Human-Centered Computing
Research Group

Freie Universität Berlin

«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

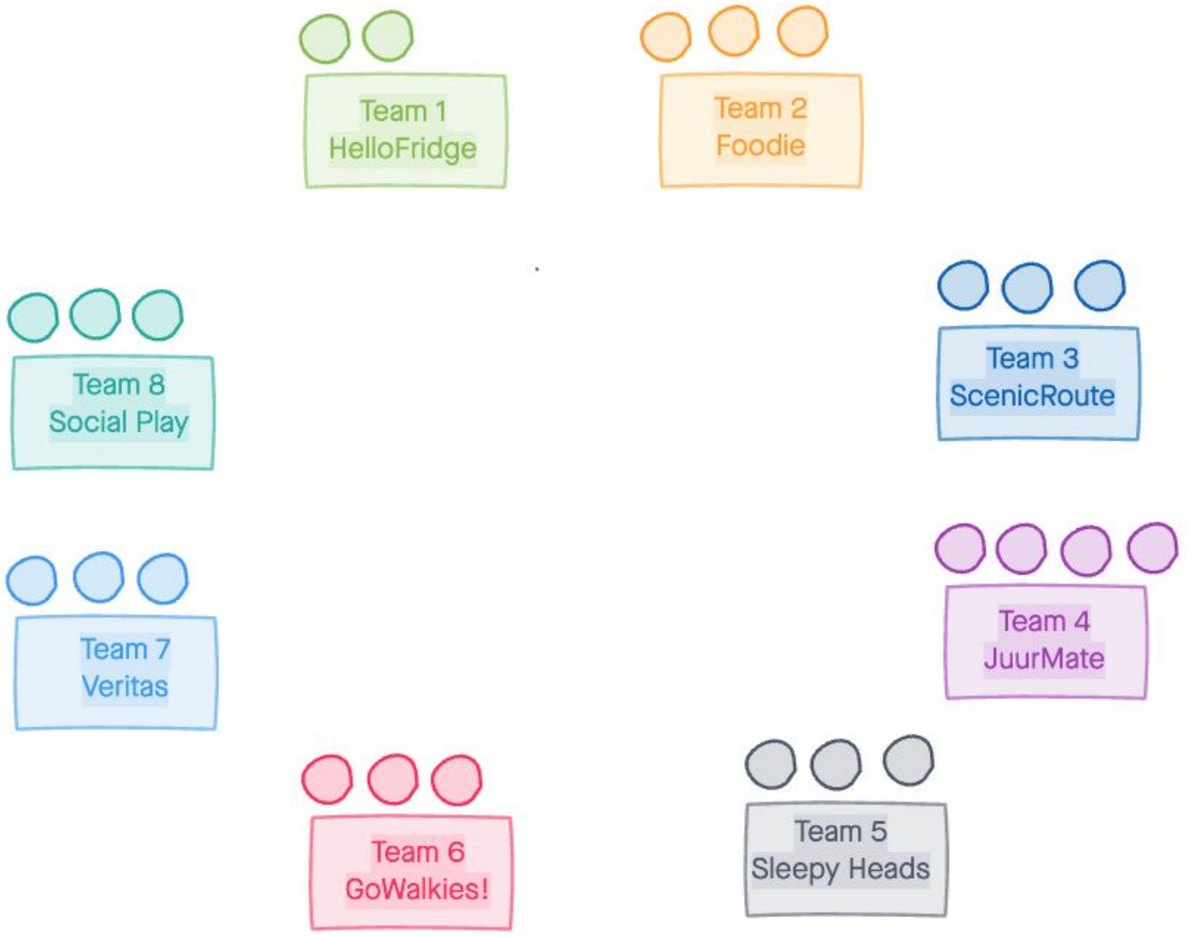
Present your persona & scenario and receive feedback from your peers.

