

Intro to UCD

COSC 480: User-Centered Design

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August 29, 2016

Plan for Today

- Name Tags
- Introductions
- Syllabus
- Planning Ahead
- UCD Overview

Draw your name

Introductions

- Name
- Before Colgate
 - Hometown(s)
- At Colgate
 - Year
 - Major(s) / Minor(s)
 - Involvement

Syllabus

Planning Ahead

- Lab time updated
 - 4:01 – 6:00 pm
 - Wednesdays
 - This room
- Field trip
 - Friday, November 4th?
 - Drivers?

Office Hours

- Mondays 3:00p – 4:00p
- Wednesdays 1:00p – 3:00p
- Fridays 11:30a – 12:30p
- By appointment (email mesmith@colgate.edu)
- Note: office hours may change during semester

Introduction to User-Centered Design



Apps

Categories ▾

Home

Top Charts

New Releases



My apps

Shop

Games

Family

Editors' Choice

My Play activity

My wishlist

Redeem

Buy gift card

Buy Google Play credit

Parent Guide

Popular Results



Calculator Plus Free
Digitalchemistry, LLC



FREE



Calculator
Appsys



FREE



Wabbitemu
BuckeyeDude



FREE



RealCalc Scientific Calculator
Quartic Software



FREE



Calculator
andanapps



FREE



Fraction Calculator
Digitalchemistry, LLC



FREE



Scientific Calculator
Scalea software



FREE



CALCU™ Stylish Calculator
Designer Calculators



9

FREE



Apps

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FREE



RealCalc Scientific Calculator
Quartic Software



FREE



Calculator
andanapps



FREE



Fraction Calculator
Digitalchemistry, LLC



FREE



Scientific Calculator
Scalea software



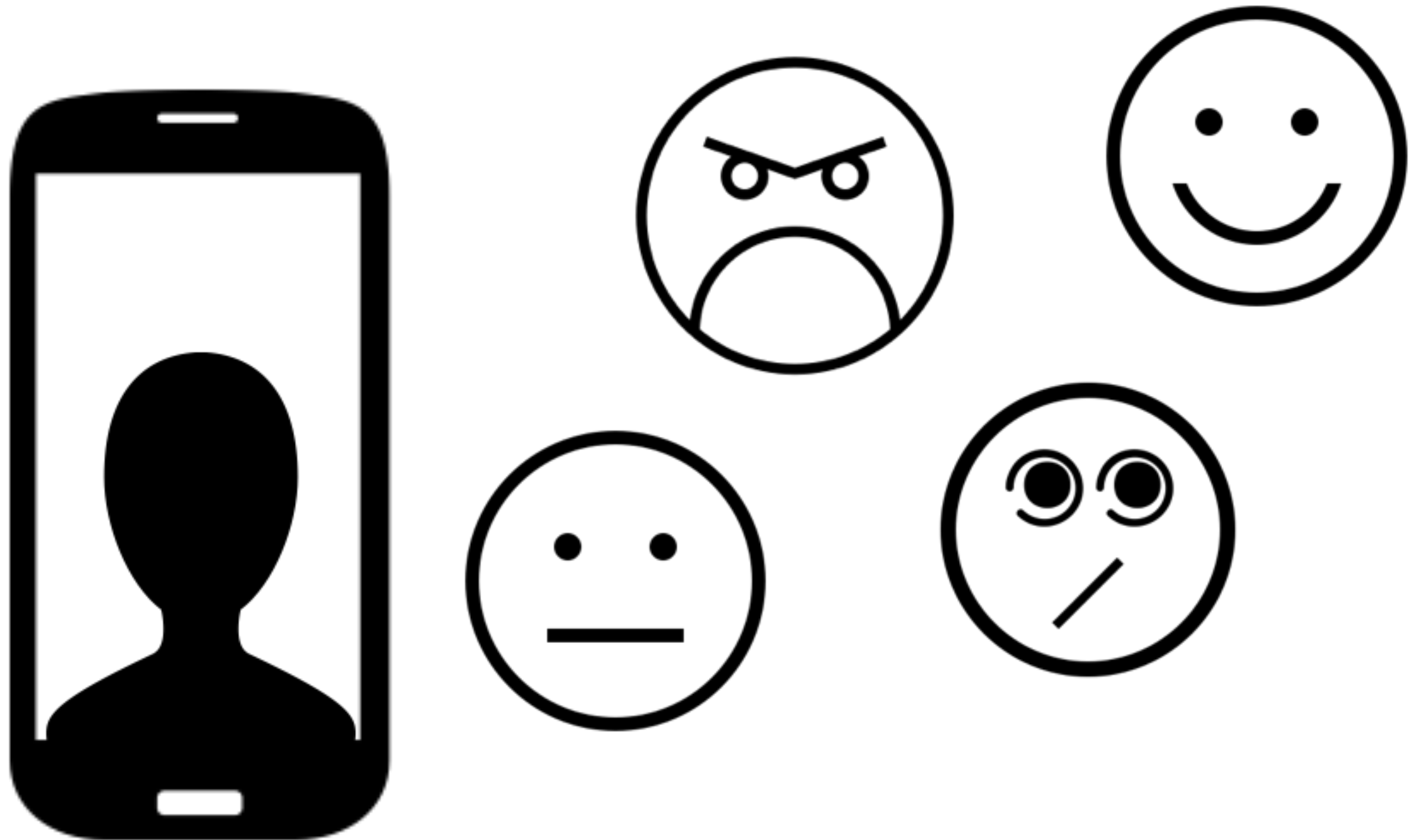
FREE



CALCU™ Stylish Calculator
Designer Calculators

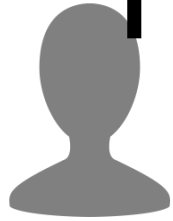


FREE



User Experience
(UX)

Human-Centered Design



Understand



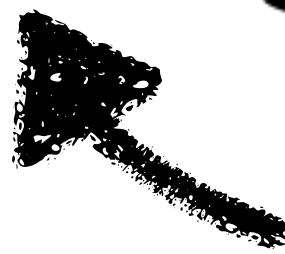
Define



Ideate



Prototype



Evaluate



Build



Understand

Define

Ideate

Prototype

Evaluate

Build

Starting Point

Concept to be developed



An application that lets you see wait times for venues in real time.

“Don’t get stuck out in the cold!”



Understand

Define

Ideate

Prototype

Evaluate

Build

Understand

Identify target users and immerse yourself in their experience



Understand

Define

Ideate

Prototype

Evaluate

Build



People dining on the street by Sergio Calleja

Travel to restaurant and eating time is usually constrained to 20-30 minutes

Doesn't like to wait on line and would prefer to order ahead to avoid waiting

Will go to one of three places depending on how much time she has

Define

Analyze findings to identify insights, develop system vision, and generate requirements.



