

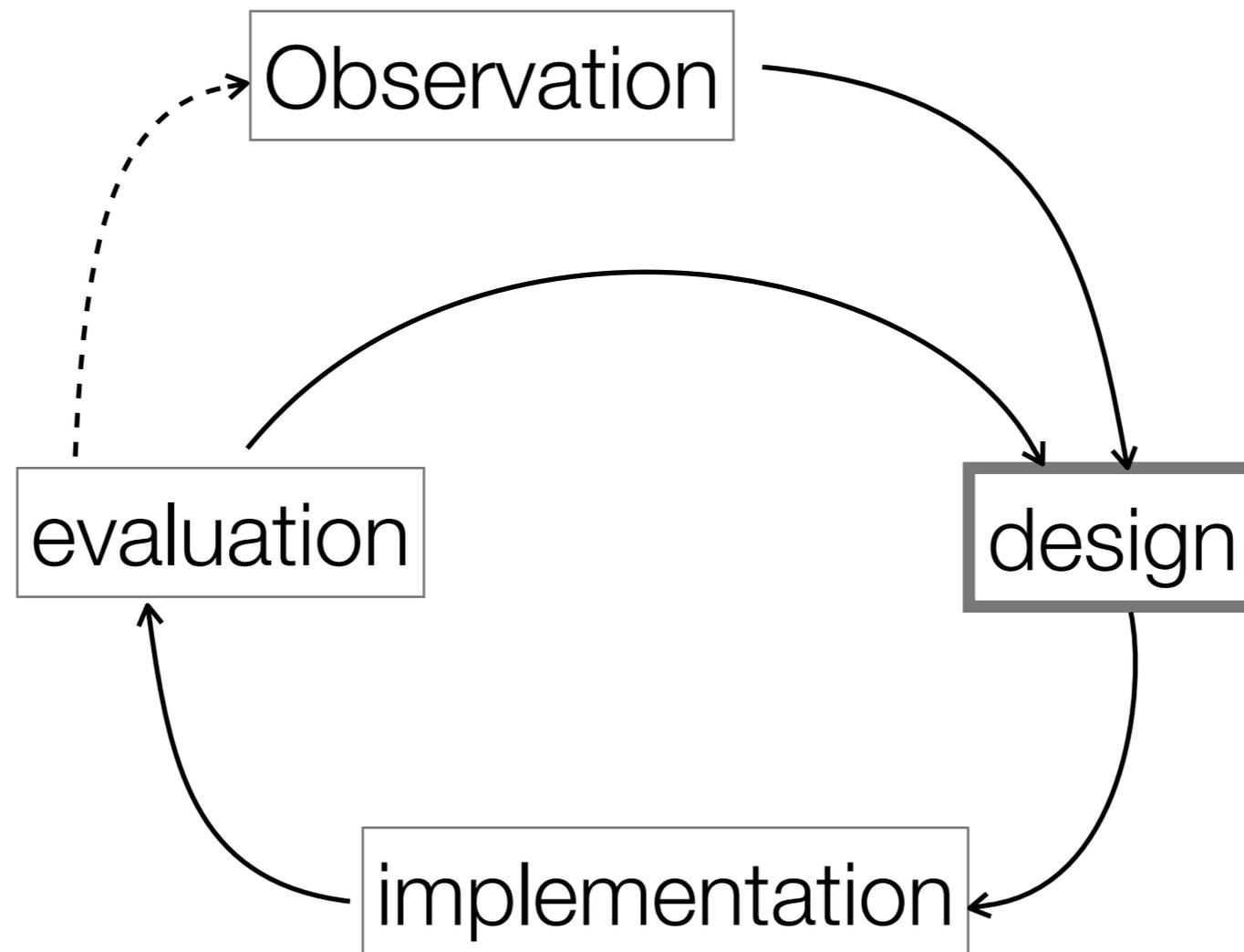
Übung zur Vorlesung  
**Mensch–Maschine–Interaktion 1**

