

«Human-Computer Interaction I»

Lab Session #4

Alexa Schlegel

Human-Centered Computing, Institute of Computer Science

Freie Universität Berlin

May 11th, 2021

Agenda

No new LU this week!

[Assignment #4](#) is online.

Feedback for [Assignment #1](#) is in Whiteboard.

Points and feedback for [Assignment #2](#) is in Whiteboard.

- _ Quiz: LU#4
- _ Peer Feedback: Persona + Scenario
- _ Summing up: Problem Statement and Hypothesis Statement
- _ Assignment #4

Quiz LU#4

<https://blogs.fu-berlin.de/hci1-sose2021/lu04-quiz/>

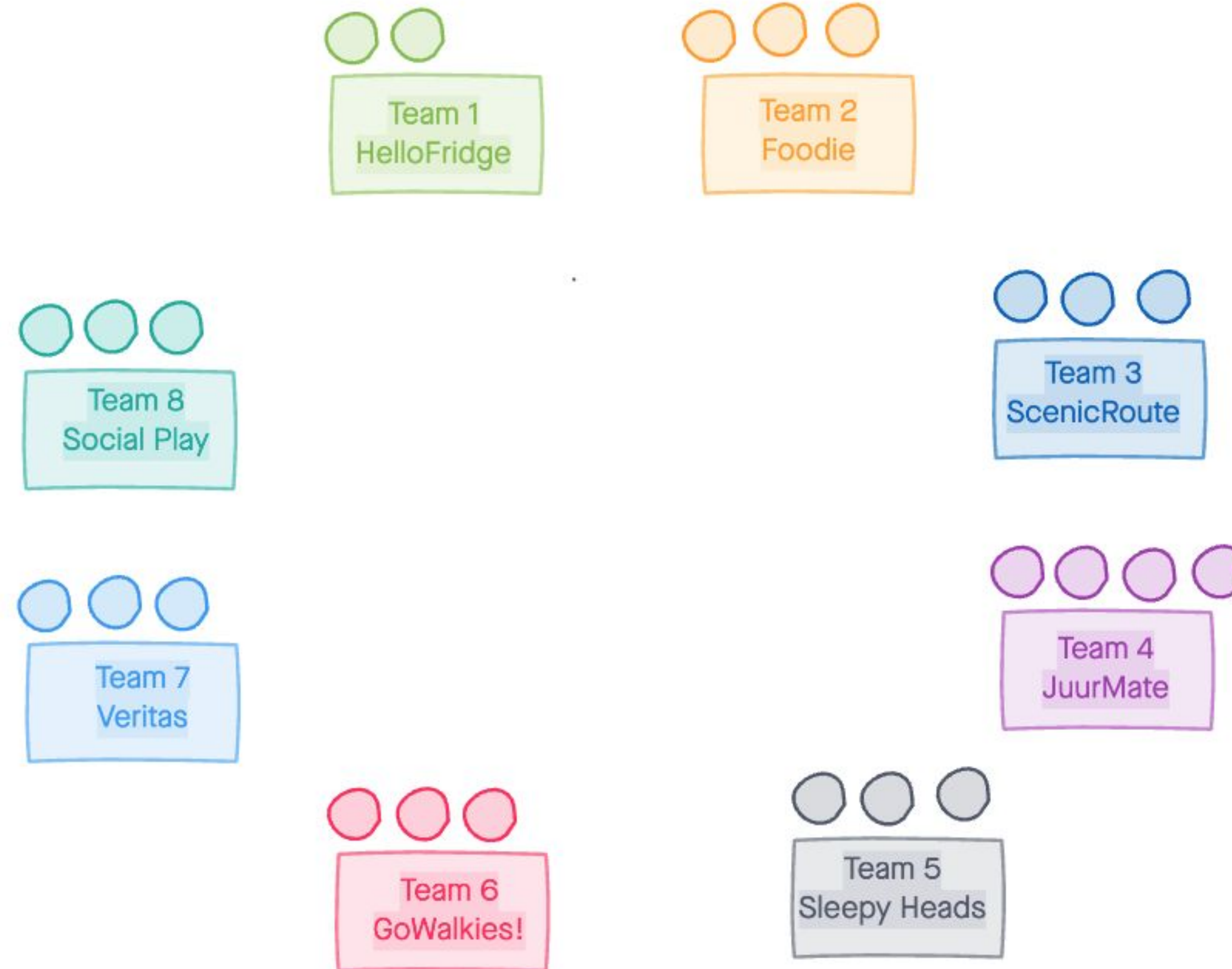
Peer Feedback: Persona & Scenario

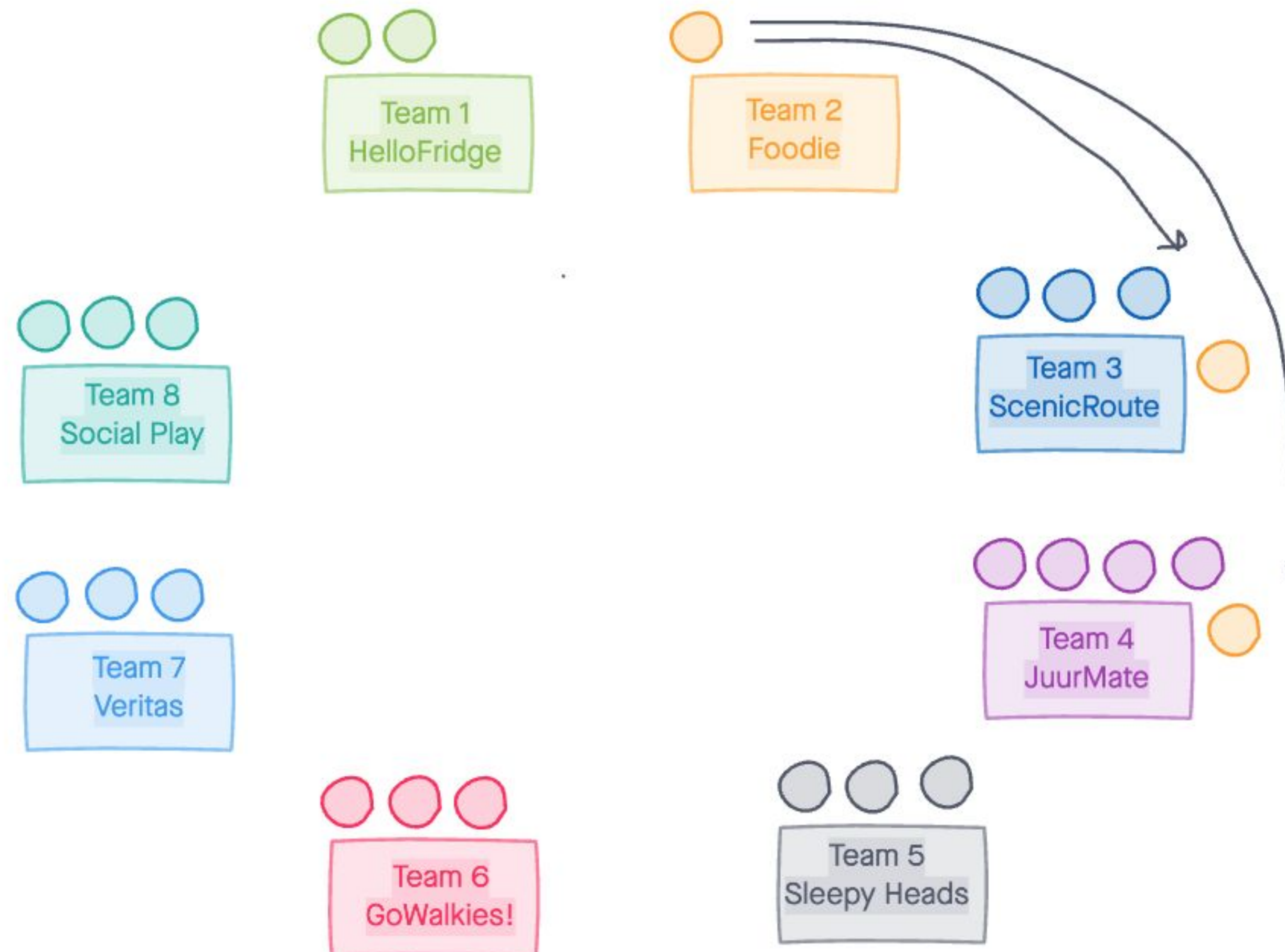
Present your persona & scenario and receive feedback
from your peers.