Understand

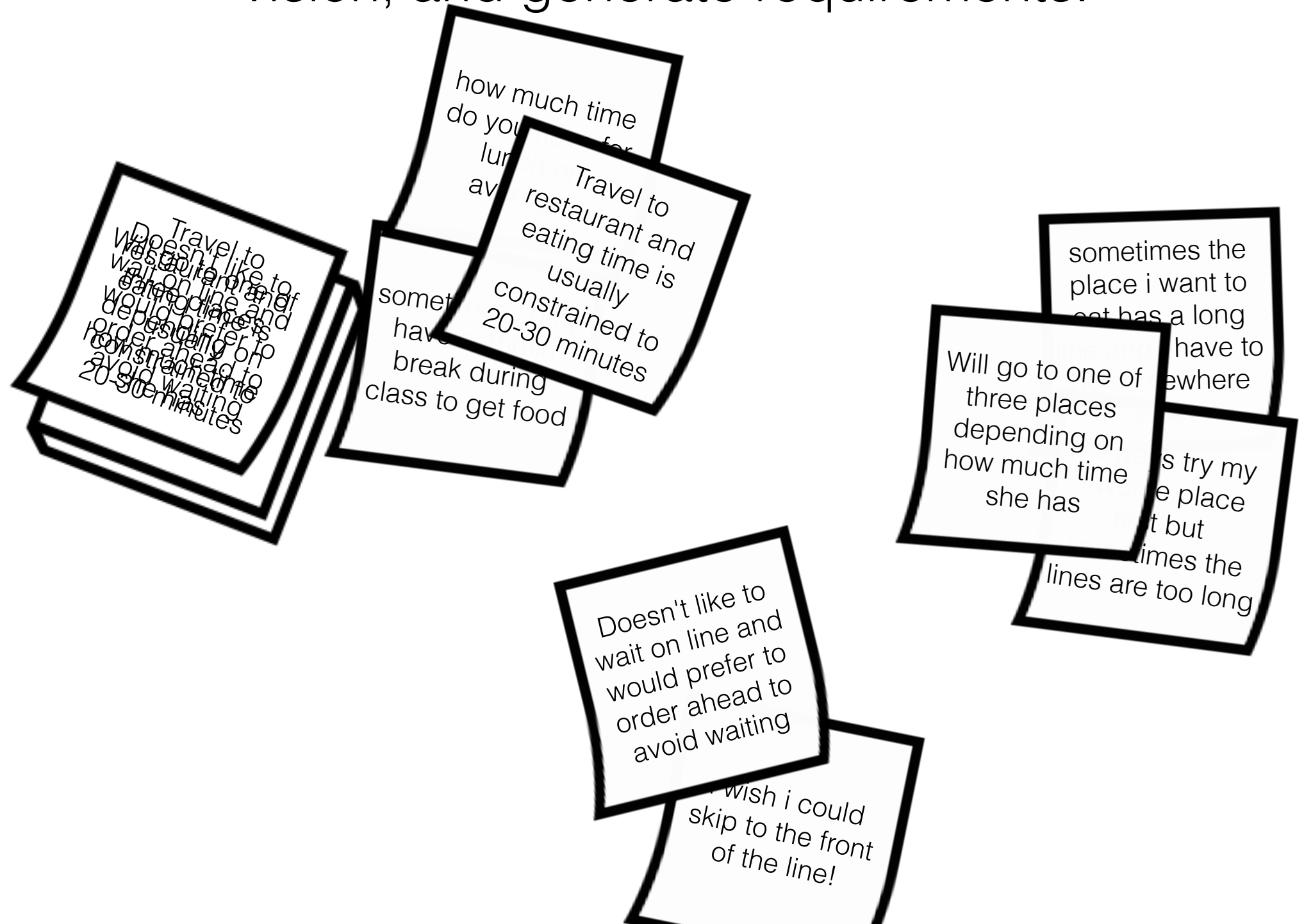
Define

Ideate

Prototype

Evaluate

Build



Define

Analyze findings to identify insights, develop system vision, and generate requirements.



