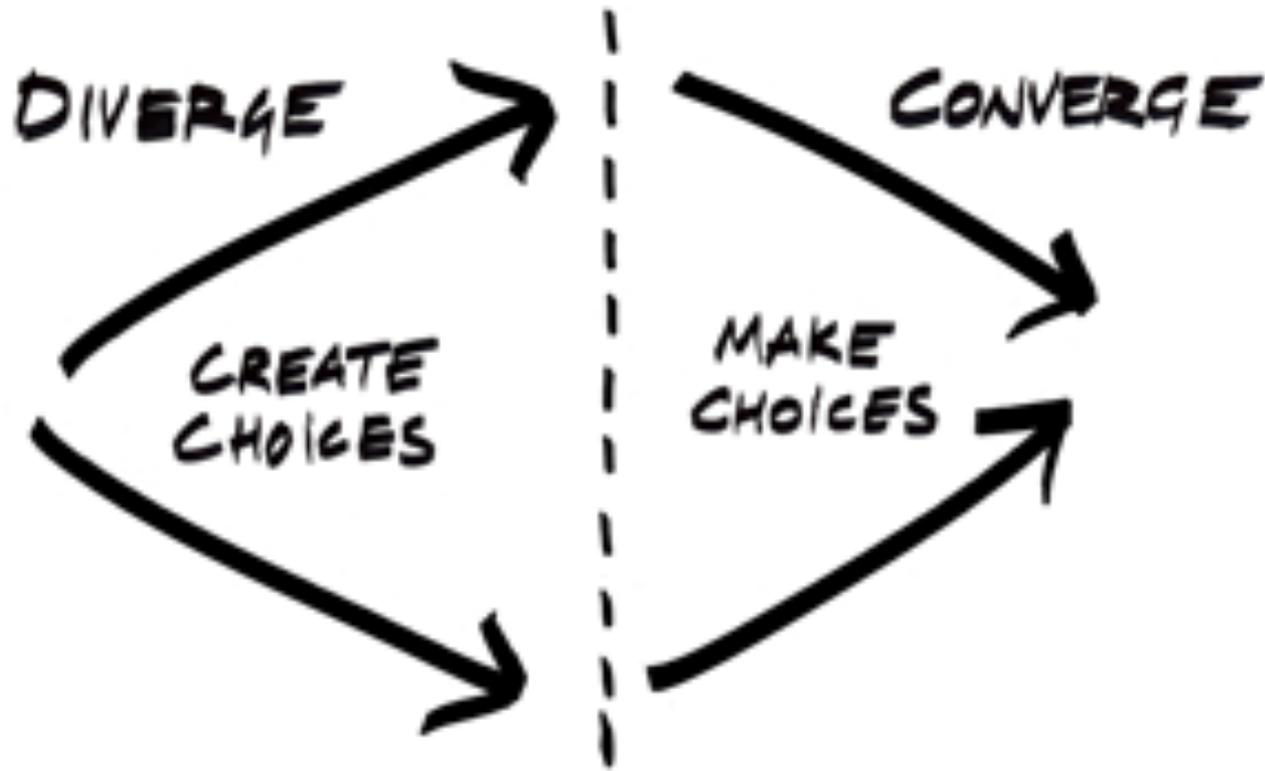
How:

All results from the analysis phase will be jointly discussed, summarized and documented, with the aim of organizing and prioritizing user insights.

The Creative Process



Double Diamond



Schedule of the semester

24.04.2017 Kick off

RESEARCH PHASE

08.05.2017 Review Research, Report Make Munich (6./7.May make-munich.de)

15.05.2017 Deliverable 1: Research, Problem Framing

CONCEPT PHASE

22.05.2017 Review Concept

29.05.2017 Deliverable 2: Presentation Concept, Plan Prototyping

LOW-FIDELITY PROTOTYPING

12.06.2017 First Draft Prototype, User Testing Plan

19.06.2017 Presentation Results User Testing & Concept Iteration

26.06.2017 Deliverable 3: Low-Fidelity Prototype based on User Testing

HIGH-FIDELITY PROTOTYPING

03.07.2017 Review High-Fidelity Prototype

10.07.2017 Review High-Fidelity Prototype

17.07.2017 Review High-Fidelity Prototype, Presentation Draft

24.07.2017 Deliverable 4: Final Presentation

Until 15.05.2017:

DELIVERABLE 1: 10 mins PDF presentation per team

SUMMARY DESK RESEARCH

Structure your research into groups and give each group a title describing the grouped examples' innovative approach to „Soft Machines“ in interaction & product design.
At least 30 examples from at least 8 different sources, including user research.

PROBLEM FRAMING/ DESIGN CHALLENGE

Describe the specific challenge you want to solve in one sentence, describing:

- What kind of interaction (e.g. remote controlling a TV, navigating through the street, controlling a stove,...) do you want to change?
- How/ Why do you want to change it? (playful, precise,...)
- For whom are you designing? (elderly, children, athletes, blind, stressed-out mothers,...)