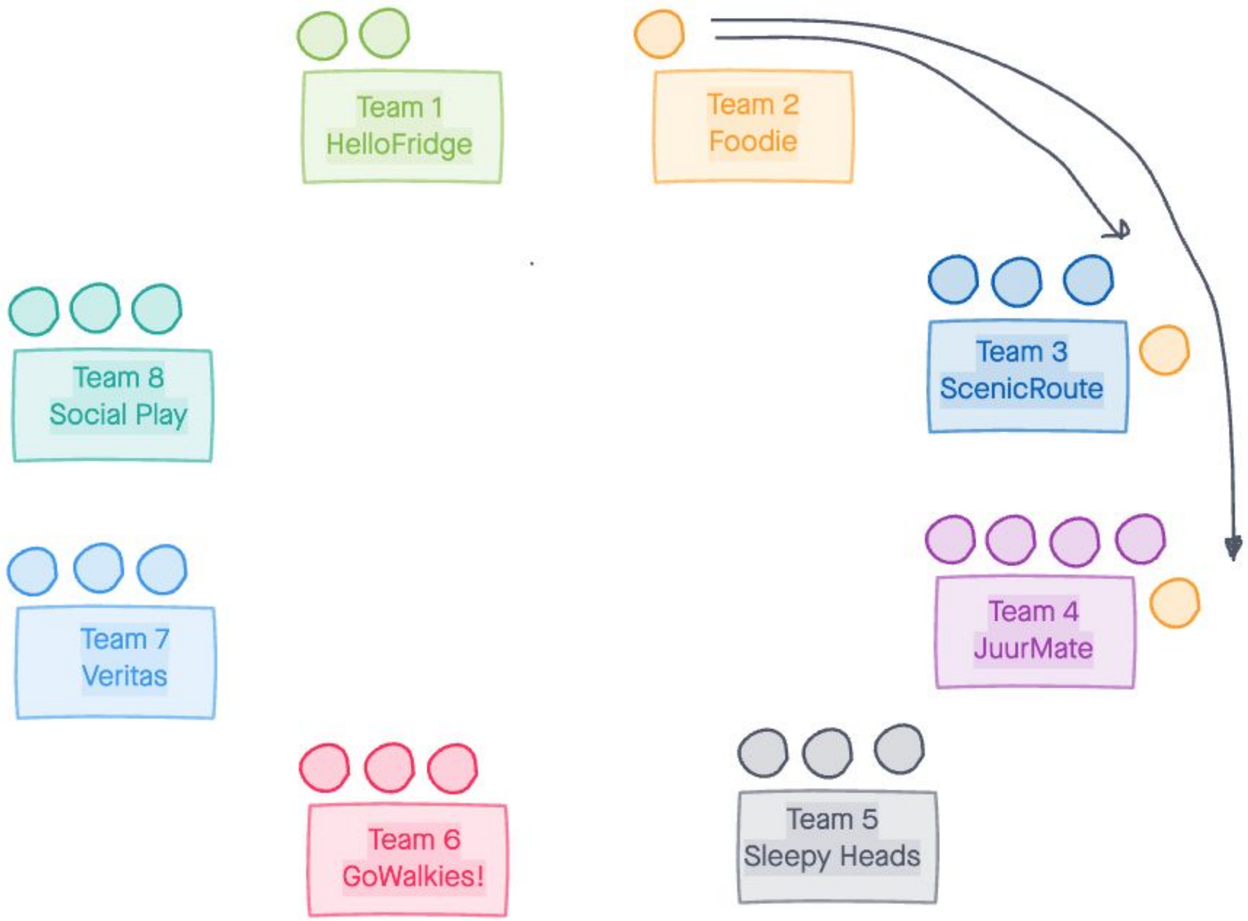
~ 35 Minutes

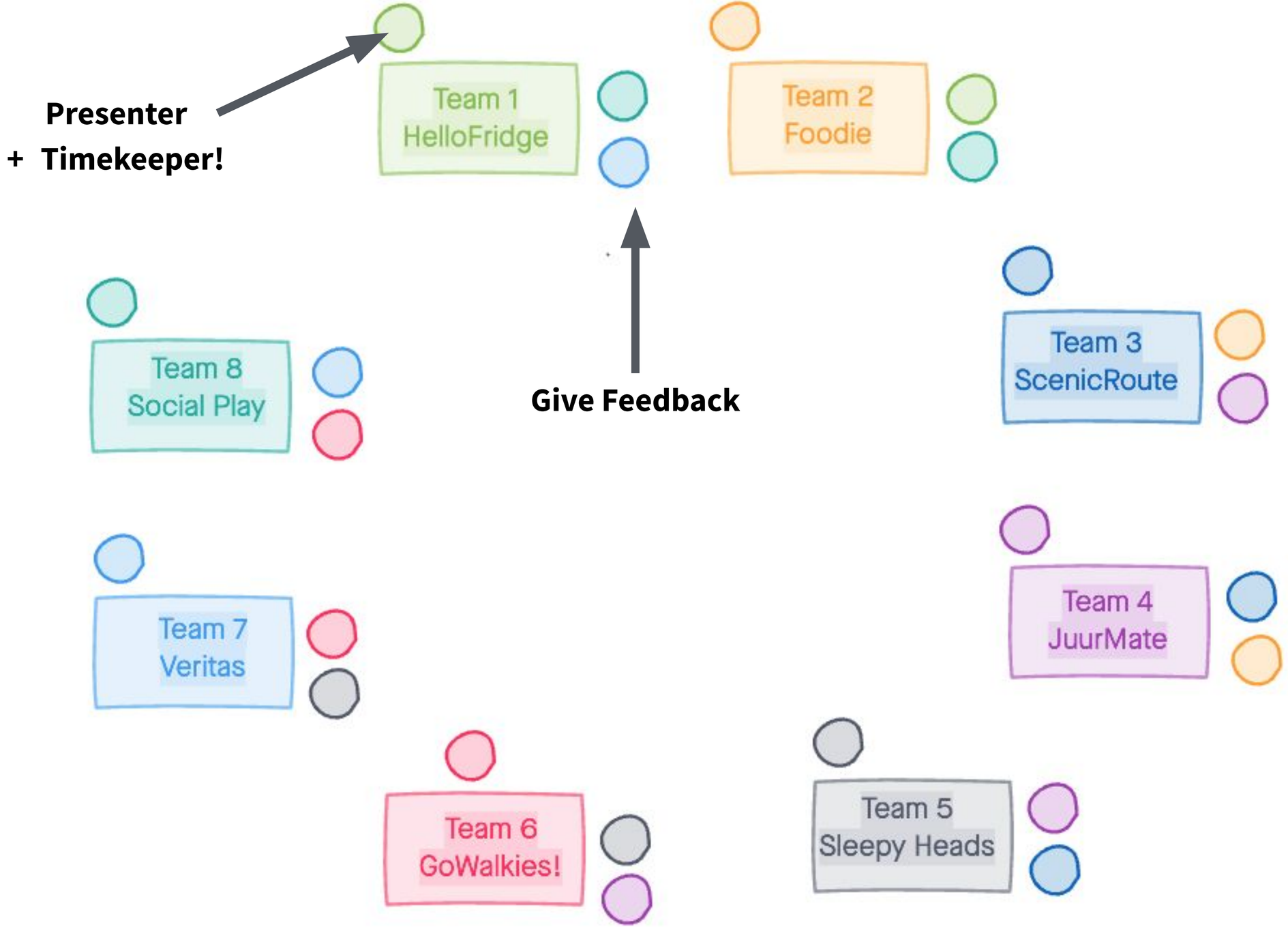
Peer Feedback: Persona & Scenario

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']**


Team 1
HelloFridge
Team 2
Foodie
Team 8
Social Play
Team 3
ScenicRoute
Team 7
Veritas
Team 4
JuurMate
Team 6
GoWalkies!
Team 5
Sleepy Heads


Team 1
HelloFridge
Team 2
Foodie
Team 3
ScenicRoute
Team 4
JuurMate
Team 5
Sleepy Heads
Team 6
GoWalkies!
Team 7
Veritas
Team 8
Social Play


Presenter
+ Timekeeper!
Team 1
HelloFridge
Team 2
Foodie
Give Feedback
Team 8
Social Play
Team 3
ScenicRoute
Team 7
Veritas
Team 4
JuurMate
Team 6
GoWalkies!
Team 5
Sleepy Heads

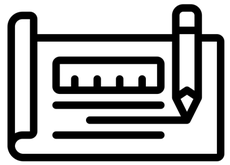
Timeline

Persona, scenario, and use cases

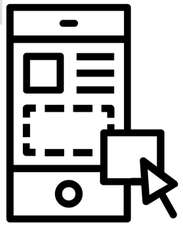
Problem & Hypothesis Statement

Task Analysis, Ideation + Storyboard

Created by DailyPM from Noun Project



Created by Berkah Icon from Noun Project



Created by Yu Luck from Noun Project

Problem Space

Solution Space

Define Challenge

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

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.

https://careerfoundry.com/

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.

https://careerfoundry.com/

~ 15 Minutes

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’]

