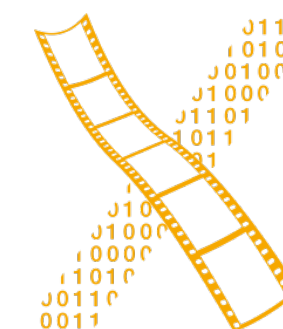# Designing Interactive Systems I

Week 9 Discussion, Introduction to Week 10, and Project Pitches (Milestone #3)

Oliver Nowak & Krishna Subramanian
Media Computing Group, RWTH Aachen University

WS 2019/2020
http://hci.ac/dis

In-Class Exercise: Prototype

- You are designing a stapler that uses special molecular binding to staple papers together.

  - User does not have to exert manual force and the binding is completely reversible.

  - User can specify the binding strength (low, medium, and high hold).

  - However, it can be used to bind any material together, so the user needs to be careful.

- **Identify** which prototype you will use:

  - **Paper:** Storyboard-like, Flipbook, or Post-it?

  - **Hardware:** Which material would you use?
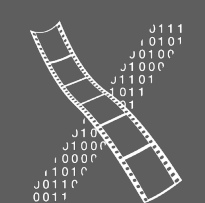
  - Hybrid? Other prototypes?

Week 10: Evaluation

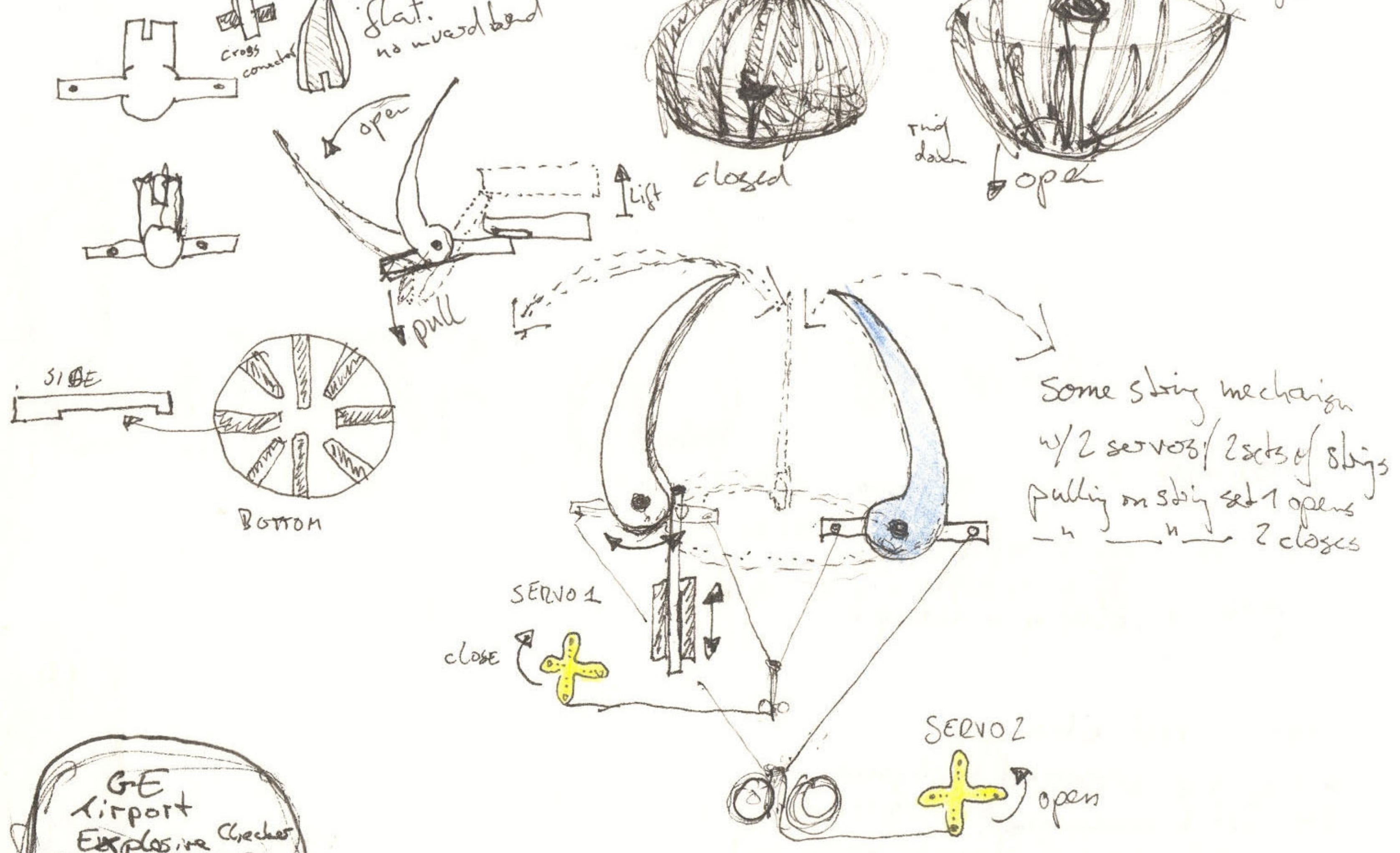Prof. Dr. Jan Borchers: Designing Interactive Systems I • WS 2019/20

