

Designing Interactive Systems I: Lab 5

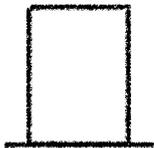
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<http://hci.rwth-aachen.de/dis>

- Project brainstorming
- Exam style and examples of questions
- Assignment rebuttal
- Assignment return
- Project matchmaking

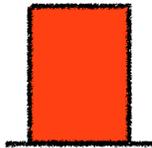


Six Thinking “Hats” (Styles)



Paper

Objective, facts and figure



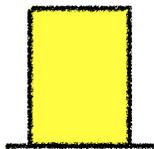
Blood

Intuition, gut feeling, emotion



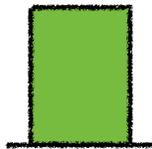
Serious

Cautious, critical



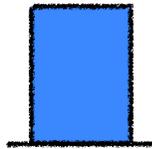
Sun

Hope, benefits, positive thinking



Growing Grass

Creativity, new ideas



The Sky Above

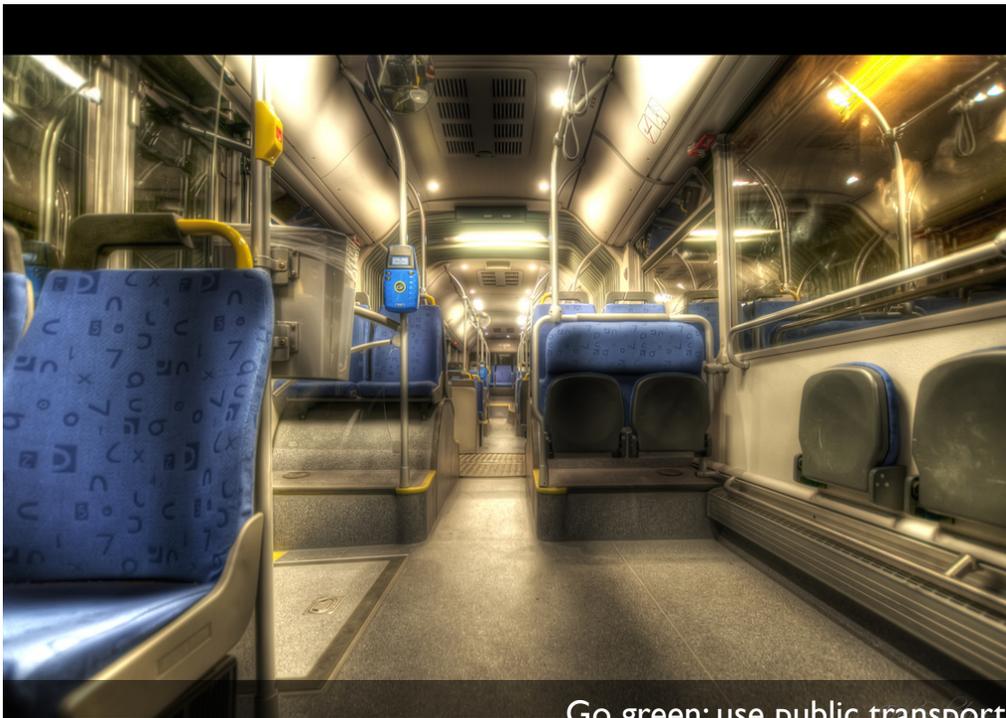
Organize other hats

[de Bono, 2001]



