

# Designing Interactive Systems I

## Lab 9: Milestone 2 & 3

Oliver Nowak and Marcel Lahaye  
Media Computing Group  
RWTH Aachen University

Winter Semester 2020/21  
<https://hci.rwth-aachen.de/dis>



**RWTHAACHEN**  
UNIVERSITY

# Milestone 2



# General Remarks

- Always re-evaluate whether you are on track with your solution to solve your problem
- Consider all stakeholders in your prototypes
- Brainstorming should produce a vast amount of solutions
- Think simple
- Missing Connections between persona and solutions
- Think about something without AR, VR, holograms or bodysuits
- Think about the interaction as a whole. Does it work when I have to do it several times?

# Milestone 3

