Designing Interactive Systems I

Week 9 Discussion, Introduction to Week 10, and Project Pitches (Milestone #3)

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http://hci.ac/dis
In-Class Exercise: Prototype

• You are designing a stapler that uses special molecular binding to staple papers together.
  • User does not have to exert manual force and the binding is completely reversible.
  • User can specify the binding strength (low, medium, and high hold).
  • However, it can be used to bind any material together, so the user needs to be careful.

• Identify which prototype you will use:
  • **Paper:** Storyboard-like, Flipbook, or Post-it?
  • **Hardware:** Which material would you use?
  • Hybrid? Other prototypes?
Week 10: Evaluation
Where?

With users? Or without?

How?
Idea Logs
(Optional for project)
Bill: copyright
Visualization of license

Passive gate array

Pachinko

Scott: a gate that shows who walked through it last

Bill: a gate that measures ceremonial gates
More comments make the group story heavier.

- Need to focus on listening for number of interaction comments so we don't get overwhelmed.

Wanting to record the size of the crowd. George tells the butterfly to

ZOOM (example of interaction)
Project Pitches
• Pitch each idea to at least 5 other teams.
• Each pitching session: 10–15 minutes.
• Listeners: Take notes, and discuss interesting solutions with your team members later.
Storyboard Walkthrough

• Using the storyboards as an aid, describe each solution to a member from another team. Look for the following:
  • Does he/she understand your solution? You may ask him/her to describe the solution in his/her own words.
  • Does he/she find the solution realistic?
  • Does he/she feel that this solution can solve his/her problem(s)? If not, what is still a problem? Is there a solution that could solve this?

• Pitch each idea to at least 5 other teams.
• Each pitching session: 10–15 minutes.
• Listeners: Take notes, and discuss interesting solutions with your team members later.

Pitch

Listen
What Next?

• By **Wednesday (Dec. 18)**
  • Based on today’s feedback, **redesign** your storyboards
  • **Try to do storyboard walkthroughs** with at least one target user

• Before **Monday (Jan. 6)**
  • **Watch** Week 10 Content: **Evaluation** (9.1–9.4)
  • **Submit** your solution for milestone #3 via RWTHmoodle