Where?

With users?
Or without?

How?

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Idea Logs

(Optional for project)

cross country

flat. no raised bed

open

lift

closed

open

pull

SIDE

BOTTOM

Some string mechanism
w/ 2 servos / 2 sets of strings
pulling on string set 1 opens
" " " 2 closes

SERVO 1

close

SERVO 2

open

GE Airport Explosive Checker

interlocking turnstiles

the middle tubing

Bill: copyright

visualization of licens

pinball machine

PACHINKO

passive gate array
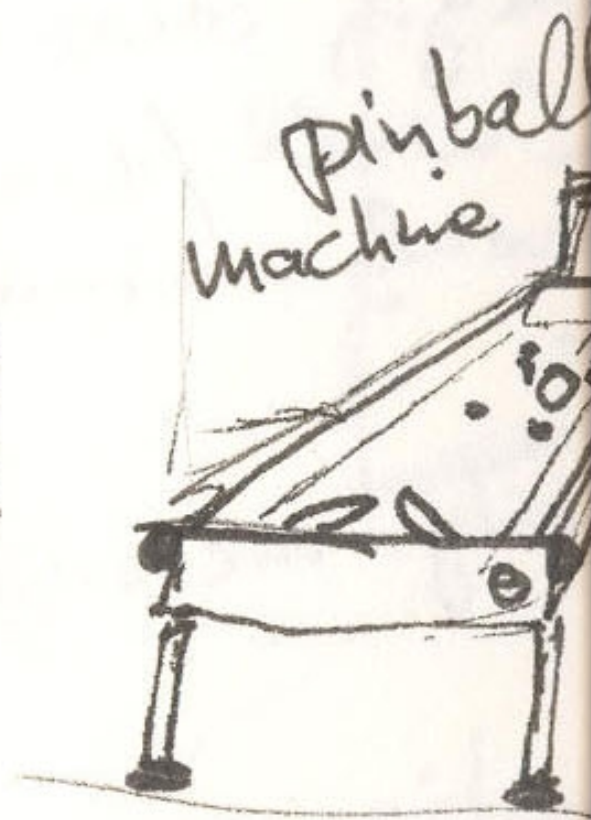
Scott: a gate that shows
who walked through it last