Go green: use sustainable energy source

Image: <http://www.flickr.com/photos/30588268@N03/3576840442/>



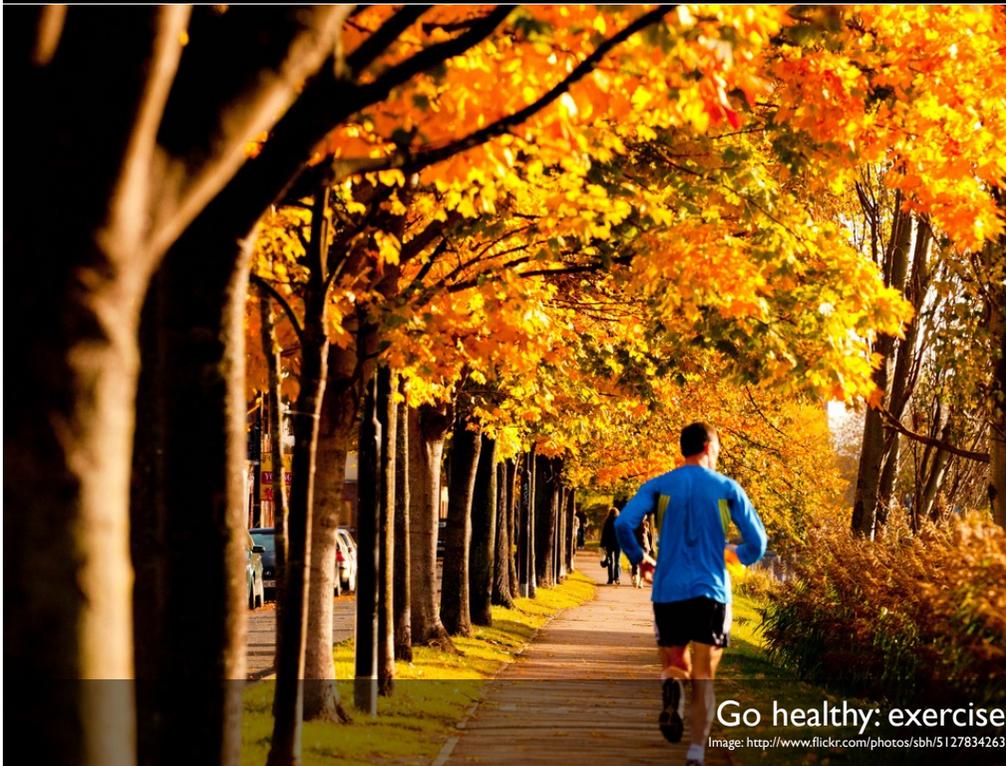
Go green: use public transport

Image: <http://www.flickr.com/photos/mescon/3893805827>



Go green: use energy-efficient lightbulbs

Image: <http://www.flickr.com/photos/antonfomkin/5243218781>



Go healthy: exercise

Image: <http://www.flickr.com/photos/sbh/5127834263>



Go healthy: regular health checks

Image: <http://www.flickr.com/photos/seattlemunicipalarchives/4058808950/>



Go healthy: eat veggies

Image: <http://www.flickr.com/photos/vinothchandar/5612099123>



Go social: help others

Image: <http://www.flickr.com/photos/yourdon/2906764434>



Go social: be physically together

Image: <http://www.flickr.com/photos/pocketwiley/2910495143>

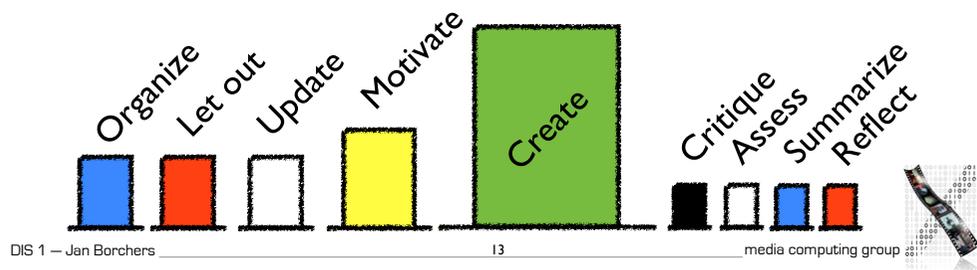


Go social: bridge age gap

Image: <http://www.flickr.com/photos/sashapo/5547805558>

In-Class Exercise: Brainstorming

- Project Theme: “You make me want to be a better person”
- Brainstorm on
 - What behaviors could change to improve quality of life?
 - How to persuade users to change?



Question Styles

- Short answers
- Selected-response + why
- Design critique
- Redesign
- Open-ended



Exam

- What to bring
 - BlueCard or Photo ID with English name (e.g., Passport, Personalausweis)
 - Pens (not red)
 - Pencil = not the answer
- Regulation
 - Mobile phone rings ⇒ fail the exam
 - Cheating ⇒ fail the exam
- 50 exam points ⇒ 50 minutes
 - Topic coverage: S01–S06 + Norman’s DOET
 - Roughly 60% theory, 40% practice
 - Space reflects the expected amount of answer



Short Answers

- Question: Recall related facts and plug-in the answer
- Example
 - What is the formal information content (in bits) of a group of three radio buttons? (1 point)
 - Sketch an example illustrating Gestalt Laws of proximity. (1 point)
- Grading: {correct, incorrect} based on model answers
 - Visual quality of the sketch will not affect the points if they still convey important message



Selected-Response + Why

- Question: Choose a position and argue for it.
- Example
 - You are designing a website for RWTH Mensa. Chat suggests that you should use HTML to prototype from the beginning of the design. Do you agree or disagree? Give two reasons to justify your answer. (2 points)
- Grading
 - No point given for the selected position
 - Logical argument with the support of the principles learned in this class is preferred
 - **Rapid fire:** answering more than the expected number of answer
Wrong answer in a rapid fire will be penalized



Design Critique

- Question
 - Given an object or a scenario, select the design principles that were violated, and give the reason to justify your answer
- Example
 - Describe two design principles that the Swedish hair dryer violated? Give a brief description supporting your answer. (2 points)
- Grading
 - Matching the answer with the list of design principles
 - No points for answering design principles only without the description
 - Rapid fire will be penalized if incorrect



Redesign

- Question
 - Given an object, sketch a redesign which increase usability. Justify your answer.
- Example
 - Redesign the control of the Swedish hair dryer. Justify your answer (4 points)
- Grading
 - Were the used principles understood and applied correctly?
 - Were other principles violated without justification?



Open-Ended

- Question
 - Advanced application of several principles learned in the class in a simulated real-world situation
- Example
 - You are an interaction designer in AwesomeWeb Inc.; You are designing a web page to help people finding their lost pets. Make a plan to test your paper prototype and note points to be taken care of. (10 points)
- Grading
 - Were the related principles correctly used?
 - Was the detail of the answer concrete enough for the purpose described?
 - Was the answer described concisely and coherently?
 - Were there be any other points that show students' deep understanding in related principles?



Assignment Rebuttal

- Rebuttal process (See Assignment Feedback and Rebuttal.pdf)
 - We accept complaints only in written form
 - You have **three days** after the correction is released to submit a rebuttal
 - Unconvincing, invalid arguments in rebuttal will be rejected.
 - No re-evaluation will be done
 - An accepted rebuttal leads to re-evaluation of the whole assignment
 - We re-evaluate assignment alone, the rebuttal will not be considered.
 - This may increase or decrease your score
 - Rebuttal process takes up to one month
 - You have only one chance of rebuttal



Assignment Rebuttal

- Before you write a rebuttal
 - Make sure that you understand the mistake
 - Check your understanding with the slide and Norman's book
 - Discuss the concept with your friend
- Submitting a rebuttal
 - Write your argument clearly and concisely showing your understanding of the related concepts in the exercise
 - The rebuttal must be self-contained
 - Mail to: chat@cs.rwth-aachen.de
 - Subject: DIS1 Rebuttal A01
 - Body: submission number (e.g., A01-0001), name and matriculation numbers of team members, Aachen or Bonn

