



09.01.17

# Designworkshop II

Review High-Fidelity Prototype

# Milestones & Deliverables: Final Presentation

## High-Fidelity Prototyping & Presentation

- 19.12.16 Review High-Fidelity Prototype
- 09.01.17 Review High-Fidelity Prototype
- 16.01.17 High-Fidelity Prototype
- 23.01.17 Preparation Presentation
- 30.01.17 **Deliverable 4**: Final Presentation incl. High-Fidelity Prototype

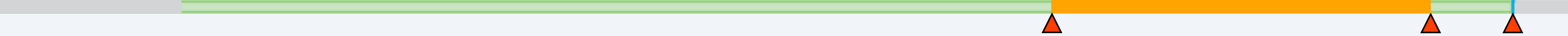
30/01 Final Presentation

October

November

Dezember

January



# PROCESS VS. PRESENTATION

- 01 Research
- 02 Problem Framing & Use Case
- 03 Concept & Storyboard
- 04 Low-Fidelity Prototyping
- 05 User Testing
- 06 High-Fidelity Prototyping

**VS**

- 01 The Challenge
- 02 Your solution

# YOUR FINAL PRESENTATION

## 01 The Challenge

- Introduction of your problem in a bigger context (interaction design, in-car mobility,...)
- The problem you phrased with its main challenges explained along your use case and target group (persona)

## 02 Your solution

- Present your concept along your storyboard and flow chart: How does it solve your problem? Why does it fit for your target group?
- Present your physical high-end prototype
- Support your final solution by summing up how you developed it:
  - Research: main insights from desk and in-car research
  - User Testing: main insights during your user testing: set up, users, your top insights, your actions based on these insights
  - Prototyping: main insights during the different iterations of your prototyping phase and how you adapted your prototype

# YOUR FINAL DELIVERABLE

## 01 The Presentation

## 02 Report

- 5 pages, including pictures
- Abstract, Concept Description, Technical Details of Prototype, Discussion

## 03 Physical High-End Prototype

A working technical prototype that is self-explanatory, makes the main ideas of your concept experienceable and incorporates the user feedback. Realised in a presentation ready model making quality.