Designing Interactive Systems I

Midterm Exam Discussion, Introduction to Week 7, and Project Kickoff

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WS 2019/2020
http://hci.ac/dis
Themes and Milestone #1
How Project Mentoring Works

• Each mentor will offer a **project theme** and **sample topics**.

• Sample topics: Only to give you an idea of what sort of projects we are looking for; you are encouraged to work on your own topic.

• Find a theme that **interests** you the most; it doesn’t have to be something you have a lot of knowledge about—designers don’t often design for themselves. ;)

• You will **observe** users in the real-world and/or **interview** them to identify problems.

• We will mentor you in the Studios to follow the **correct** process.
Interactive Kitchen Aid

https://www.youtube.com/watch?v=Skk5gvI2168
Mindful Use of Technology
How Can We Use A Car While Not Using It?
Making Chores Fun
Making Video Game Streams (More) Interactive

Examples
- Darwin Project
- Twitch Extensions
- Drawful 2
Create Team Building Experiences
Project Groups

• 5 members per group

• Try to find members who will complement your skills

• Skills needed for the project
  • Creativity
  • Meticulous problem solving
  • Visual design
  • People skills
  • Not so much of programming
Topics & Mentors

• Pick the topics you are interested in.

• You have to select **exactly three** themes with different priorities (1: low, 2: medium, and 3: high).

• We will try to set you up with a theme with a high priority :)
Generating Ideas
Design Process
Waterfall Model for Designing Interfaces? No.

- What could go wrong?
  - In reality, plans change
  - Wrong assumptions are hard to detect & fix early
How to Classify Users?

http://researchresults.wordpress.com
How to Generate Ideas As A Team?
How to Communicate Your Idea to Others?
What Next?

• On **Wednesday, Dec. 5**: Studio—Project Milestone #1; please try to identify possible problems you could work on.