Peer Feedback: Persona & Scenario

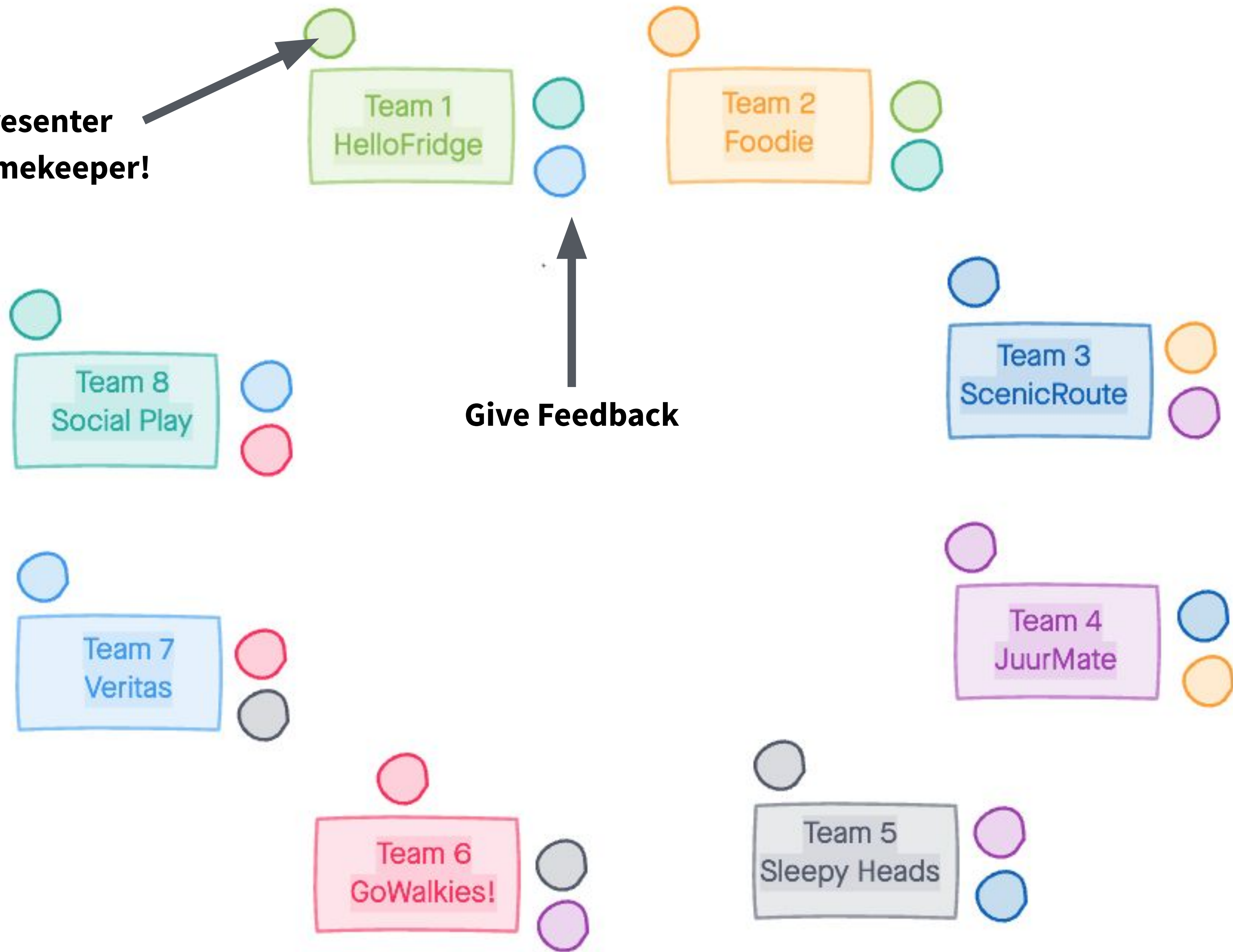
Present your persona & scenario and receive feedback from your peers.