Bill: a gate that measures

ceremonial gates

Andy Martin

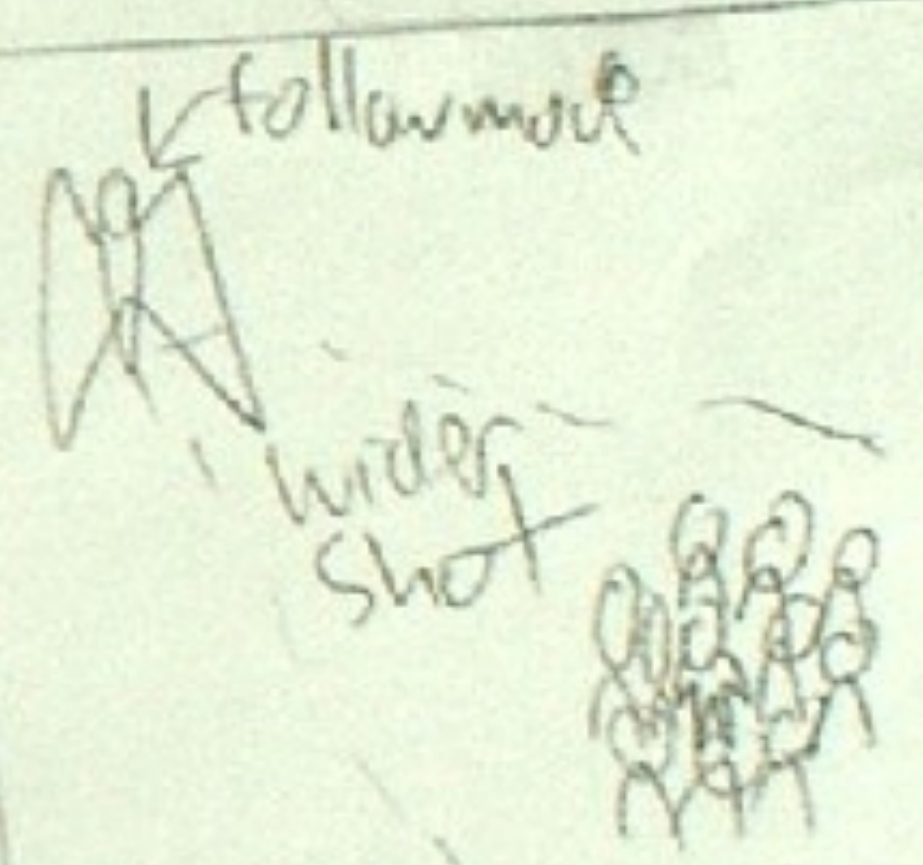Introducing a level of control for the...

ZOOM OUT CMD 7

follow me

ZOOM (example of interactivity...
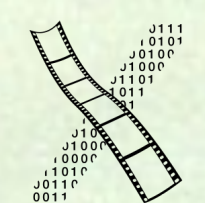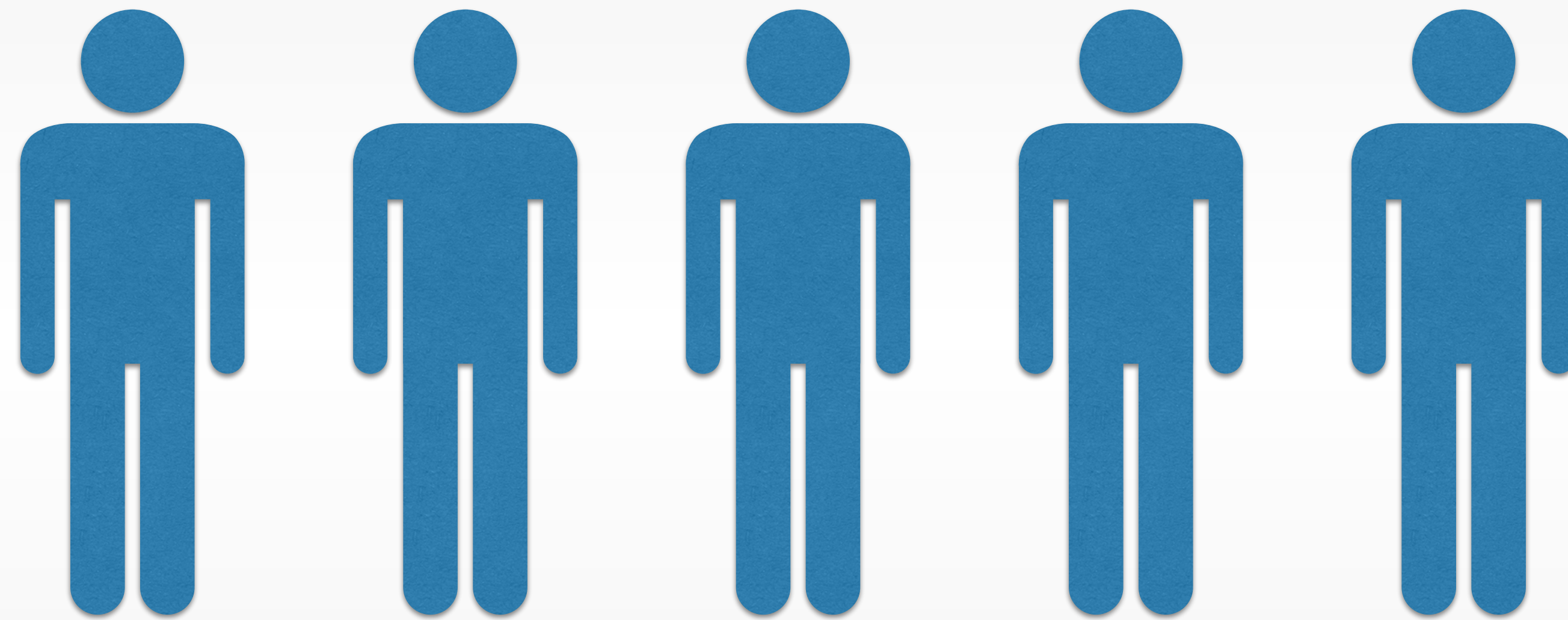
follow me

