

# Designing Interactive Systems I

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

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<http://hci.ac/dis>



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# 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



# 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 :)

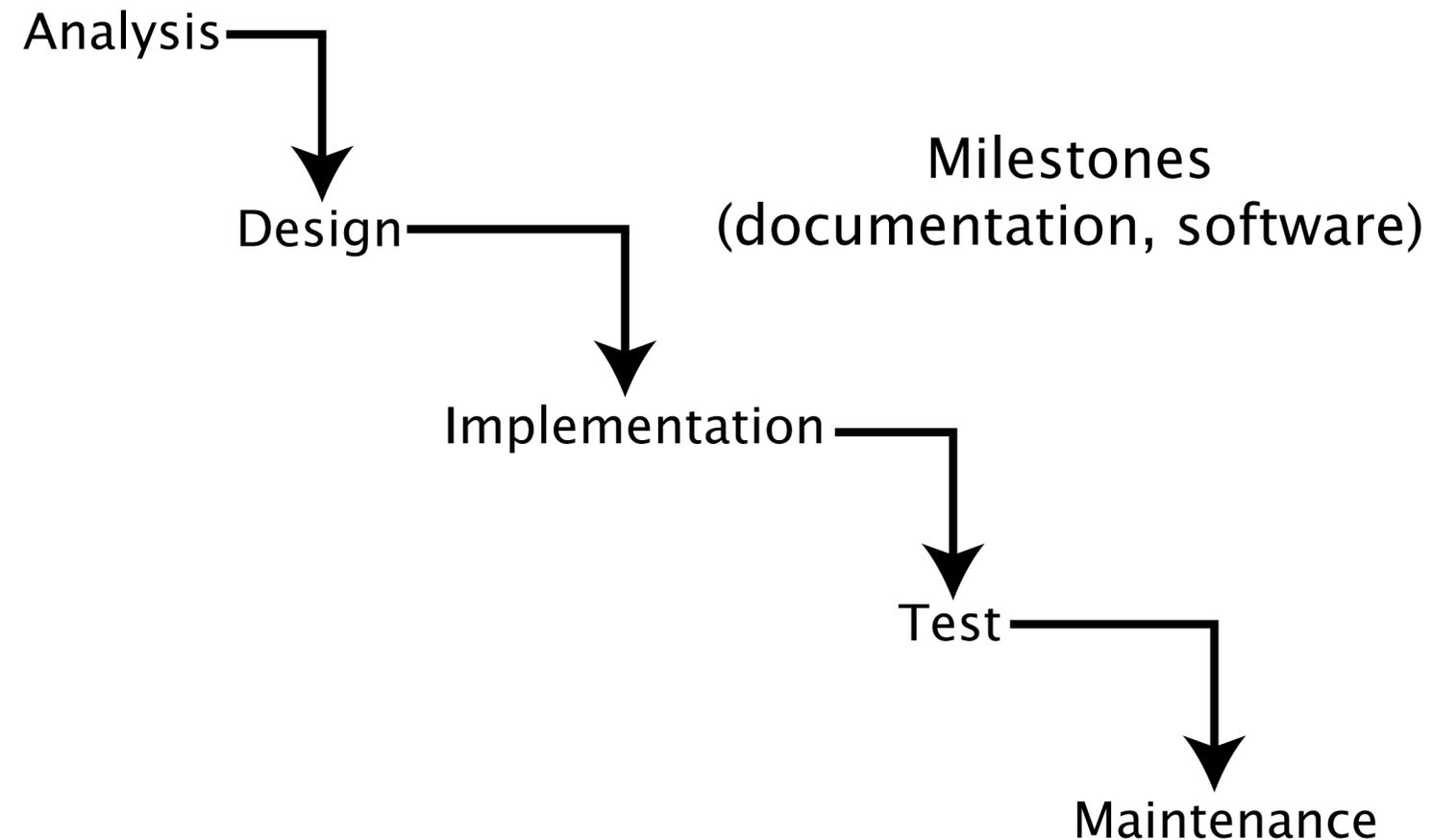
# Generating Ideas



# Design Process



# Waterfall Model for Designing Interfaces? No.



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

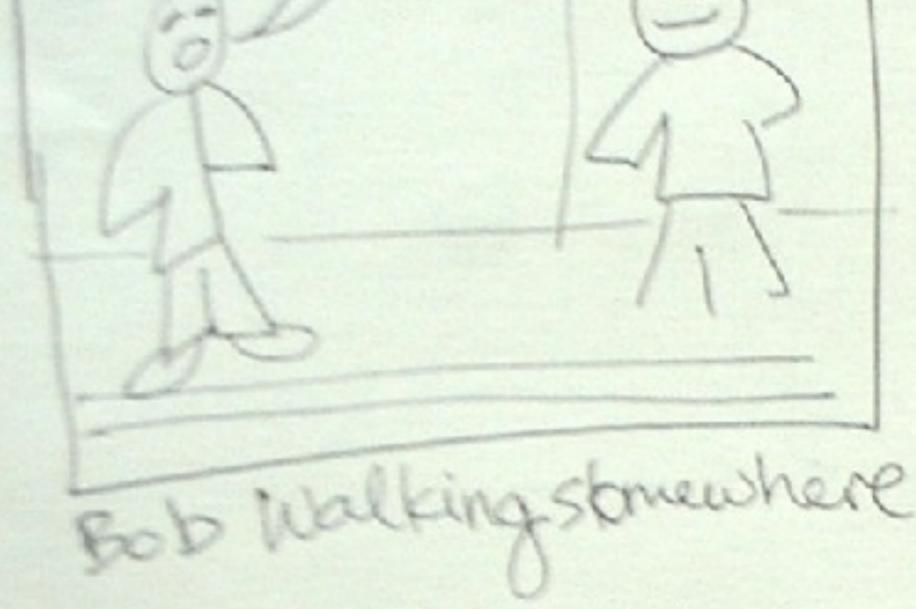
# How to Classify Users?



