
Lesson 4

Workshop with users

• Group 6 •

CCU 2015/2016



©

LEARNING

Lernenden Internet Computer

Video 1990er

Jedoch steht

virtuelle Einsatz

Vordergrund

Teil ermöglicht

digitale Gestaltung

Nachteile

1990er

steht

virtuelle Einsatz

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Teil ermöglicht

digitale Gestaltung

Nachteile

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

A photograph showing four people (three women and one man) sitting around a table covered with papers. They appear to be in a meeting or collaborative work session. The text 'From talking...' is overlaid on the left side of the image. The scene is lit with warm, indoor lighting. The people are looking at the papers on the table. One woman on the right is holding a document. The man in the center is looking towards the papers. The woman on the left is looking towards the man. The overall atmosphere is one of focused collaboration.

From talking...

...to design.

The Workshop

Meeting table!

We chose 4 elderly from the interview.
This time we should:

- Provide layouts
- Establish a discussion
- Raise questions
- Realize their preferences
- Understand their abilities
- Receive feedback

GOAL: To obtain the Project Page Structure

Brainstorming with users ...

- PICTIVE methodology
- Agreement on layout structure
- Create and substantiate ideas
- Solve conflicts
- Team-based discussion



Why

Plastic

Interface

Collaborative

Technology

Initiative through

Video

Explorations

?

- Users take part in the development
 - Open dialogue
 - Interactive discussion
 - Consensus decision-making
 - Fun!
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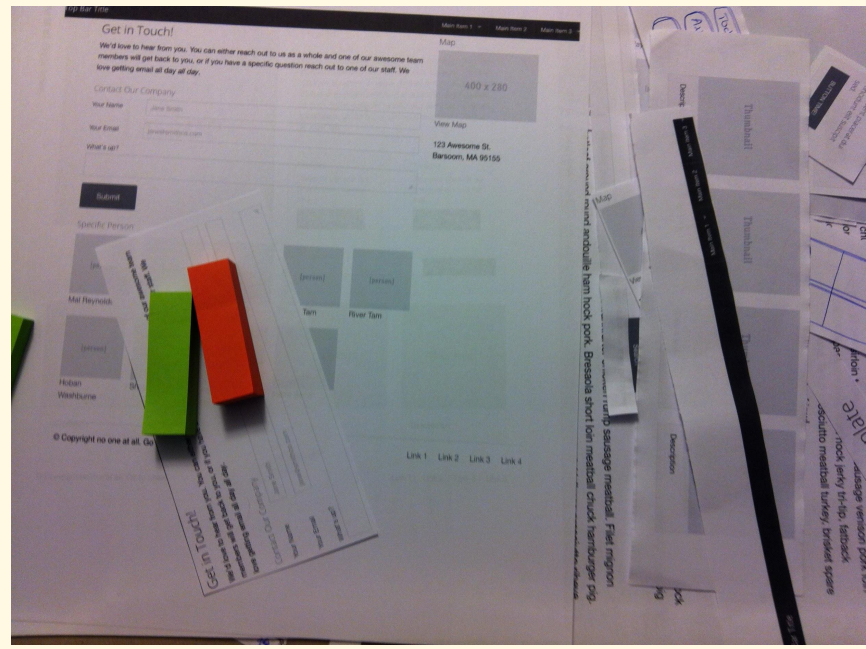
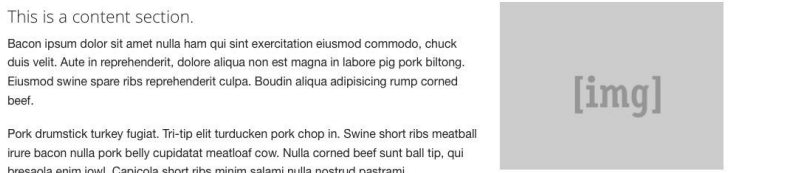
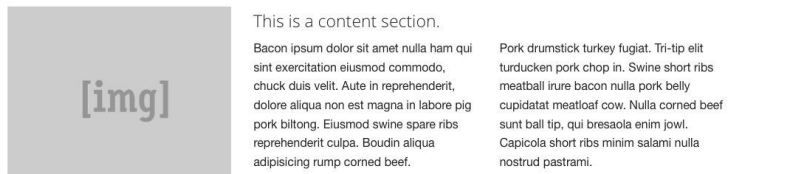
Advantages