wider shot

Wanting to record the size of the
cloud, George tells the butterfly to

Stanford, CS147

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Project Pitches

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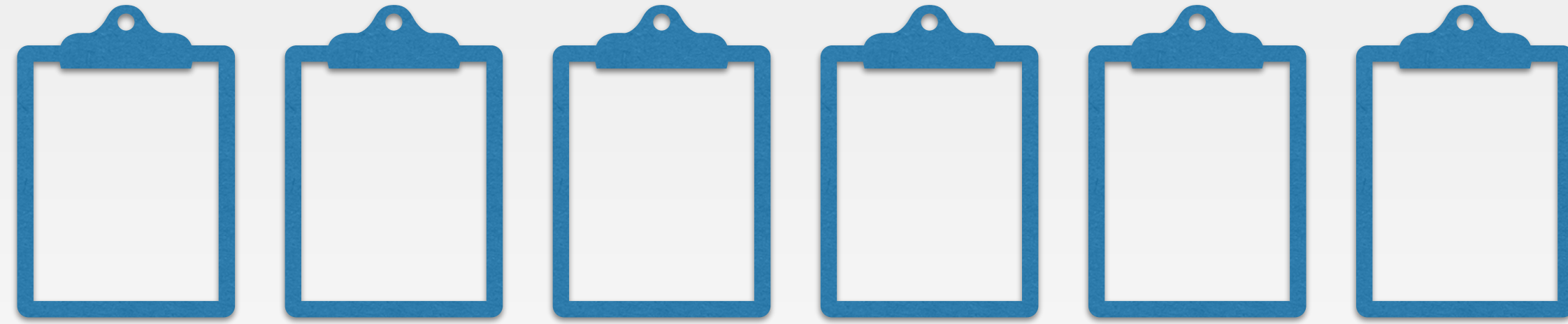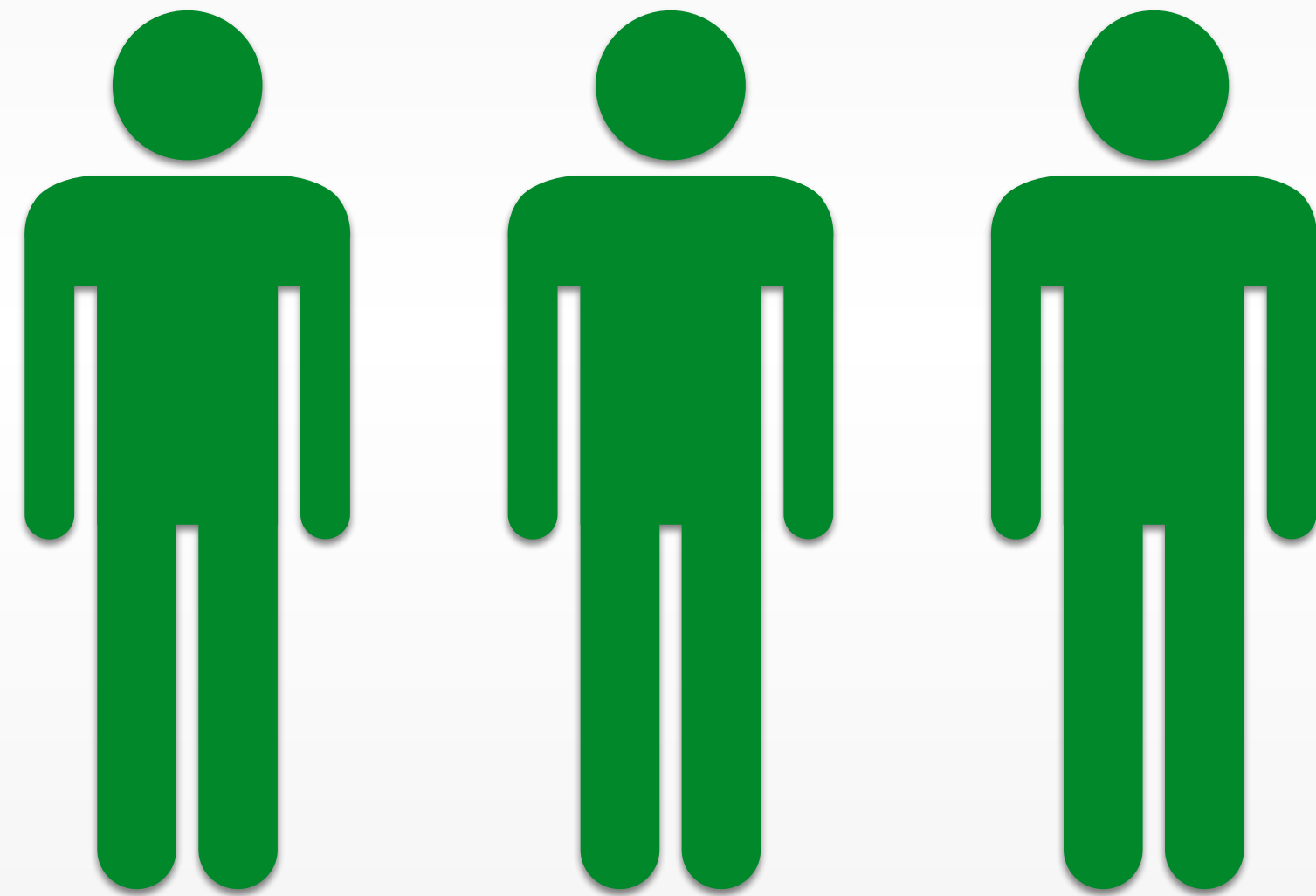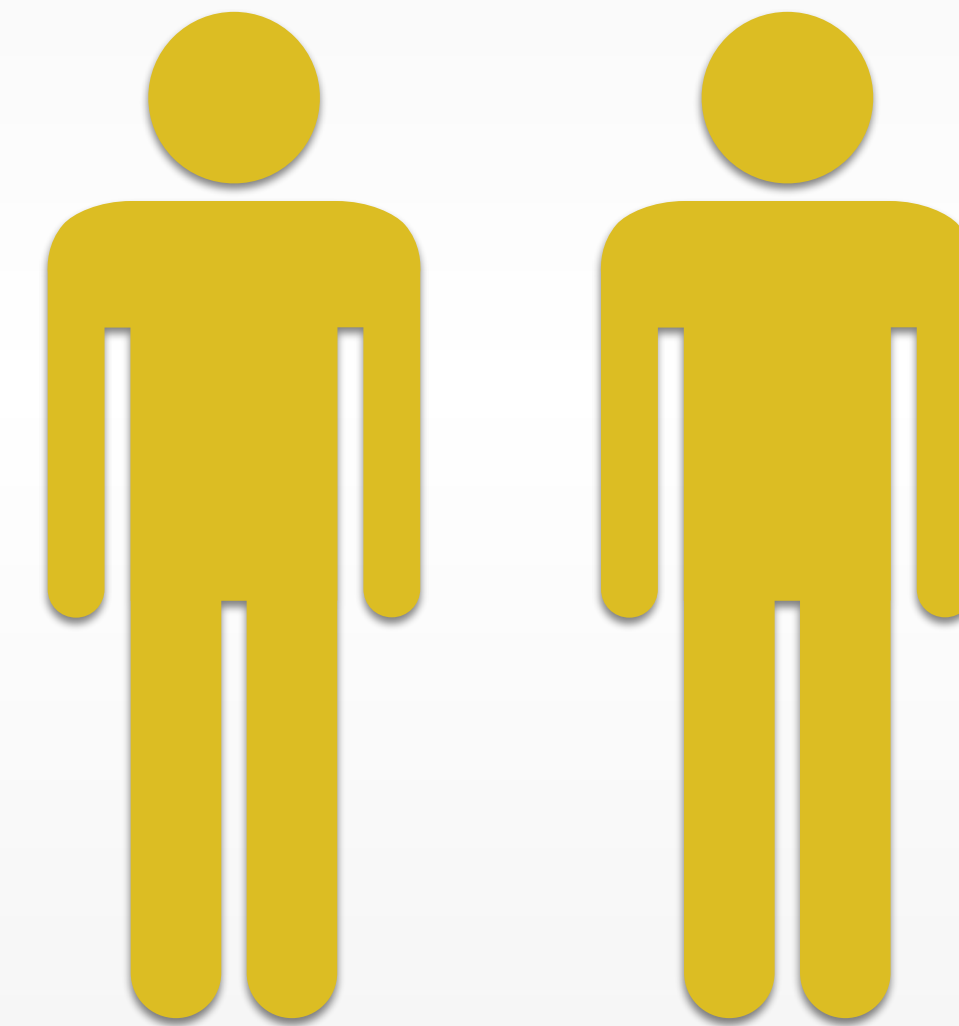
- Pitch each idea to at least 5 other teams.

