

HCI Bootcamp

Friday, 2 November 2018

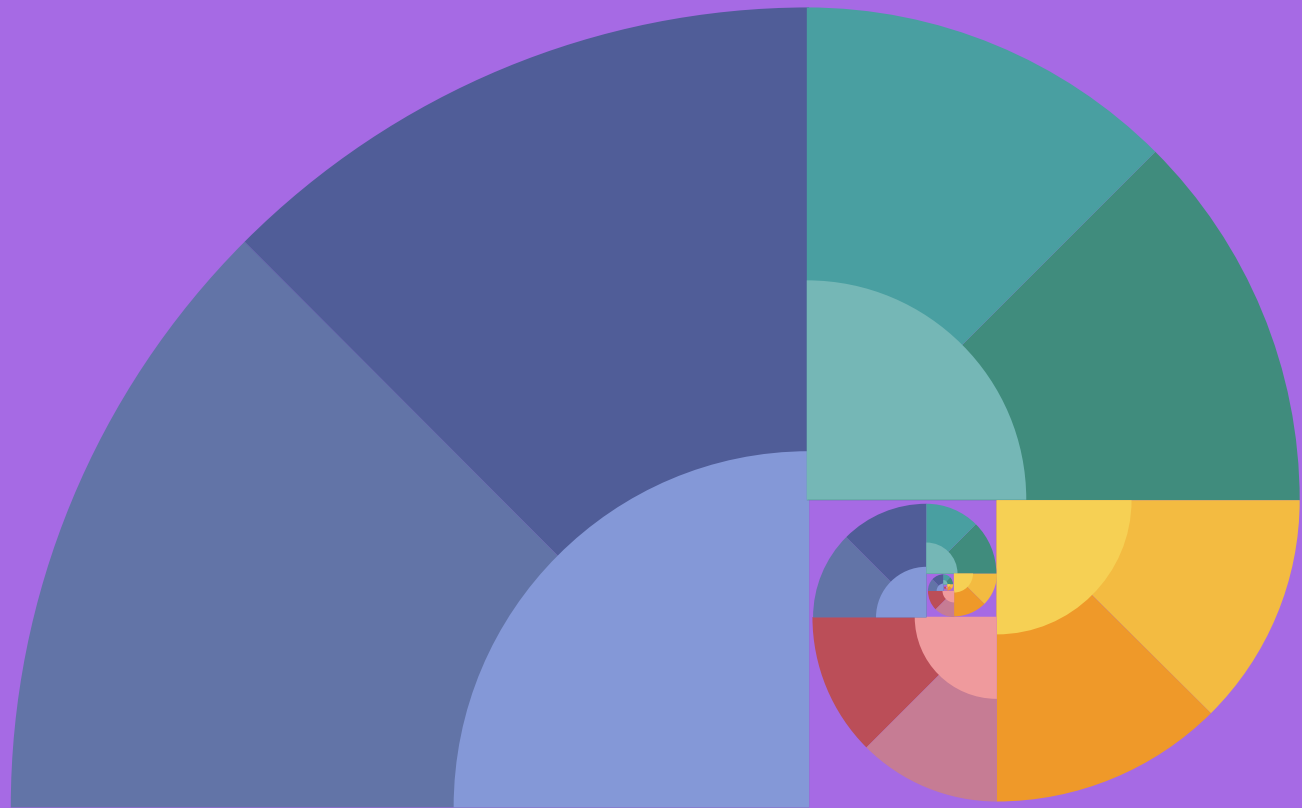
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web: <https://ex-situ.lri.fr/workshops/hci-bootcamp-2018>