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Design your own project

# Iterative design

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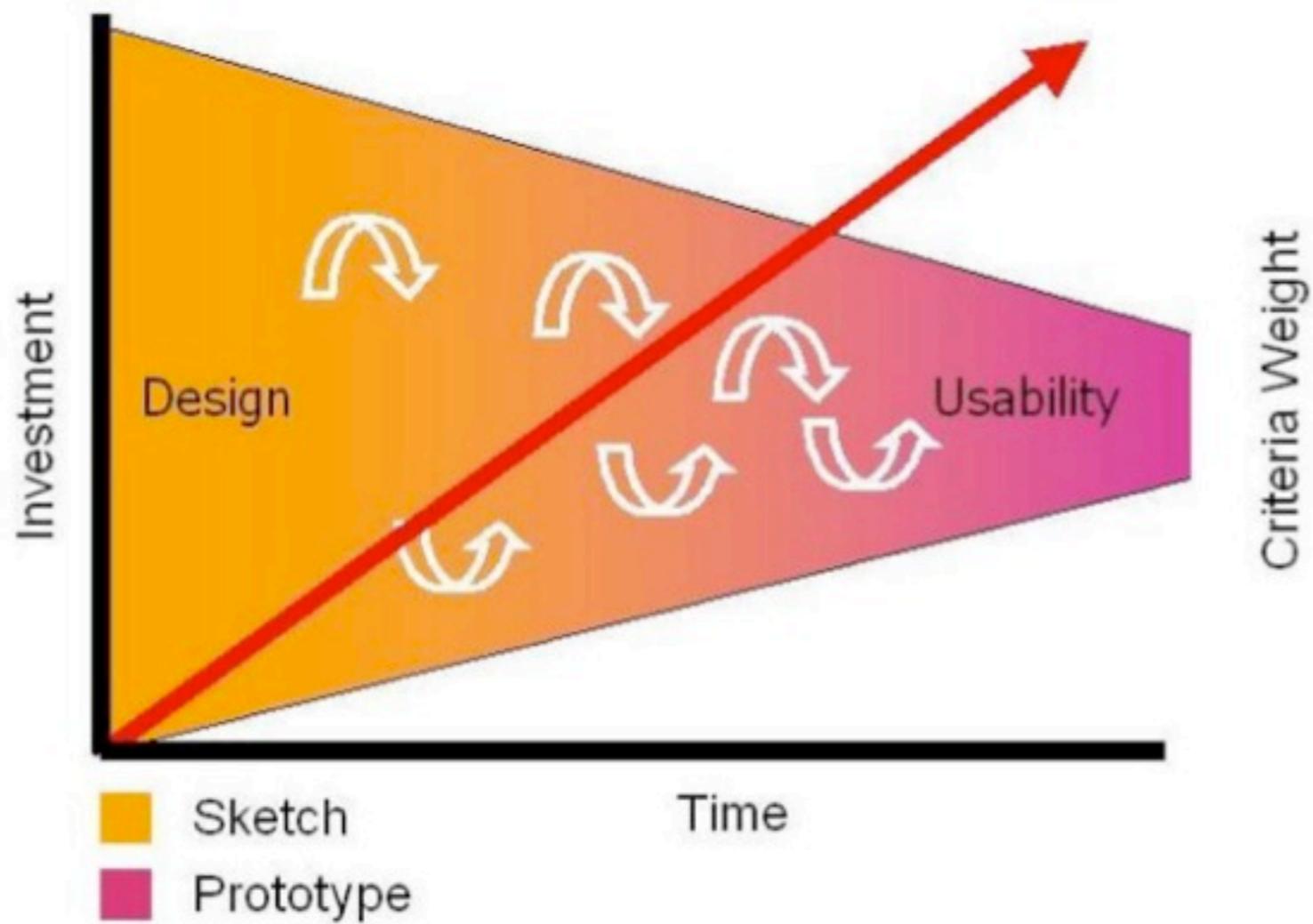
# Design methods - Putting design in context

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Scenarios of use  
Design scenarios  
Storyboards

# Not rushing into code

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# Scenario of use

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## Goal

.: Create a realistic description of users' actual behavior

## Procedure

.: Interviews/contextual inquiry OR get a group of users

.: Pick a day, a location, real users with names and profiles

.: Include both usual and exceptional situations  
with planned activities and surprises coming in the way.

