

# Designing Interactive Systems I

Midterm Exam Discussion, Introduction to Week 7, and Project Kickoff

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<http://hci.ac/dis>



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# Project Theme & Milestone #1



# How Project Mentoring Works

- We will offer a **project theme** and some **sample topics**.
- Sample topics: Only to give you an idea of what sort of projects we are looking for; you are encouraged to work on your own topic.
- You will **observe** users in the real-world and/or **interview** them to identify problems.
- We will mentor you in the Studios to follow the *correct* process.



# Making Chores Fun





# Project Groups

- 5 members per group
- Try to find members who will complement your skills
- Skills needed for the project
  - Creativity
  - Meticulous problem solving
  - Visual design
  - People skills
  - Not so much of programming

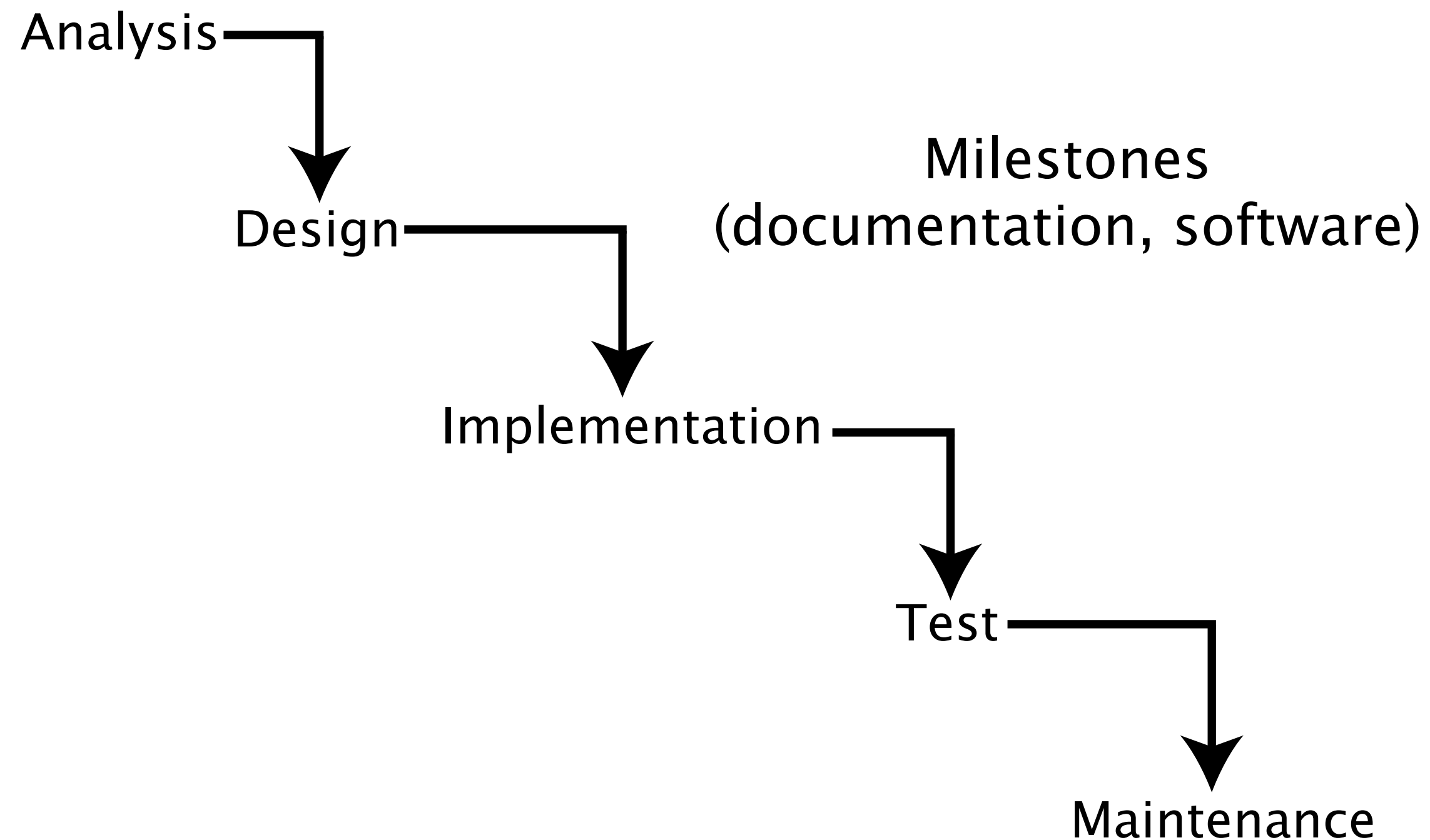




# Design Process



# Waterfall Model for Designing Interfaces? No.



- What could go wrong?
  - In reality, plans change
  - Wrong assumptions are hard to detect & fix early



# How to Classify Users?



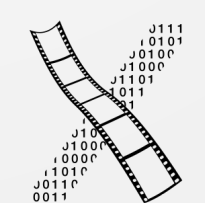
<http://researchresults.wordpress.com>



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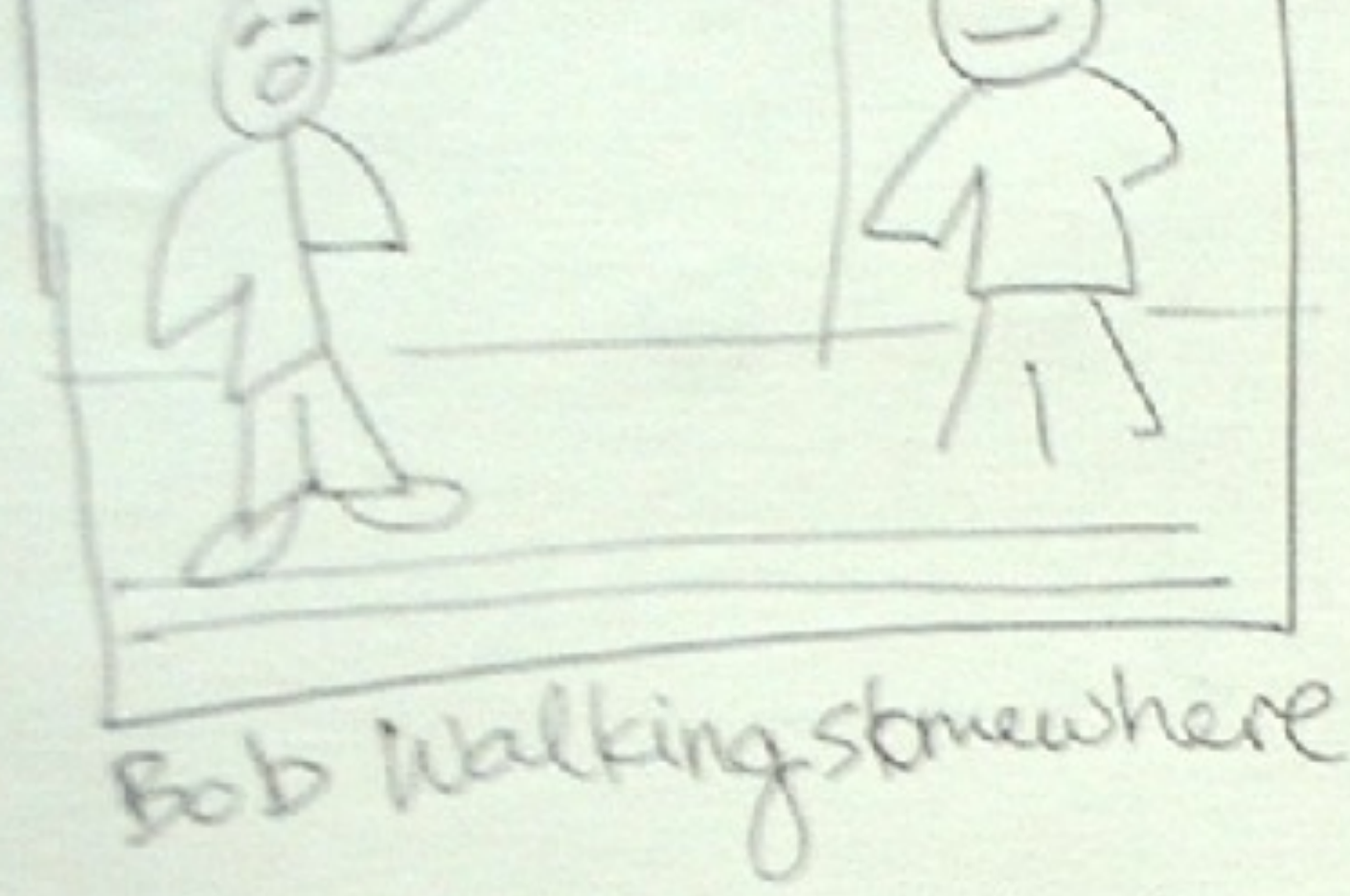