Generative Walkthrough



Generative walkthrough

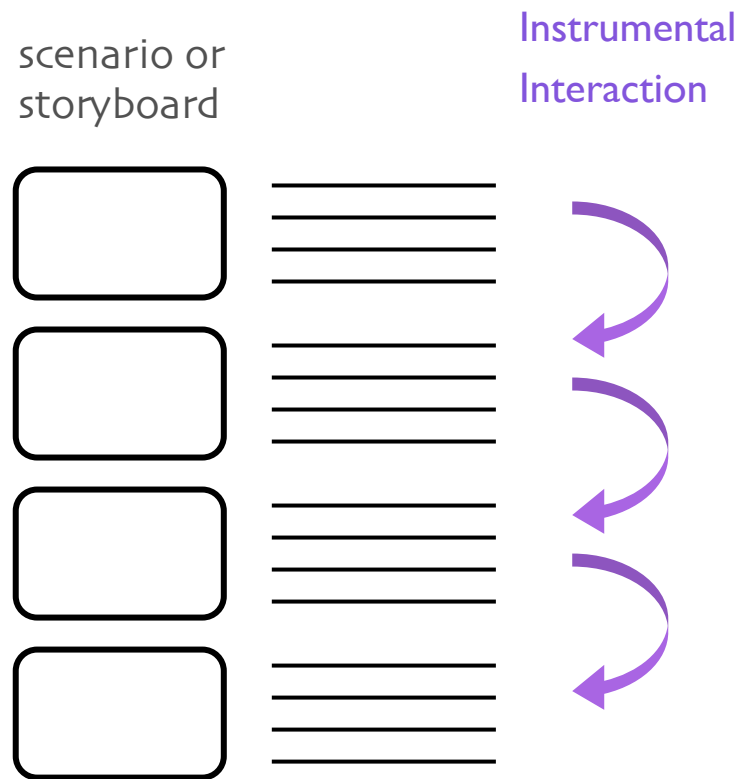
What are the user's objects of interest?

- | | |
|-------------------------|-------------------------|
| If they are ephemeral* | – make them persist |
| If they are persistent | – make them interactive |
| If they are interactive | – make them instruments |

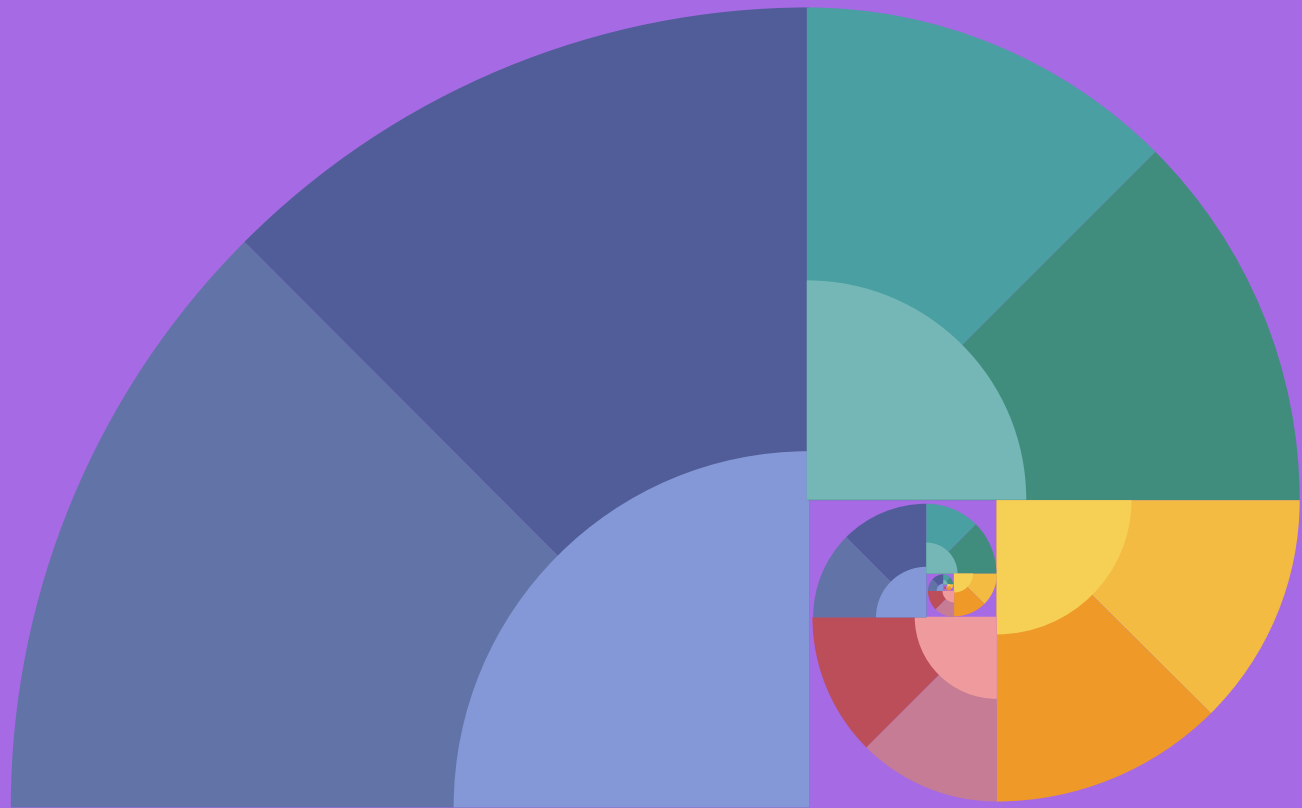
* ephemeral: last a short time, then disappear