# Design scenario

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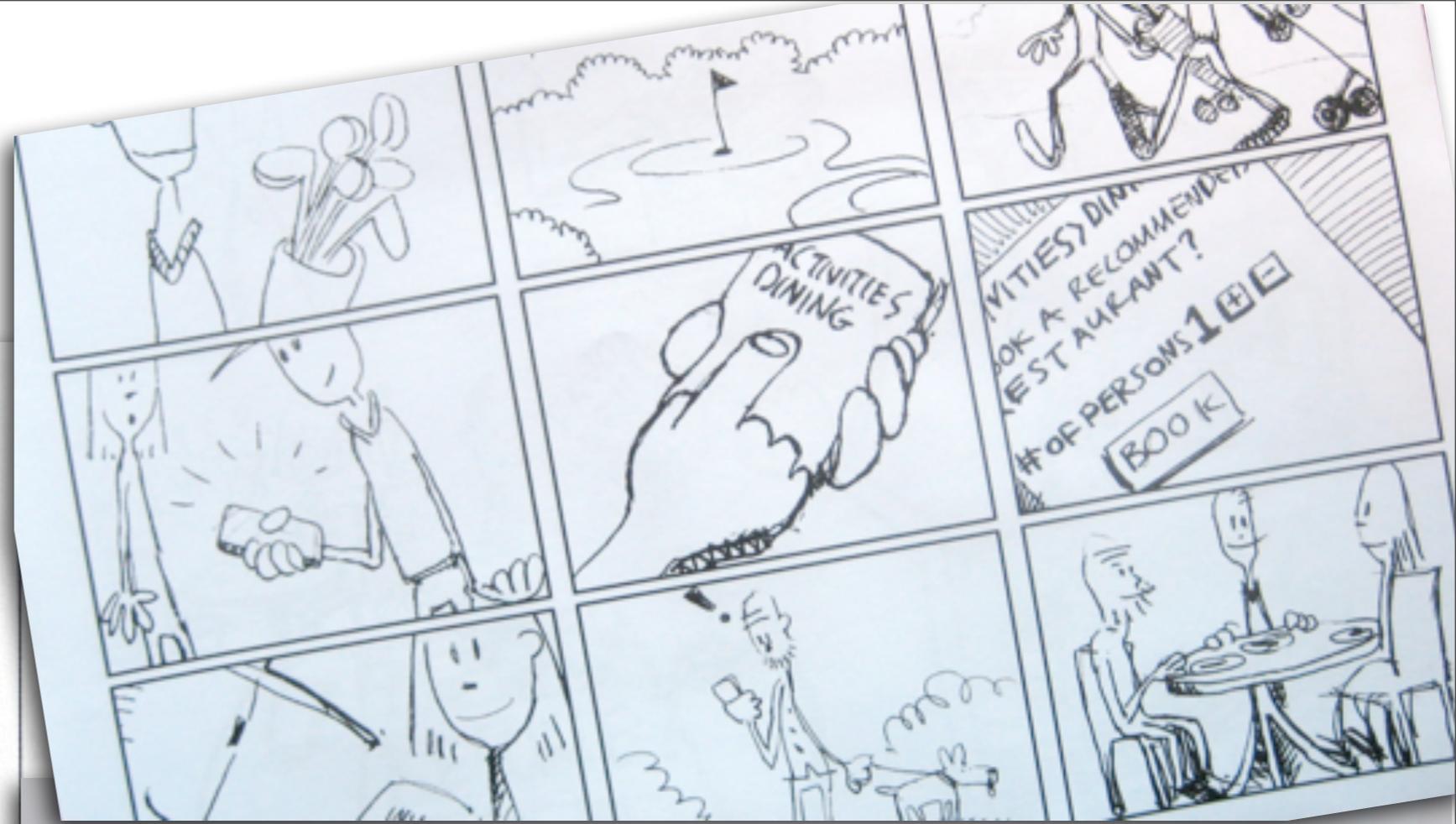
## Goal:

- .: Create a realistic description of how the new system would be used.

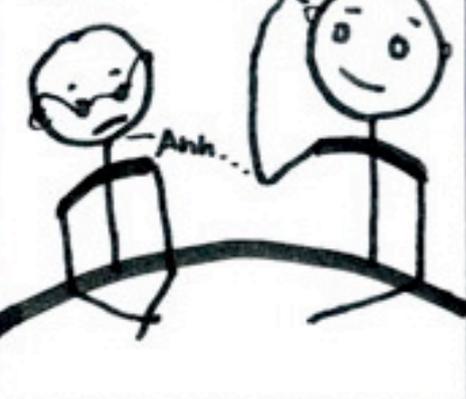
## Procedure:

- .: Take an existing use scenario
- .: Use ideas from field work or brainstorming
- .: Incorporate new system ideas in the use scenario

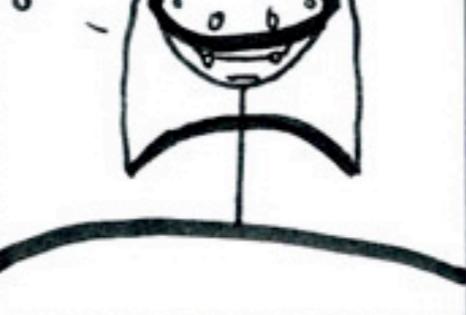
# Storyboarding



SO THIS DEVICE GOES ON YOUR HEAD, AND RECORDS BRAIN WAVES...