- 1) Meet in your Team-Breakout-Room and sort out who is staying/leaving/presenting* [5']
- 2) Change rooms.
- 3) Present your **persona & scenario** + Receive feedback [20'] (+ Short Intro: Project: Problem, Context, Goal)
- 4) Return to your Team-Breakout-Room.
- 5) Share and document the feedback you received in your team. [5']

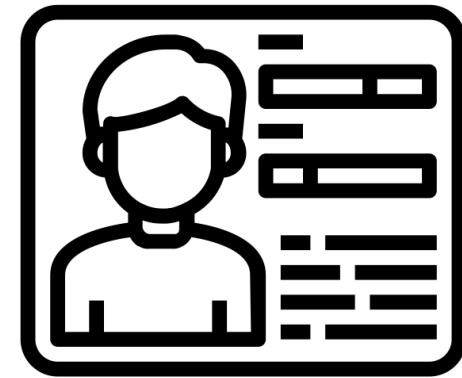
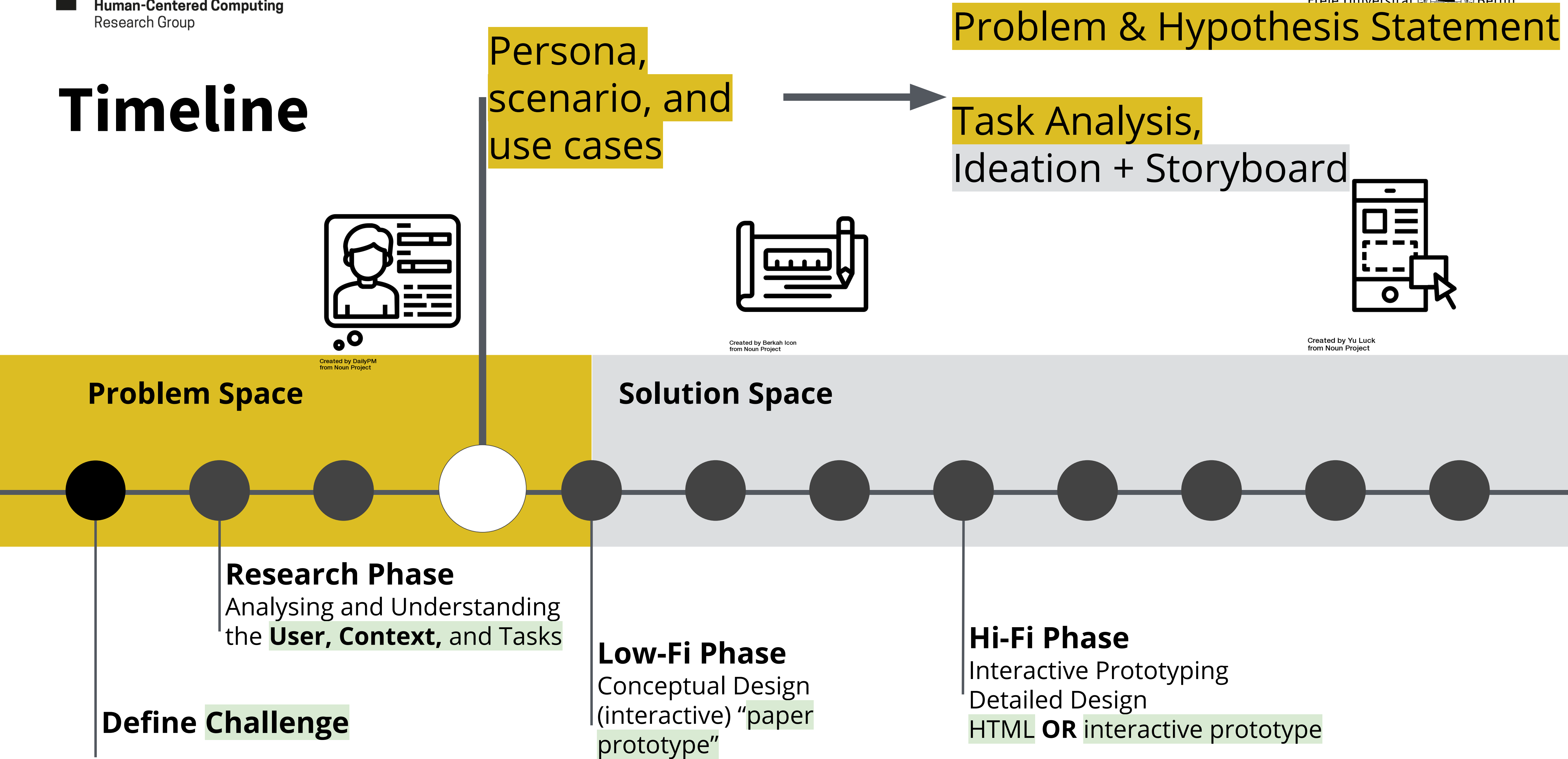