# How to Generate Ideas As A Team?

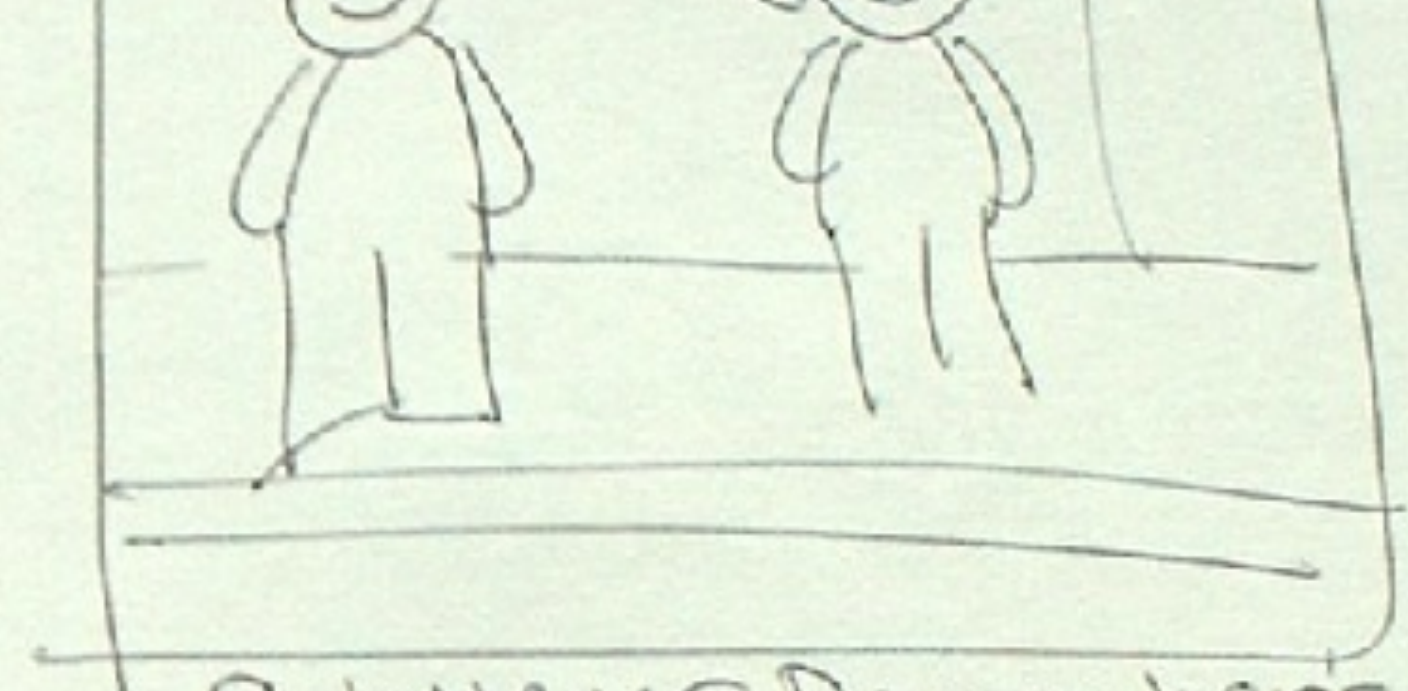




# How to Communicate Your Idea to Others?



Bob walking somewhere

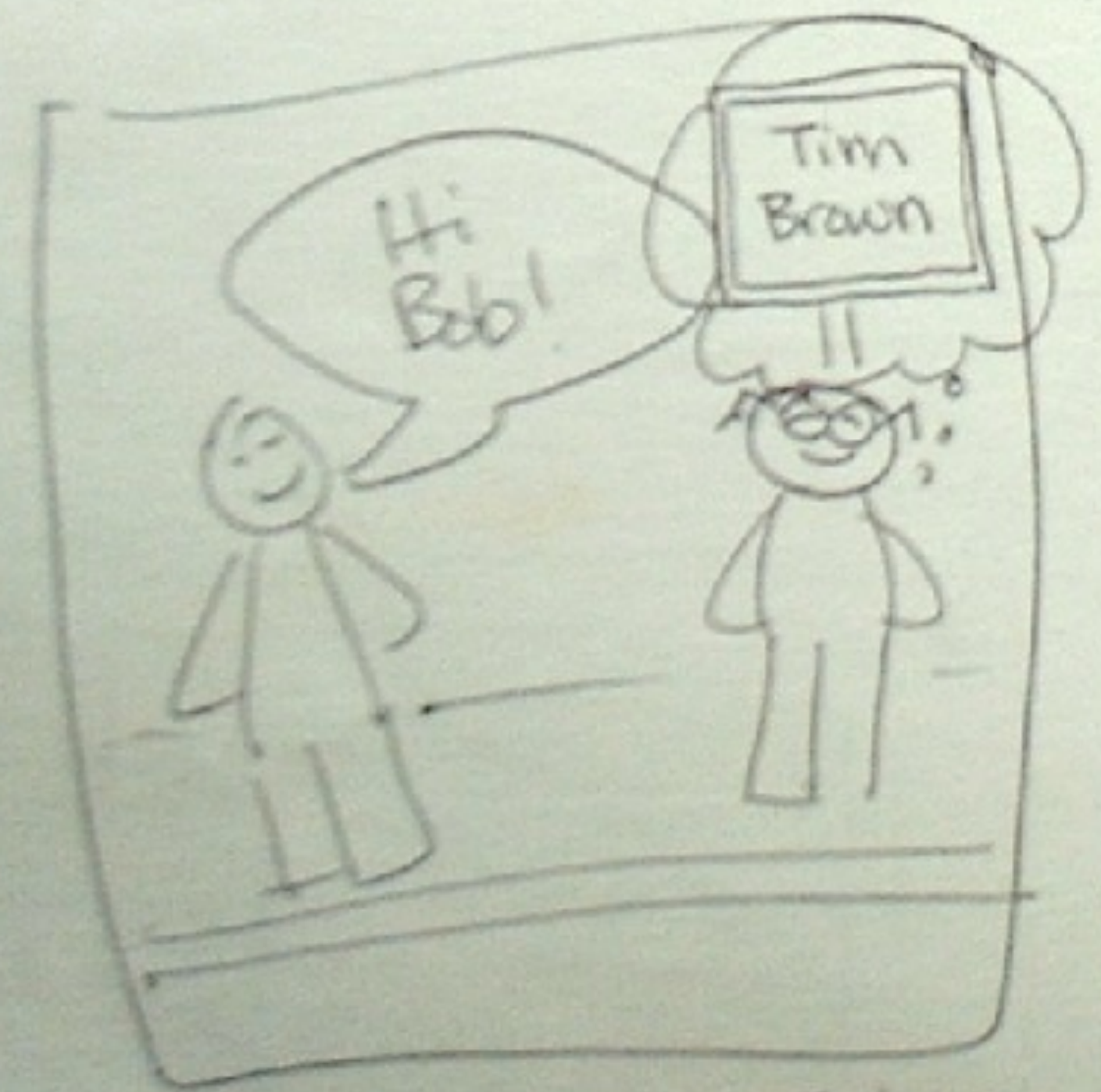


Bob never remembers faces...



Bob is Tim

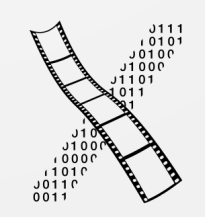
If he had Recognition Glasses



glasses register Tim's Name



Bob remembers Tim Brawn's Start-up, "Brawn.com"





# What Next?

- By next **Tuesday, Dec. 10**, submit the solution for milestone 1 on Moodle.
- 2nd milestone will be released this Friday, and will be due next Friday 1 pm.

