HUMAN COMPUTER INTERACTION

MAREK AUGUSTIN MARKÉTA KUČEROVÁ

ORGANIZATION

compulsory seminar attendance seminars every two weeks possibility of attending the other seminar after an agreement

http://www.fi.muni.cz/~sochor/PV182/ (czech)

http://www.fi.muni.cz/~sochor/PV182E/ (english)

SEMESTRAL PROJECT



semestral project
the task is the same for everybody
periodic homeworks for the next seminar

POINTS

- 7 excellent work
- 5 good work
- 3 shitty work

After deadline -2 points!

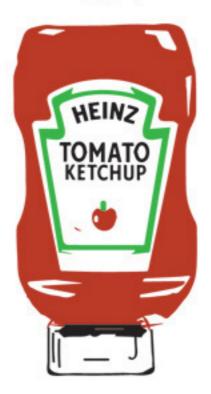
- 16 compulsory minimum
- 20+ extra points for the exam

HCI







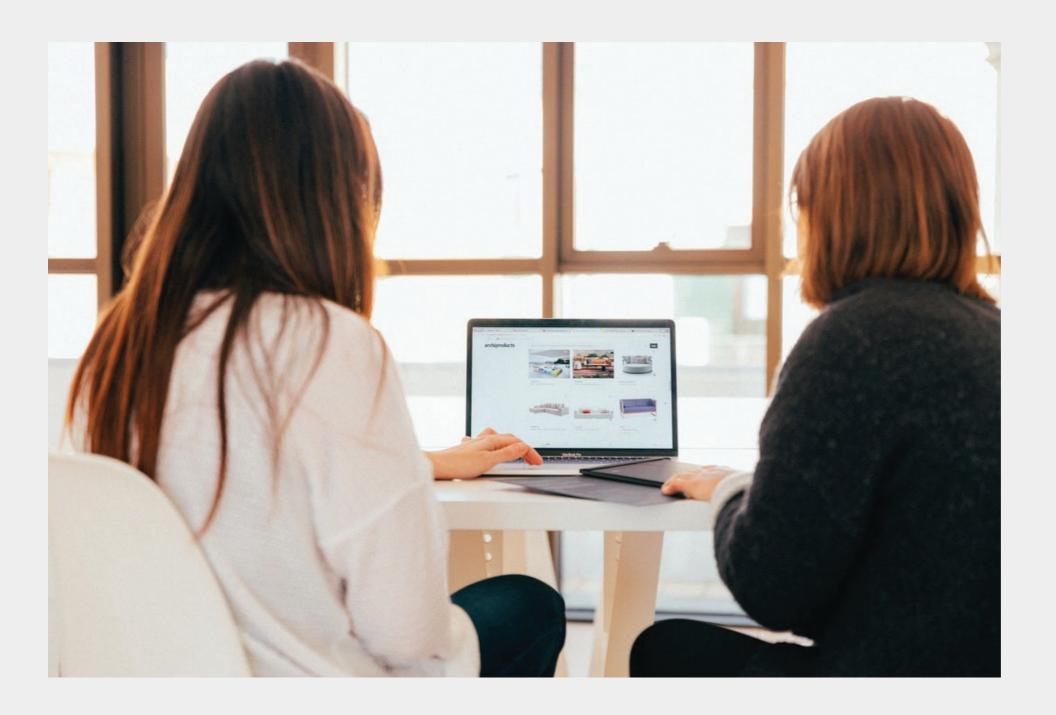


Usability



PART 1

RESEARCH



user research vs. market research
your are not the user
observations, interviews, surveys
overlap with marketing (customer research)

PERSONAS

BRANDI TYLER



PROFILE

Narrow Feet

GENDER

Female

AGE

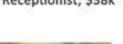
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LOCATION

Los Angeles, CA

OCCUPATION

Receptionist; \$38k





Brandi gets very emotional about shopping for shoes in retail stores because she rarely can find a pait that fits her narrow feet. Recently, she's turned to online shopping to avoid the hassle of shopping in stores. Brandi found Munro after Googling "narrow width shoes" and reading other reviews online about the company.

- Needs an SS (4A) width shoe
- Would like to purchase several pairs to fit occasion, style, and color
- · Hoping to find that she doesn't have to sacrifice style or options when searching by fit

FRUSTRATIONS

- · Not being able to filter available shoes by width
- · Getting far fewer options when she applies width filter
- · No other recommended shoes when she's looking at a pair she particularly likes

REAL MUNRO CUSTOMERS

"My whole life has been a choice between fit and style - when I was younger, I went for style & my feet killed me. As an adult, I tried for fit & the styles were for 95 year olds. This shoe is the 1st time I could get both."