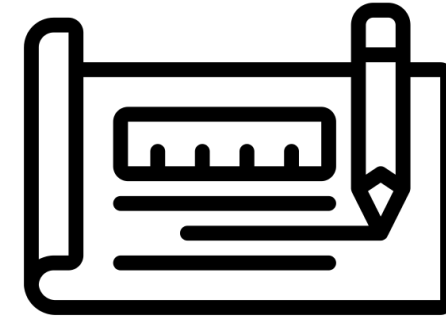
Presenter
+ Timekeeper!



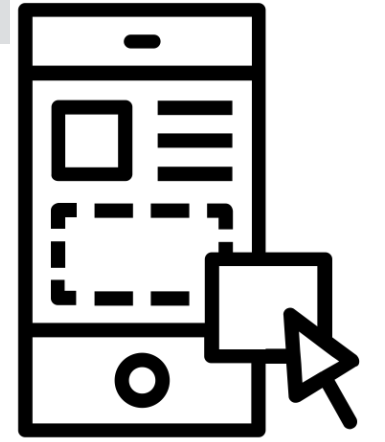
Timeline



Created by DailyPM from Noun Project



Created by Berkah Icon from Noun Project



Created by Yu Luck from Noun Project

Problem Space

Solution Space

Research Phase

Analysing and Understanding the **User, Context, and Tasks**

Low-Fi Phase

Conceptual Design (interactive) "paper prototype"

Hi-Fi Phase

Interactive Prototyping
Detailed Design
HTML OR interactive prototype

Define Challenge

Problem & Hypothesis Statement

What is a Problem Statement?

[The name of your PRIMARY persona]

needs a way to [user's need]

because [insight].

We will know this to be true

when we see:

[this quantitative/qualitative measure].

Charlotte (Financial Analyst)

needs a way to regularly track details of projects that involve multiple teams

because she works remotely and asynchronously with her team.

We will know this to be true when we see that Charlotte can view the overall progress of her projects to make sure they are being finished on time.

What is a Hypothesis Statement?

We believe that by

[doing this / building this feature /
creating this experience]

for [the name of your primary
persona],

we will achieve

[this quantitative / qualitative
outcome].

We believe that by

creating a visually-oriented interface
for project tracking across multiple
teams instead of a text-based interface

for Charlotte,

we will achieve

having 20% more of Charlotte's
projects meet their deadlines.

Hands on: Problem Statements

1. Schreibt eure anfängliches **Problem bzw. Projektziel** auf. [3']
2. Schreibt euer **Problem Statement** auf. [10']
3. (*optional*) **Hypothesis Statement** formulieren.
4. Bitte die Ergebnisse in das folgende Pad kopieren. [2']

