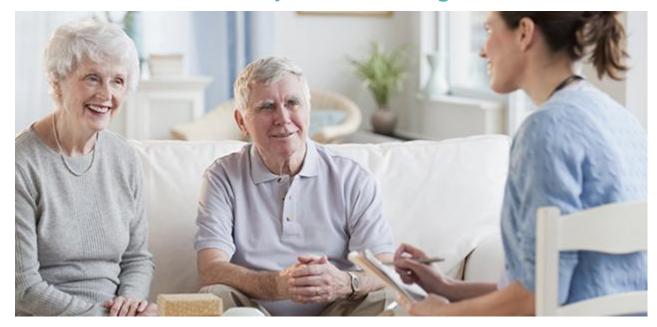# Lesson 3
Building cultural probes

• Group 6 •

CCU 2015/2016

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Our website : http://goo.gl/kywYPz

From probes to Design

Further enquiring users …

- Developing activities

- Making sure the goal is clear

- No tight schedule

- Clear instructions

- Clearing doubts that remained from the previous contact

1st activity

TI Symbol domino !

To bear resemblance with the popular domino game, the user is required to combine a symbol with its correct meaning.

GOAL:Understand how well a user knows the popular TI symbols.

2nd activity

Choose your favourite !

A simple activity where the elderly, given a variety of examples, picks the one that likes the most.

GOAL: Learn the user preferences

3rd activity

You have the word !

Give us your opinion about these images. Briefly explain the best and worst thing in each of them.

GOAL: Understanding whether the user knows what an appropriate interface is ?

4th activity

Tell us your thoughts !

A simple exercise where the user gives opinion on a certain phrase, related to the platform .

Goal:Better understand how receptive is the user to a new interface

5th activity

Crossword !

As a reward, the last activity includes a crossword, a popular elderly game, where the user has to write words related to technology.

GOAL: Enlighten the user with the most common terminology in technology