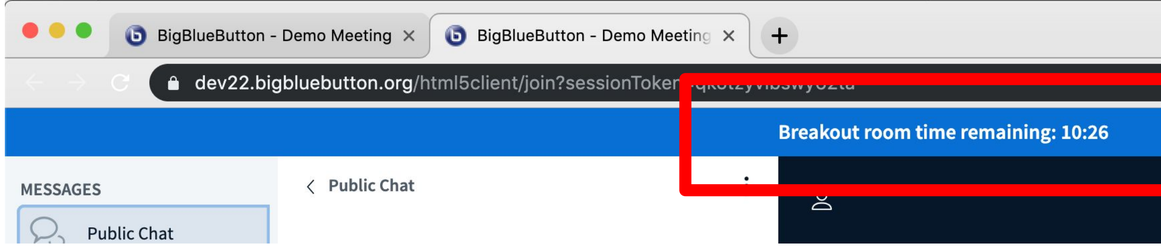
https://cryptpad.fr/pad/#/2/pad/edit/A2W57wQbfZP2pPGWLQyN+Z5p/

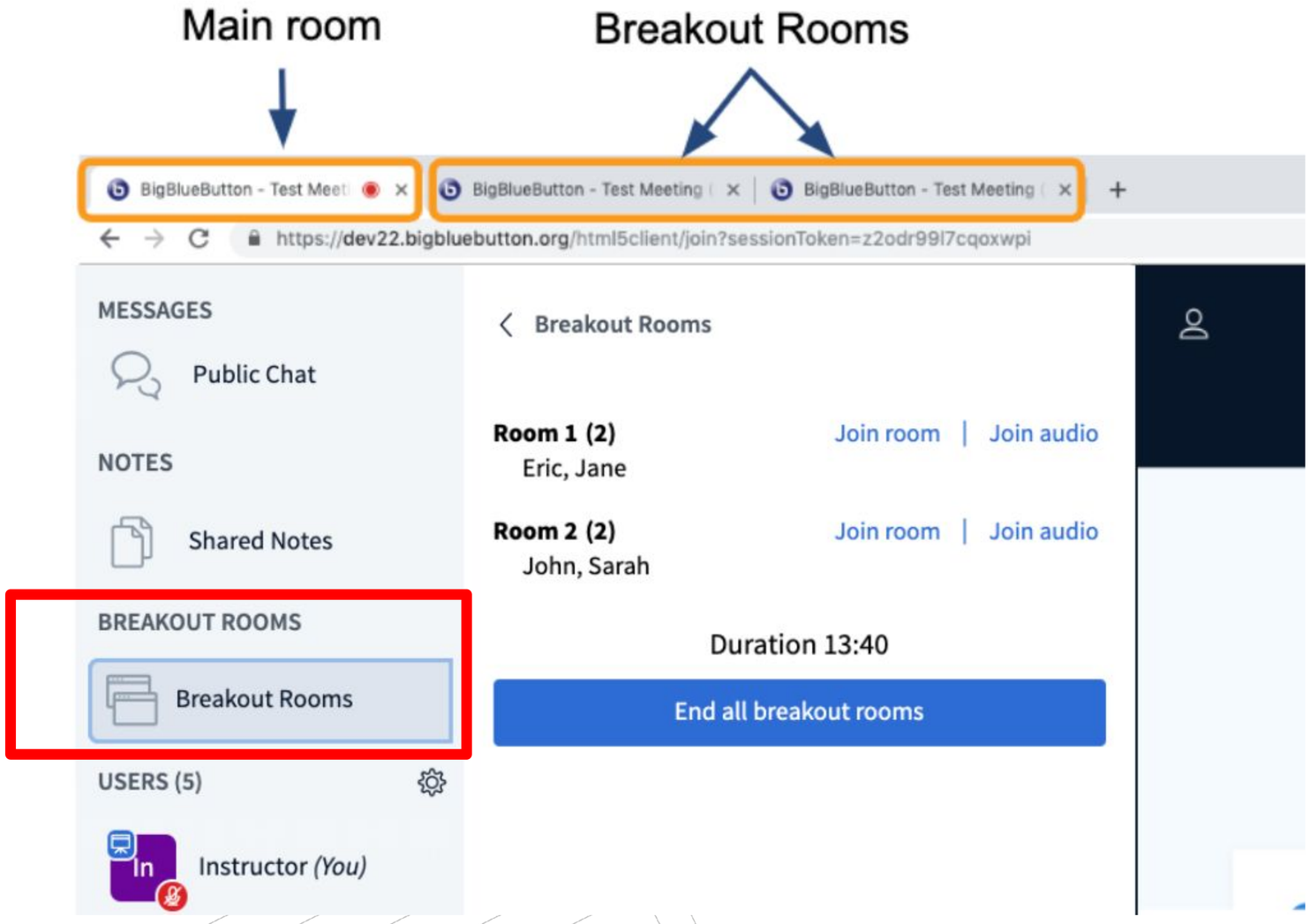