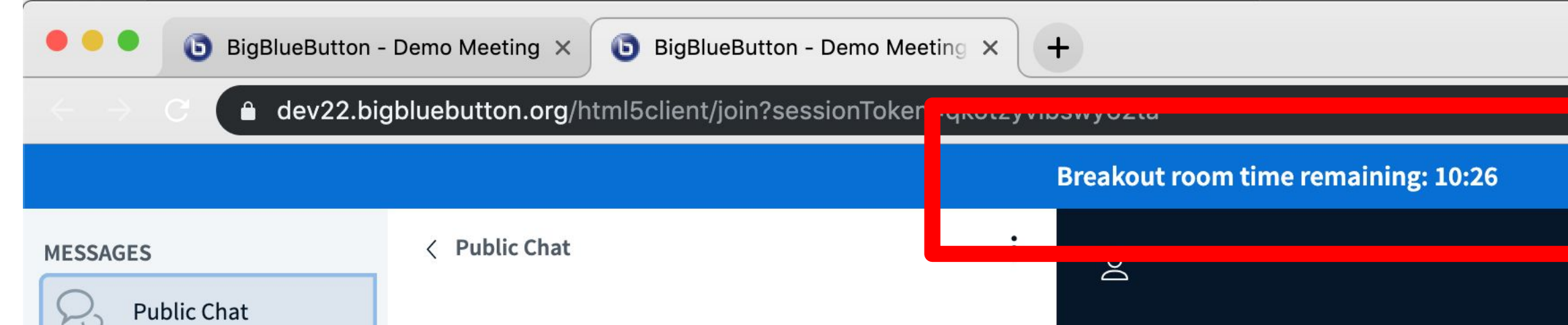
<https://cryptpad.fr/pad/#/2/pad/edit/A2W57wQbfZP2pPGWLQyN+Z5p/>

Assignment #4

Questions?

<https://blogs.fu-berlin.de/hci1-sose2021/2021/05/10/assignment-4-ideation-and-storyboard/>

