
Übung zur Vorlesung
Mensch-Maschine-Interaktion 1

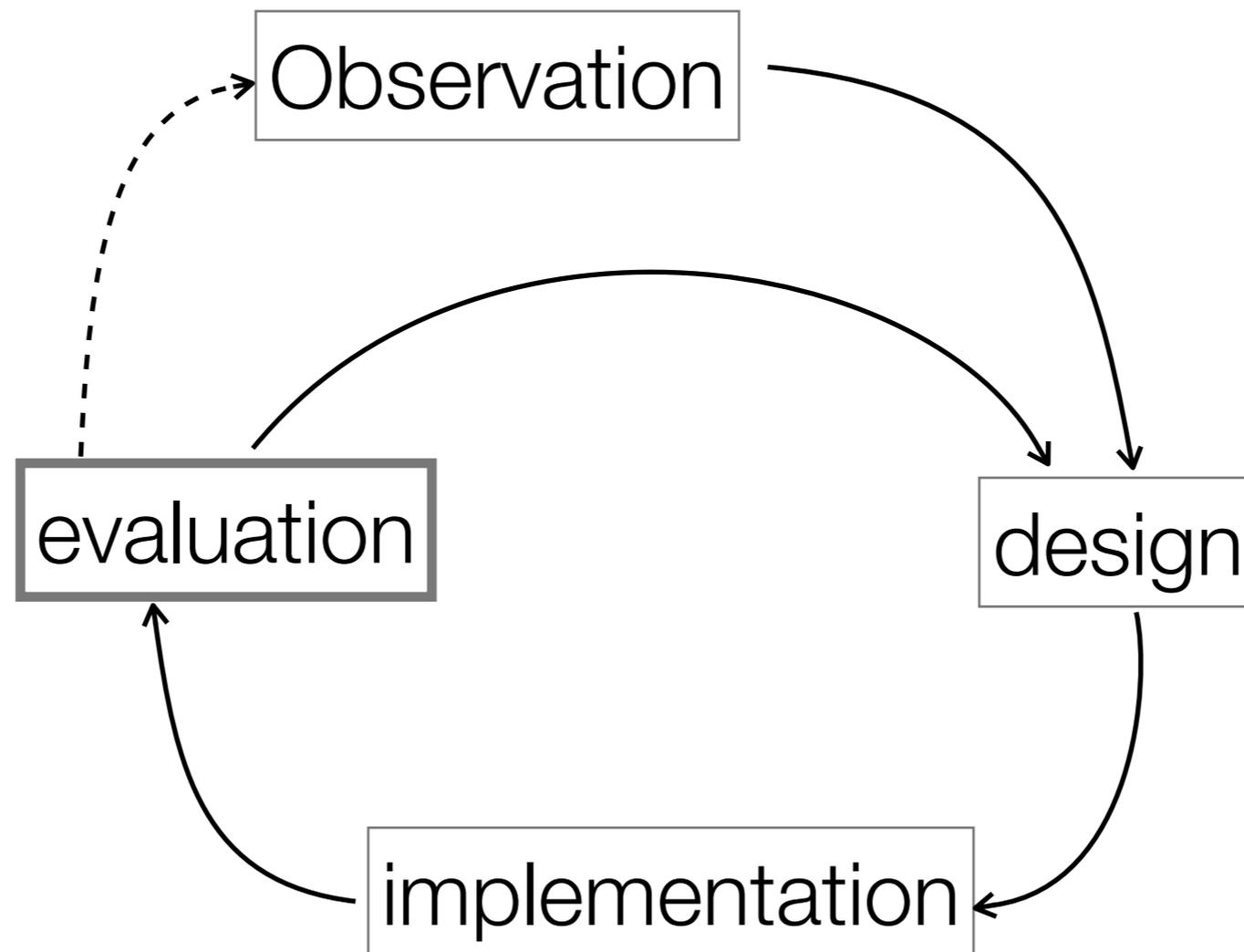
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Evaluate your project

Iterative design



Design Walkthrough

A group of experts (with different backgrounds) gather to evaluate specific aspects of a project, step-by-step.

∴ source code:

e.g. create more consistent code among a team, optimize an algorithm...

∴ system design:

e.g. improve navigation in an application, refine the proposed value (scenario)...

∴ documentation or paper

e.g. improve clarity

∴ tests, experiments, or usability study plan

e.g. design a more efficient or robust test

Design Walkthrough for Interaction Design

Evaluate a specific aspect step by step

∴ a UI

∴ a scenario

∴ a prototype

...

Use principles learnt in the course:

∴ heuristic evaluations rules, laws of interaction (Fitts', Hick's), human capacities (memory, color perception...) etc.

Design Walkthrough comments

.: Be specific:

.: “3 steps are required to perform a simple search”

.: Missing functionality:

.: No help, no undo...

.: Suggestions:

.: “Provide a summary view to know what was done so far”

.: Bugs

Today

Design walkthrough of your video-prototypes:

- .: Present your video to the class (from beginning to end)
- .: Go through the video sequence by sequence and write down the feedback.

As for brainstorming:

- .: get the most comments
- .: critiques should come with suggestions