Exercise: Generative Walkthroughs

Analyze storyboard I
from the perspective of co-adaptive systems



Storyboard 2



Revise the design concept

Consider results of the generative walkthrough

Reassess your design concept

Can you create a simpler, more powerful concept?

Explore breakdowns

Identify at least three possible breakdowns

How do they affect the design of your system?

How can you address them?

Modify your design with the revised concept

Include three new interaction points

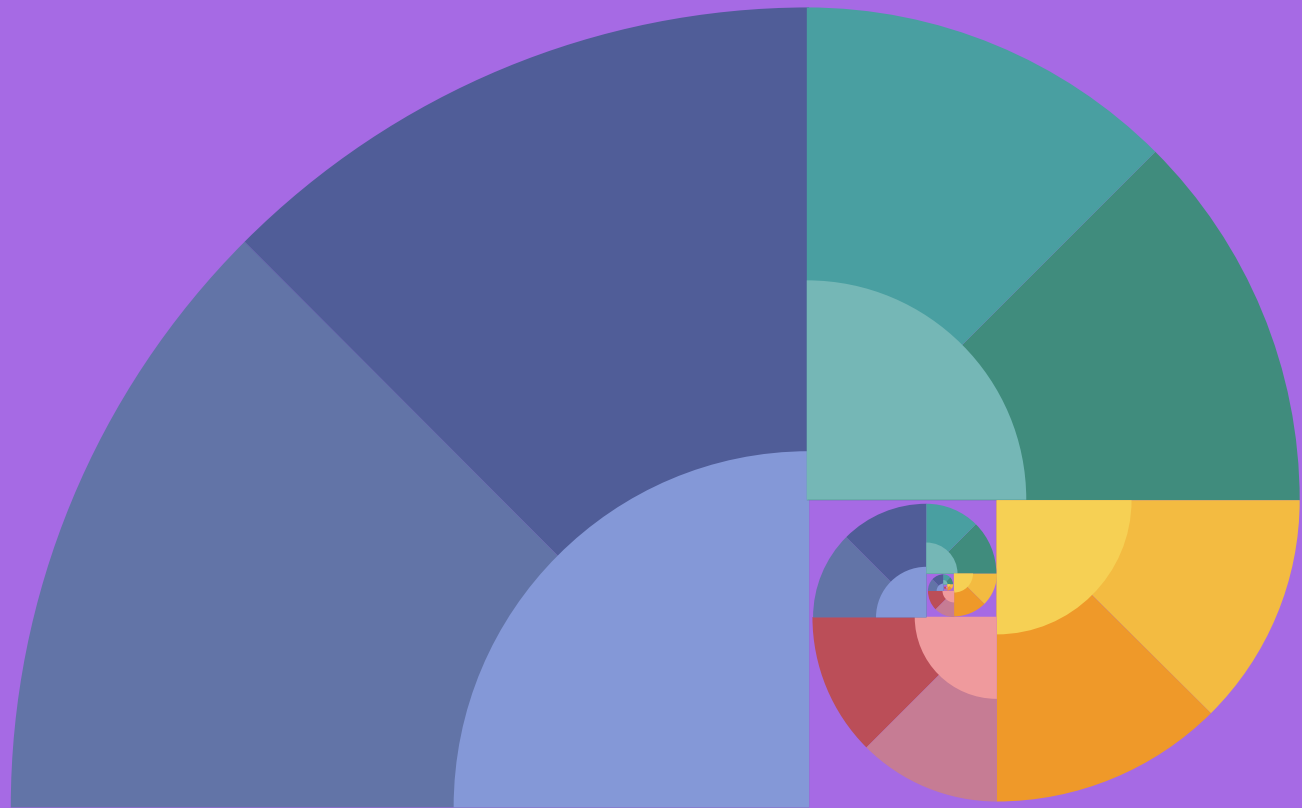
Show how to address breakdowns

Exercise: Storyboard 2

Revise your first storyboard
to reflect ideas from the walkthroughs
according to your revised design concept

