Design Thinking and Electronic Prototyping

Week 10



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10.11.2020

Project

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Today (10.11.):
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Final presentation requirements

Co-learning with Prototypes

In 3 weeks (1.12):

Project Results with Prototype Demo



Final presentations & demo



Final presentation requirements

Required elements:

- 1. Design concept (max 2 pt)
- 2. Design process (max 2 pt)
- 3. Demo (max 1 pt)

Length:

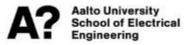
- 15 minutes for presentation & demo
- 5 minutes for questions / comments



Final Presentation

/ Design Concept (0-2 points)

- Name of the Design Concept
- Intended Users
- Design Problem
 - What problem of the users does your concept solve
- Design Solution
 - What is your proposed way to solve the problem
- Evaluation
 - What are the plusses and minuses of the chosen way to solve the problem



Final Presentation

/ Design Process (0-2 points)

- User studies
 - How users were involved in informing your process
 - How users were involved in evaluating your design
- Technical studies
 - Which technical approaches/tools/components were considered in your process
- Idea exploration
 - What ideas did you consider



Design Judgment

- 1. Why do you think that your idea is a good one?
 - If it solves a problem is that problem really a meaningful one to be solved?
- 2. Why did you choose to prototype the specific functions and features?
- 3. Why did do the project activities in the order that you did?
- 4. Why did you discard certain ideas?



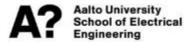
Final Presentation

/ Demo (0-1000 millipoints!)

- Show how your prototype works
 - To get full points
 - Your prototype does what you explain it to do
 - You need to mention the scope and limitations of the prototype



Design Thinking and Electronic Prototyping!



Co-learning with Prototypes aka "User Tests"



Contacting Users

/ Things to keep in mind

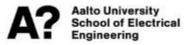
- 1. The aim is to learning to improve your product
 - NOT to evaluate the skills/knowledge of the user

2. Users' time is precious

- Prepare and inform them well
- Remember to thank (we cannot give other compensations from the the course budget)

3. Document the event

- Inform users and ask their permission, if you take photos/video recordings
- Anonymize your data and do NOT show the recordings to outsiders (i.e. anyone outside this course/your project)



Traditional usability test

- Users perform given tasks with your design
- The aim is to discover usability problems
 - Do a quick search..

- This is meaningful with products that have complex interactions
 - What is a complex interaction? Well.. It depends



Heuristic Evaluation

- A form of 'expert' evaluation against a given set of heuristics
 - Do a quick search...



Co-learning with Prototypes

- You are learning about your <u>Design Concept</u> together with other people (i.e. the users)
- So, focus on what you think matters!
- To learn from users' interactions with your prototype avoid giving too much help
 - If you want to learn, e.g. how well your design explains itself to users, do NOT explain this yourself
 - Use open questions: "What do you think that does?" "How would you...?"



No lecture next week!

- Focus on finalising your prototype and conducting user tests
- Next and final lecture session on the 24th of Nov



This and the next week's tasks

- 1. Diary Deadline on Monday 16.11. & 23.11. at 10 AM
- 2. Reading: Chapter 6 / Design Thinking
 - You will have 2 weeks so, please, consider dividing the chapter reflection into two diaries

3. Project

- Weekly assistant meeting
- Continue building your prototype
- Schedule user tests!