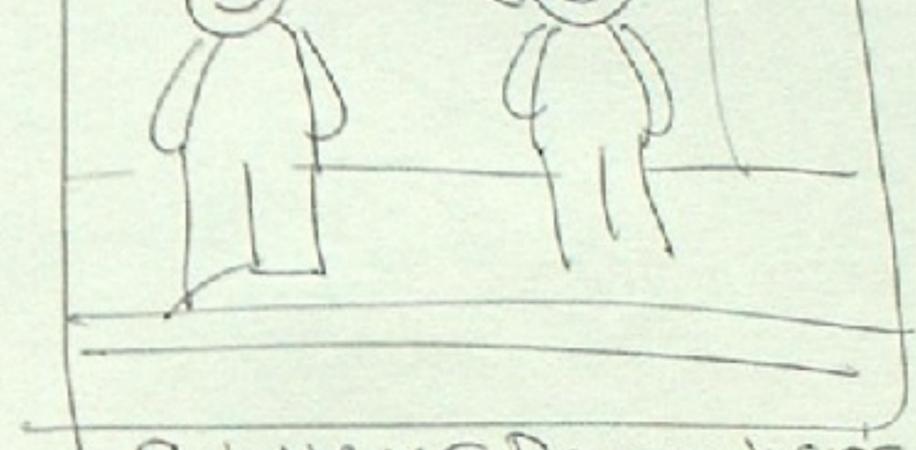
# How to Generate Ideas As A Team?



# How to Communicate Your Idea to Others?



Bob walking somewhere

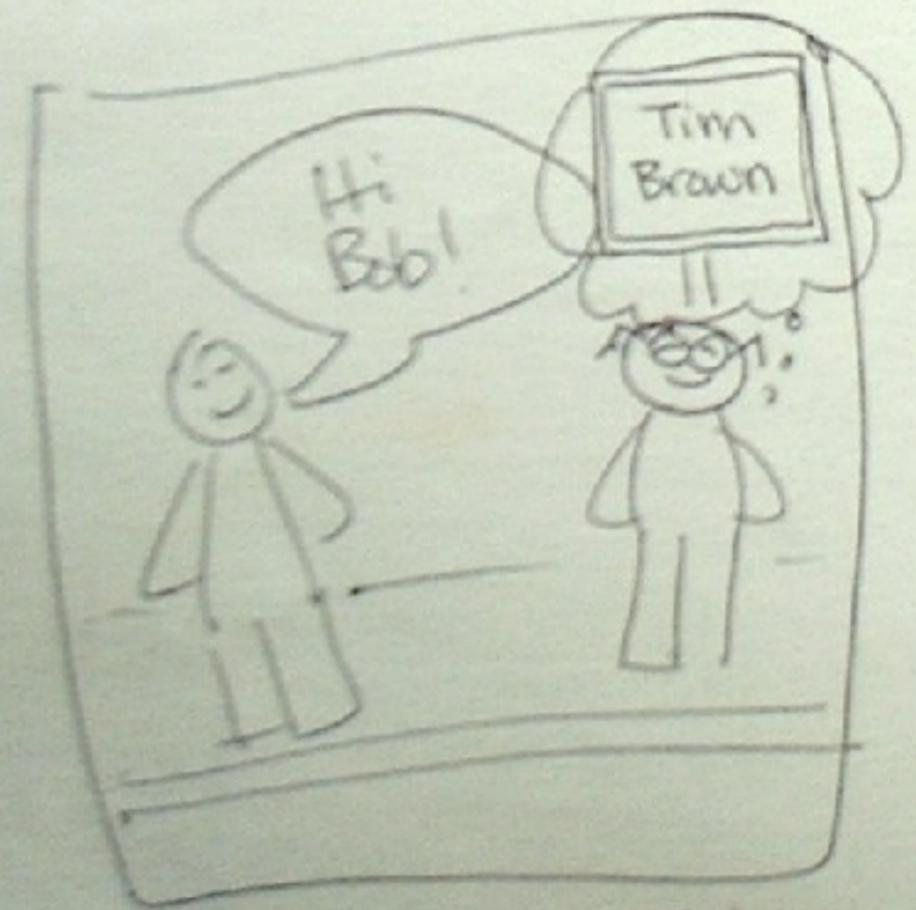


Bob never remembers faces...



Bob is Tim

If he had Recognition Glasses



glasses register Tim's Name



Bob remembers Tim Brawn's Start-up, "Brawn.com"



# What Next?

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