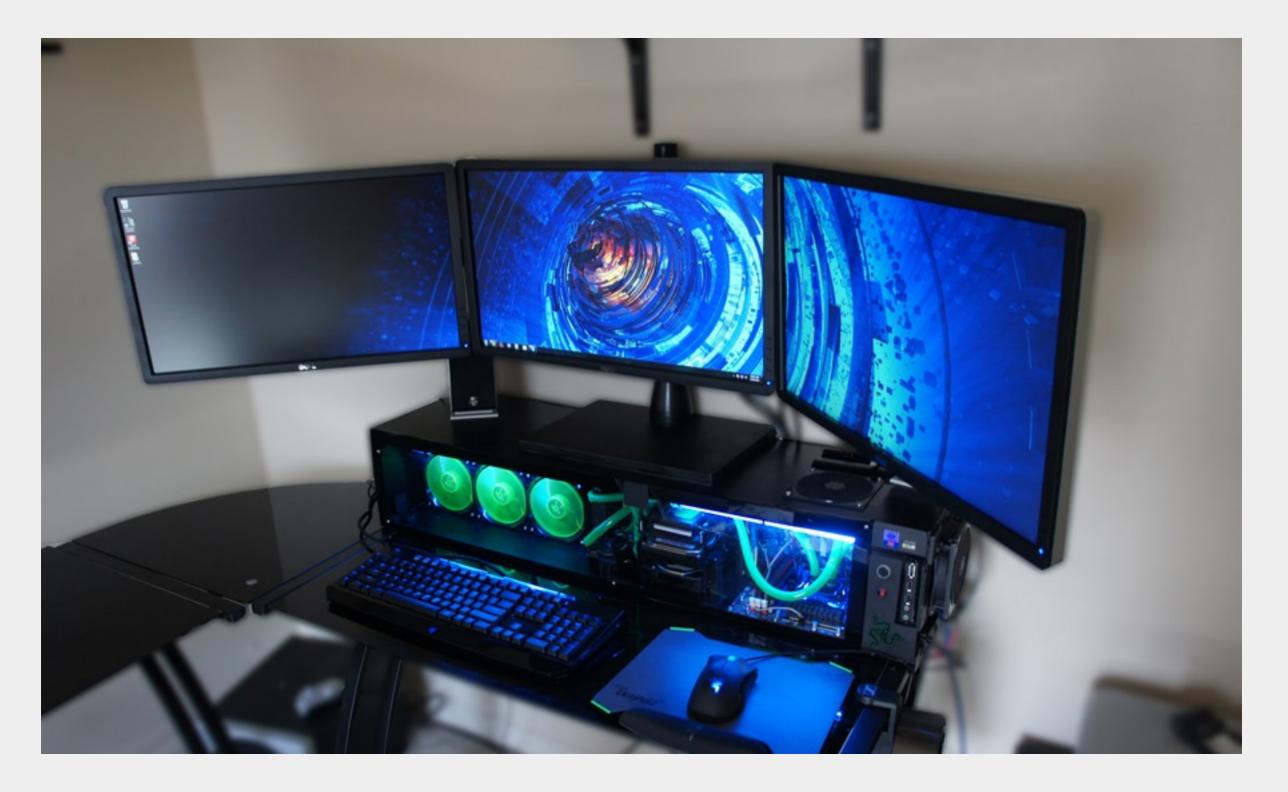
"I wear a 4A and I have struggled my entire life finding shoes narrow enough for my feet and more so in recent years. I stumbled onto this Munro brand sandal and was shocked to find it comes in up to a 4A width and it actually fit and is like wearing a glove! I now have two pairs in different colors."

"Love these slides so much I went out and bought two more pairs. I have very narrow feet and they fit perfectly. They're very stylish and I get compliments whenever I wear them."

your target group representing whole spectrum of end users personas have to be distinguishable be specific!

- 1 demography
- 2 goals
- 3 frustrations
- 4 expectations
- 5 limatations
- 6 quote

TYPICAL TASKS



task — a goal the person wants to achieve example — Buying gaming computer with good graphic card under \$1000

TASK SCENARIOS



detailed tasks
the procedure to test the prototype
doesn't contain phrases — "click the button..." or
"scroll down..."

STORYBOARDS

Zen: Multiple Courses Storyboard



Sit & Order

First time customers Ann and Andy are taken to their table where they browse the menu on the iPad and place an order for drinks and appetizers.



Beverages Delivered

The waiter brings over their drinks promptly.



Apps Delivered

The appetizers are brought to their table.



Second

Next up entrees.



Dinner is Served

The waiter brings out the entrees.



Swipe & Done

Andy swipes his card to pay and opts for an email receipt.

short storyboard doesn't have to be detailed

6 – 10 steps

NOW!

Using Internet browser solve the following tasks:

What will be the weather in London this Saturday? Insure fictious family - father, mother and 1 kid - for a trip abroad.

Buy something in an e-shop (cloth, book ...).

Apply the following questions to previous tasks and record the answers in a signle text file using some editor (e.g. Notepad):

Is this a good or bad design?

Do you go by gut feel?

Do you go by how it looks?

Do you judge it by familiarity to other interfaces?

If there are problems, are they minor or serious?

Did you miss anything that you really shouldn't have?

Is your opinion correct?

How can you tell?

PROJECT!

HOMEWORK!

- 1 motivation
- 2 process and conclusions of research
- 3 personas and tasks
- 4 scenarios of chosen tasks
- 5 storyboard