Comparing to other
Methodologies

- Users design interfaces
 - Integration in the development team
 - Set of interface objects
 - Dialogue boxes, menu bars, icons, etc...
 - Working surface
 - Image and Video recording
 - Getting a sketch of a low-fidelity prototype
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Foundation

ZURB





What was done

Our focus group was asked to

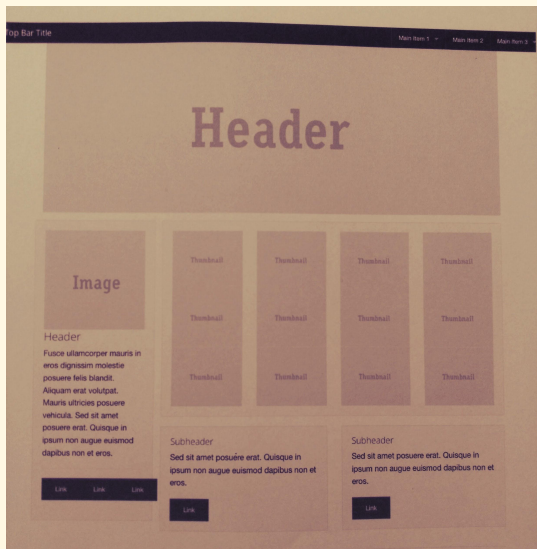
- Rearrange page elements
- Create new sections
- Place the contents
- Choose quick access links



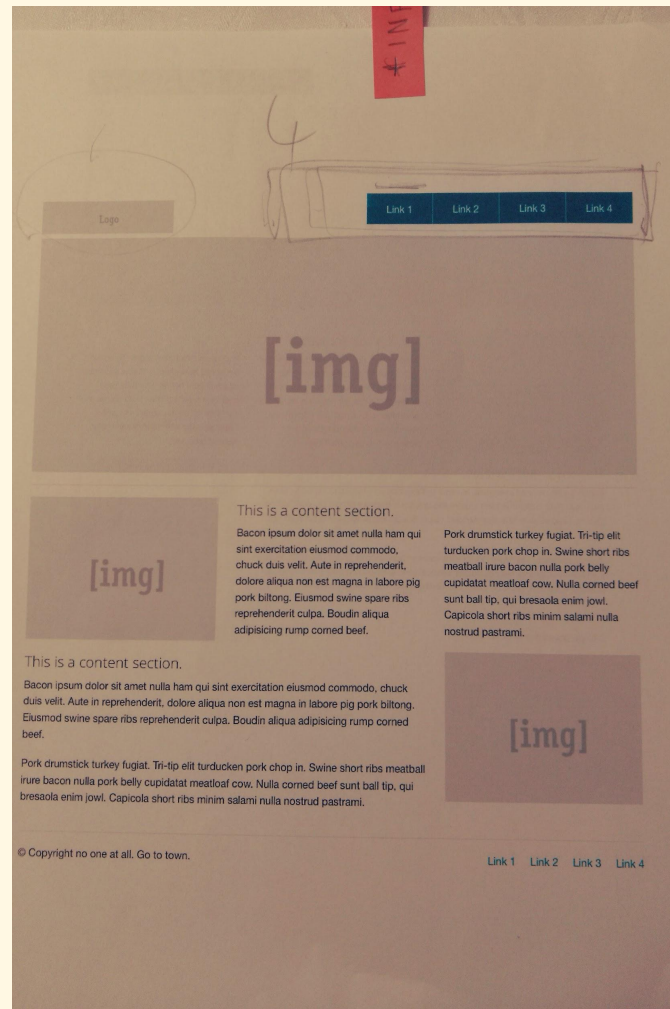


The page architecture

- Information architecture
- Location of key access points
- Size of elements
- Ease of access to basic tools
- Users should know which section they are browsing



- Slider vs Static banner
- Summary vs Detailed descriptions
- Icons vs Words
- Scrolling down vs Loading a new page



Conclusions

Interpreting
the user opinion

- Understanding motivations
 - Big icons and images
 - Summarized info
 - Attention grabbers
 - Managing fears
 - Information entropy
 - Confusing icons
 - Needless functionality
 - Getting the final Mockup!
 - Layout fully customized by our users
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