- Each pitching session: 10–15 minutes.

- Listeners: Take notes, and discuss interesting solutions with your team members later.

Pitch

Listen

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Storyboard Walkthrough

- Using the storyboards as an aid, **describe each solution** to a member from **another** team. Look for the following:

  - Does he/she **understand** your solution? You may ask him/her to describe the solution in his/her own words.

  - Does he/she find the solution **realistic?**

  - Does he/she feel that this solution can **solve his/her problem(s)?** If not, what is still a problem? Is there a solution that could solve this?

- Pitch each idea to at least 5 other teams.

- Each pitching session: 10–15 minutes.

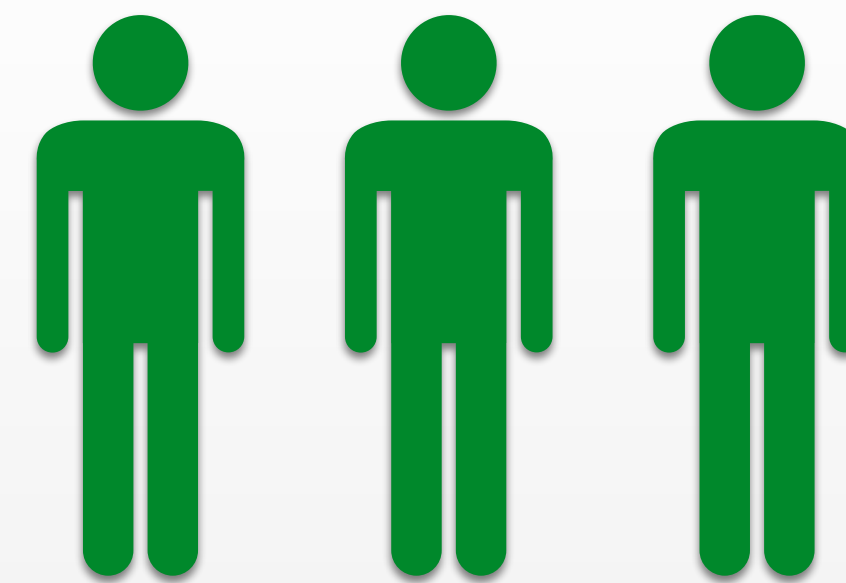- Listeners: Take notes, and discuss interesting solutions with your team members later.

Pitch

Listen

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What Next?

- By **Wednesday (Dec. 18)**

  - Based on today's feedback, **redesign** your storyboards

  - **Try to do storyboard walkthroughs** with at least one target user

- Before **Monday (Jan. 6)**

  - **Watch** Week 10 Content: **Evaluation** (9.1–9.4)

  - **Submit** your solution for milestone #3 via RWTHmoodle