OK  
CAN YOU READ MY MIND NOW...



MATT GREETED TED AND DESCRIBES THE DEVICE; TED IS A LITTLE NERVOUS



TED PUTS THE DEVICE ON HIS HEAD, HE MAKES A JOKE TO RELAX



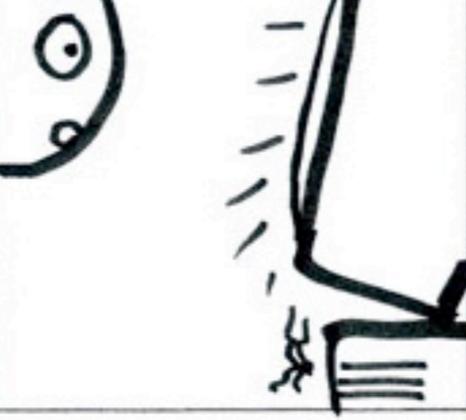
ALMOST DONE!



THE DEVICE SENDS SIGNALS BEHIND THE GLASS.



MATT READS THE INCOMING DATA; HE IS OVERWHELMED BY THE AMOUNT



MATT READS THE INCOMING DATA; HE IS OVERWHELMED BY THE AMOUNT



Westerner in Asian city      pulls out card that will act as his guide      "find vegetable market"      flips card over to view      animation sequence begins:      star flows

planet nears while spinning/ permission to use location requested      planet nears/city emerges      location selected      directions plotted/ course of action requested      course of action 1 selected      returns card to pocket to receive directions via earpiece

planet nears/consent given/spinning stops at corresponding continent      city nears/alternatives emerge with popularity ratings

<http://www.designinception.com/>  
<http://www.preattentive.com/storyboards.html>  
<http://leapfrog.nl/blog/archives/2007/12/19/storyboarding-multi-touch-interactions/>

# Storyboarding

Attention to details

Sequential:

- ∴ use scenarios
- ∴ understand relationships between interactions

*Not a series of screenshots!*

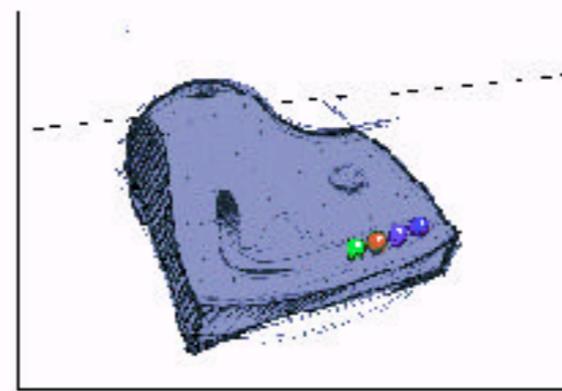
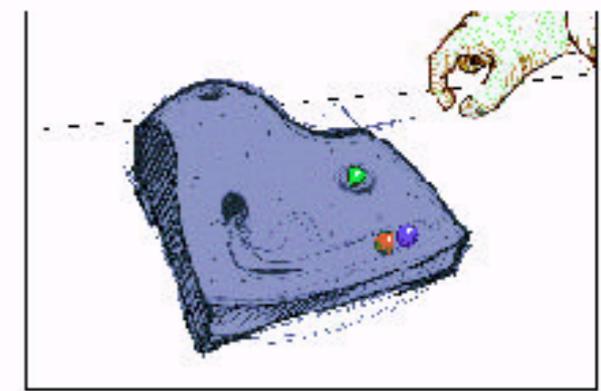


Figure 6.i Incoming messages await...