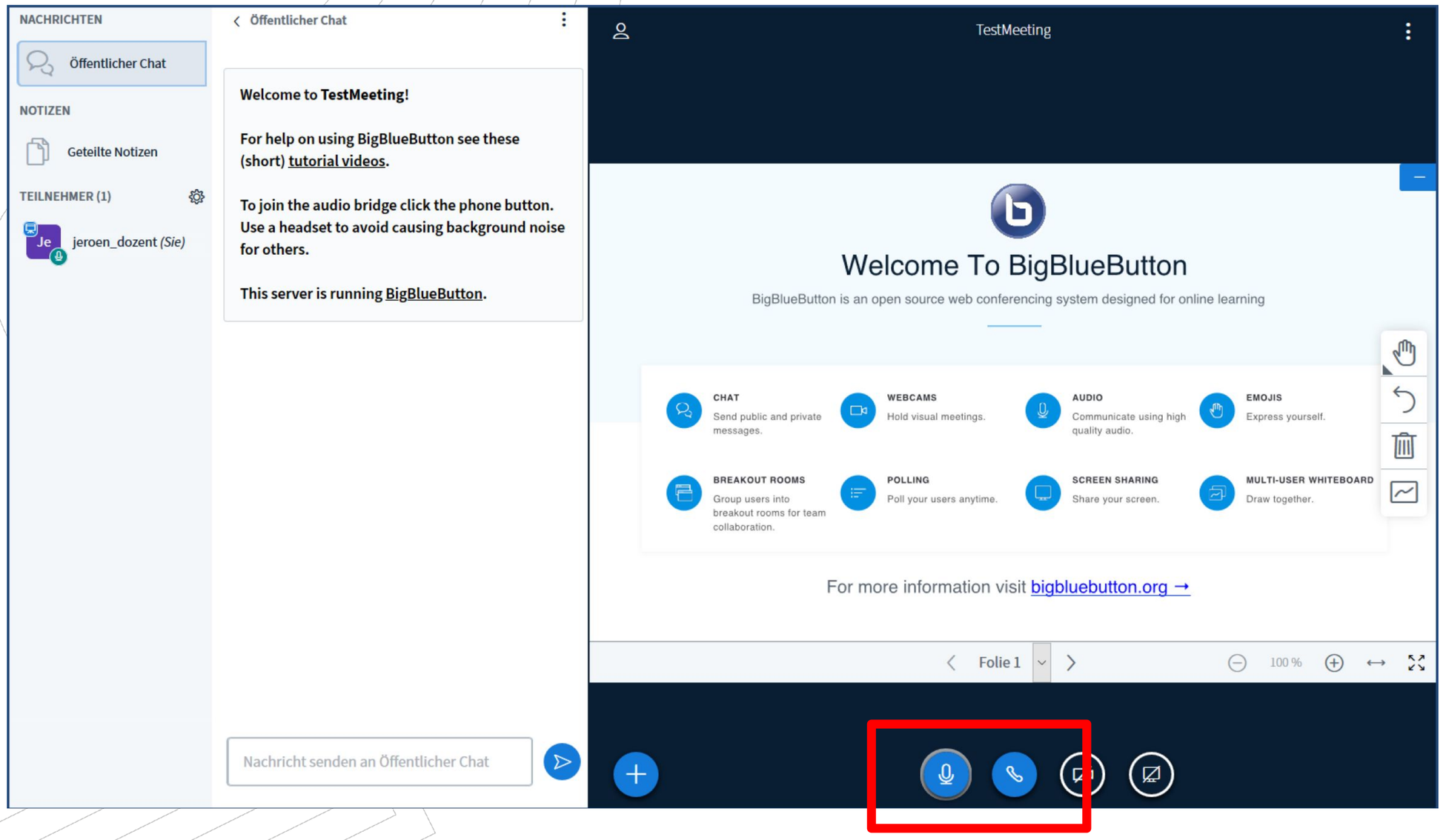
Assignment #4

Questions?

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

BBB und BreakOut Rooms





BBB und BreakOut Rooms