Include at least one breakdown
and three new interaction points

Video Prototype 2



Video Prototype 2

Copy video prototype #1

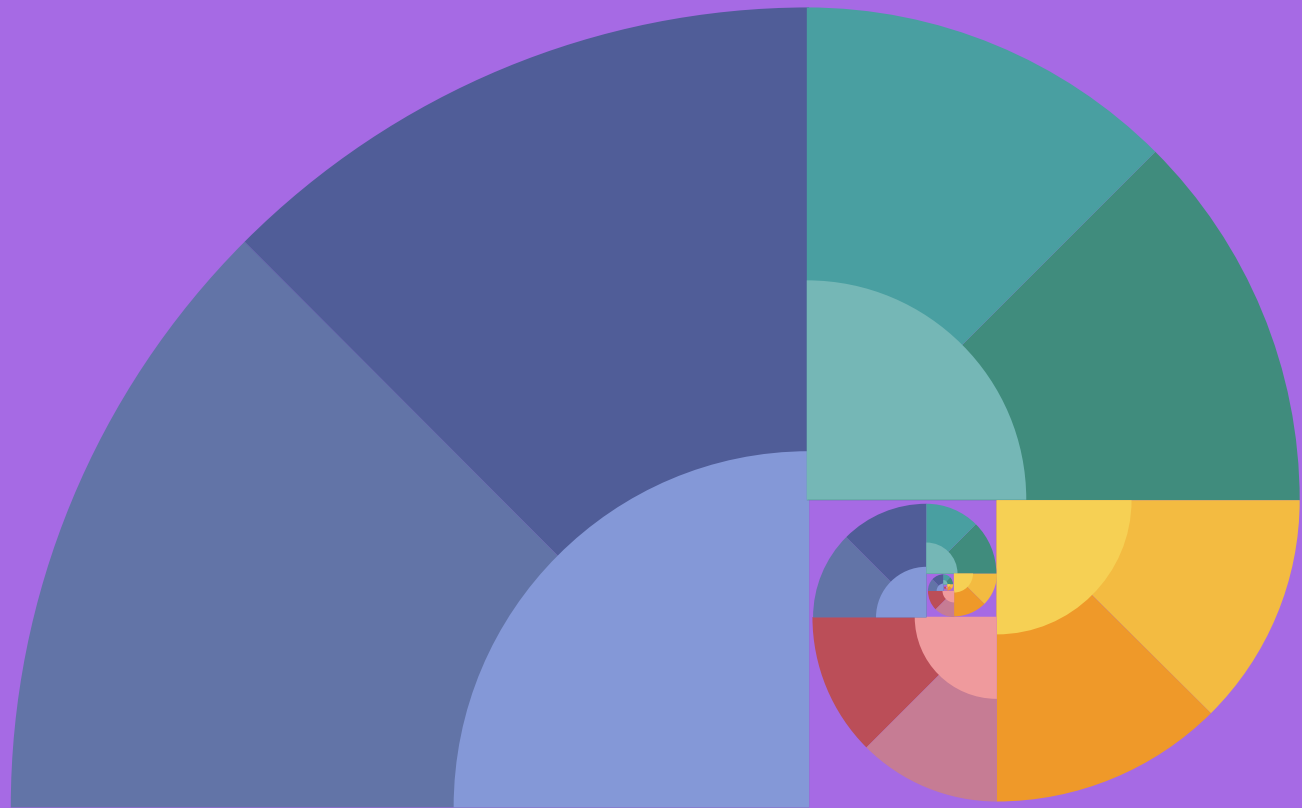
Follow storyboard #2

Update the titlecards

Identify where to add new interaction points

Modify any remaining interaction points

Presentation



Final presentation

13:00

Mon. 5 Nov.

Oral presentation

10 minutes:

title slide (names, group #, system name)

user profile & personas

design problem & design concept

design diagram

video prototype (maximum 5 minutes)

justification (key improvements & why)

conclusion

5 minutes:

class discussion (group members ask questions)

Hand in:

due: Monday, 5 Nov

Ipads

Folders with unused tools materials

Storyboards #1 and #2

Video prototype (4-5 minutes)

Presentation slides

Posters

Course evaluations (anonymous)

On grading

Some exercises have grades:

interviews

storyboard & video prototype #1

storyboard & video prototype #2

final presentation

final poster

Other exercises are marked as having been done