The user listens to a message... Figure 6.ii

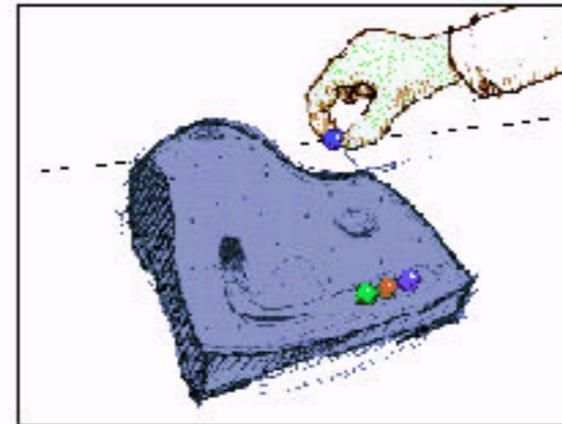
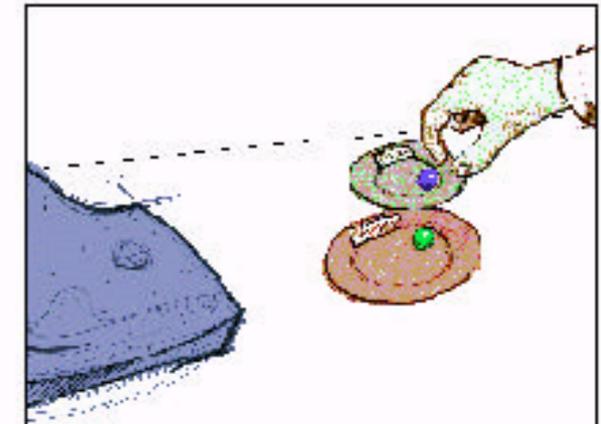


Figure 6.iii ...the user moves the message



...to each roommate's in-tray. Figure 6.iv

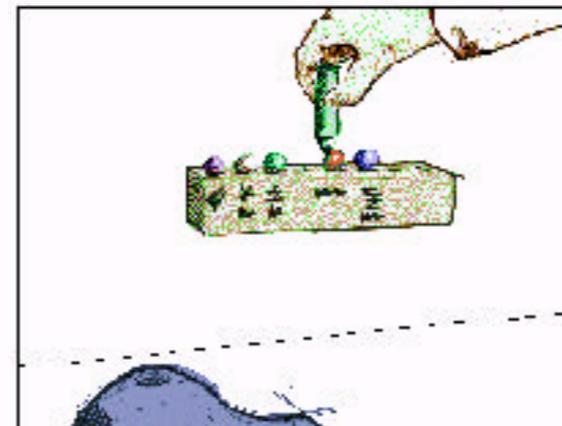


Figure 6.v Here the user stores an incoming message

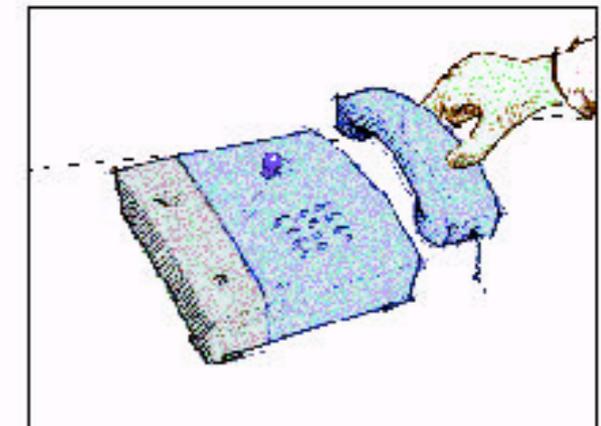


Figure 6.vi Moving the marble to the phone dials the number stored in the message that the marble 'contains'

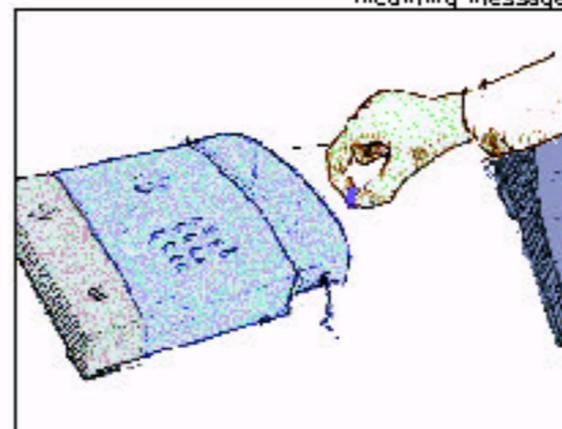


Figure 6.vii The marble is returned to the answer machine to be 'recycled'

The Marble Answering Machine  
Durrell Bishop, 1992

Stills from Director animation

# But also

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Sketches

Flip books

Flow Diagrams

# Breakout session

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Take 30 - 45 minutes to develop a storyboard describing a design scenario.

It should be based on the results from your interviews and brainstorming.

Next step: paper prototyping