BBB und BreakOut Rooms

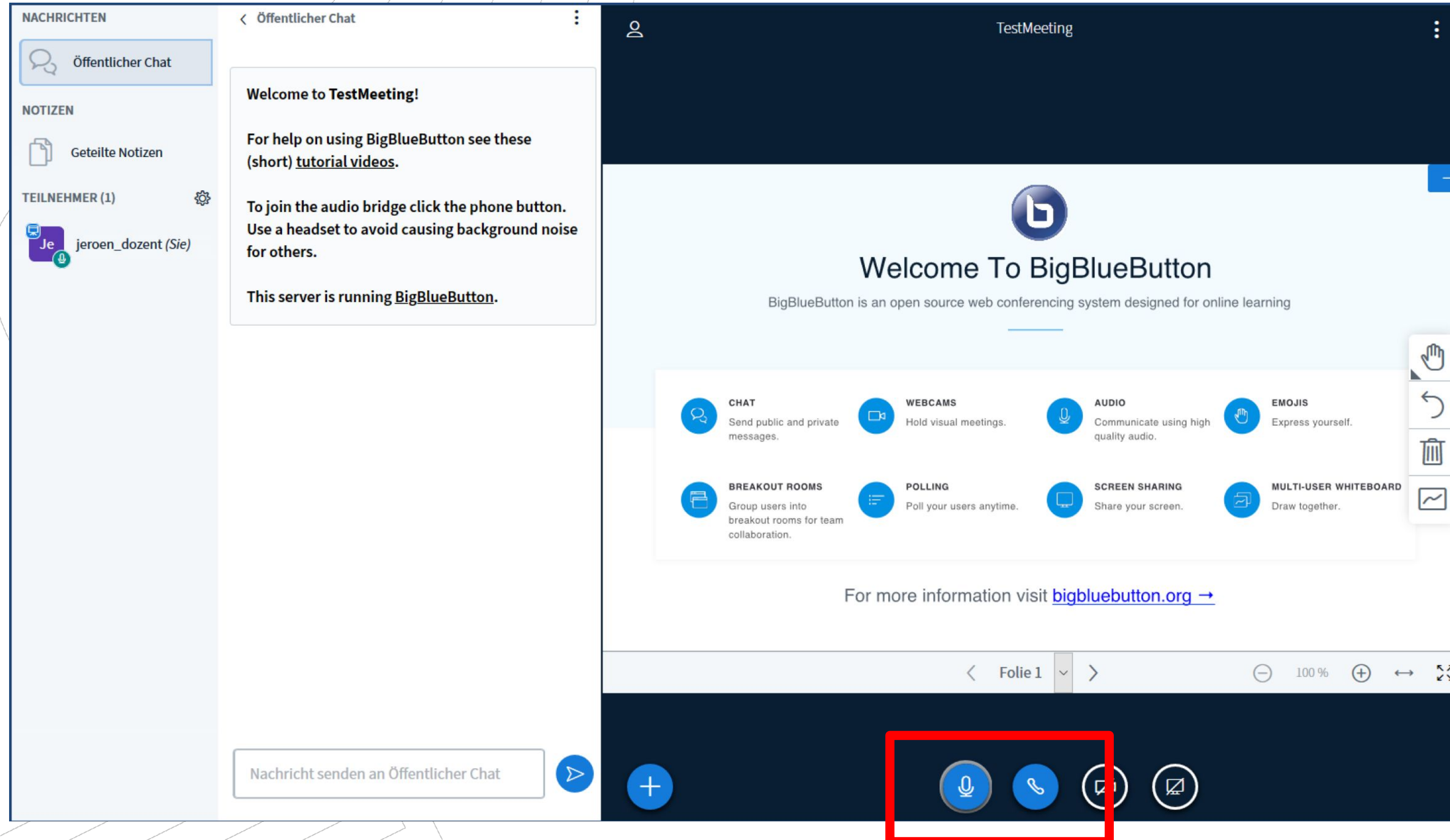


Main room

Breakout Rooms

A diagram illustrating the flow from a main room to breakout rooms. A blue arrow points from the "Main room" label down to a browser tab labeled "BigBlueButton - Test Meeting". Two blue arrows then point from this tab to two separate browser tabs, both labeled "BigBlueButton - Test Meeting", representing the transition to breakout rooms. Below this, a screenshot of the BigBlueButton interface shows the "Breakout Rooms" section. The "BREAKOUT ROOMS" header and the "Breakout Rooms" button are highlighted with a red box. The interface lists two breakout rooms: "Room 1 (2)" with participants Eric and Jane, and "Room 2 (2)" with participants John and Sarah. Each room has "Join room" and "Join audio" links. A "Duration 13:40" is shown, and a blue button at the bottom says "End all breakout rooms". The left sidebar shows "MESSAGES" (Public Chat), "NOTES" (Shared Notes), and "USERS (5)" (Instructor (You)).

BBB und BreakOut Rooms



The image shows a split-screen view of the BigBlueButton interface. On the left is a mobile-style chat interface, and on the right is a desktop-style meeting control interface.

Chat Interface (Left):

- NACHRICHTEN:** Öffentlicher Chat
- NOTIZEN:** Geteilte Notizen
- TEILNEHMER (1):** jeroen_dozent (Sie)
- Message:** Welcome to TestMeeting!
For help on using BigBlueButton see these (short) [tutorial videos](#).
To join the audio bridge click the phone button. Use a headset to avoid causing background noise for others.
This server is running [BigBlueButton](#).
- Input:** Nachricht senden an Öffentlicher Chat

Meeting Interface (Right):

- Header:** TestMeeting
- Logo:** BigBlueButton (b)
- Text:** Welcome To BigBlueButton
BigBlueButton is an open source web conferencing system designed for online learning
- Feature Grid:**
 - CHAT:** Send public and private messages.
 - WEBCAMS:** Hold visual meetings.
 - AUDIO:** Communicate using high quality audio.
 - EMOJIS:** Express yourself.
 - BREAKOUT ROOMS:** Group users into breakout rooms for team collaboration.
 - POLLING:** Poll your users anytime.
 - SCREEN SHARING:** Share your screen.
 - MULTI-USER WHITEBOARD:** Draw together.
- Footer:** For more information visit bigbluebutton.org
- Bottom Bar:** Folie 1, 100%, and navigation icons.
- Bottom Control Bar:** A red box highlights the icons for **Audio** (microphone), **Phone** (phone handset), **Chat** (speech bubble), and **Whiteboard** (document with pencil).