Understand

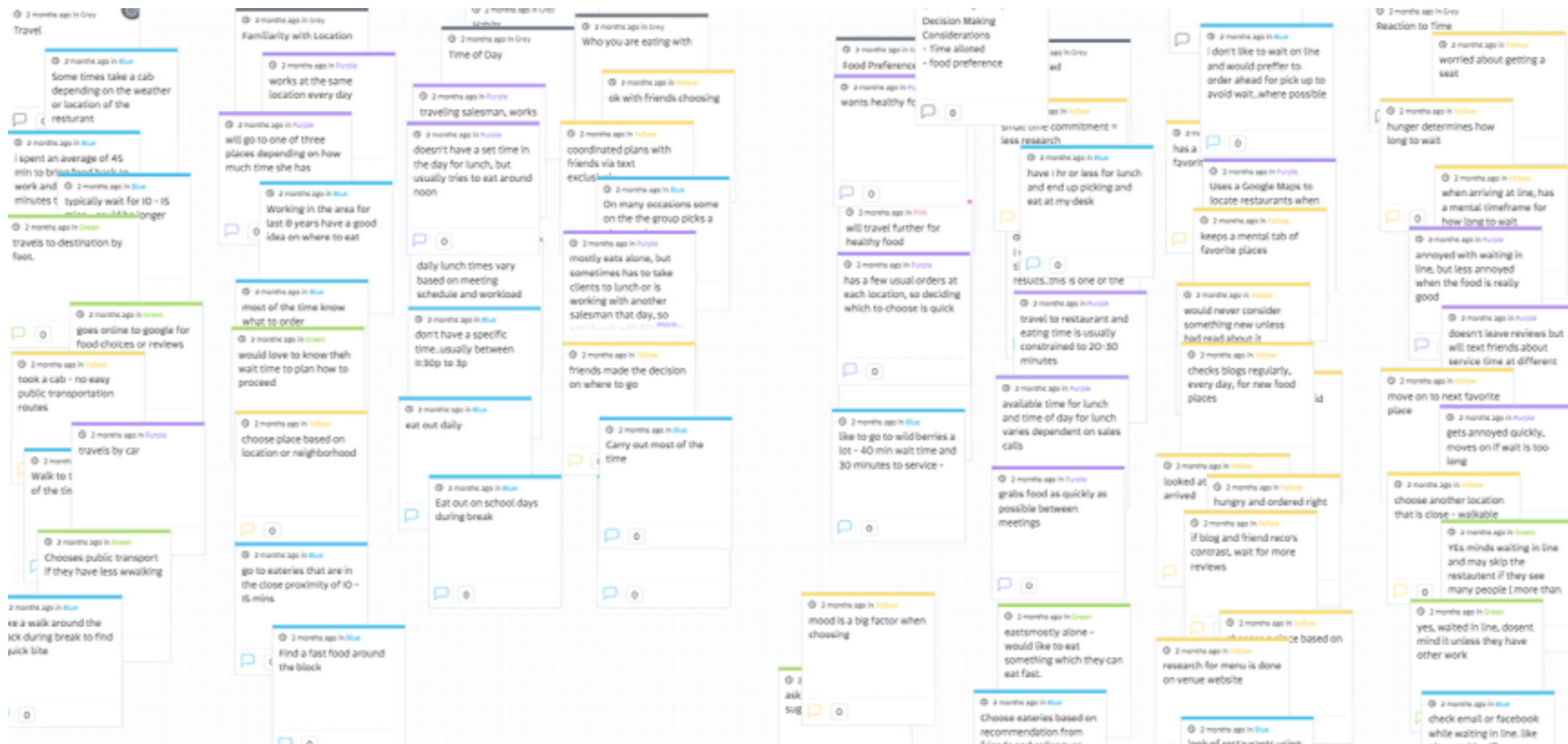
Define

Ideate

Prototype

Evaluate

Build



Define



Understand

Define

Ideate

Prototype

Evaluate

Build

Analyze findings to identify insights, develop system vision, and generate requirements.

Goal: Design an app to help students and working professionals in urban areas find meals during short breaks.

Requirements:

- Provide projected wait times for restaurants
- Search by location or other preferences

Ideate

Generate alternative design concepts and develop wireframes



Understand

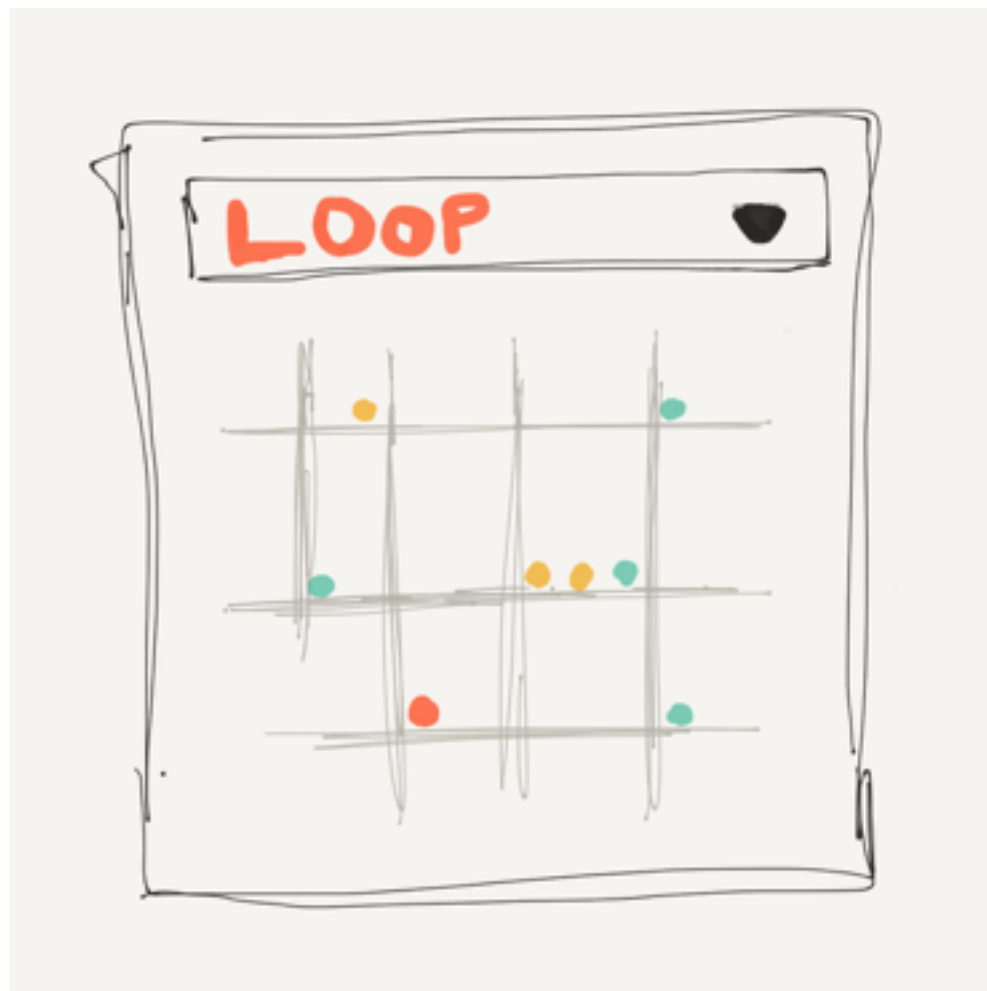
Define

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Prototype

Evaluate

Build



Prototype

Create a minimally functional artifact to evaluate



Understand

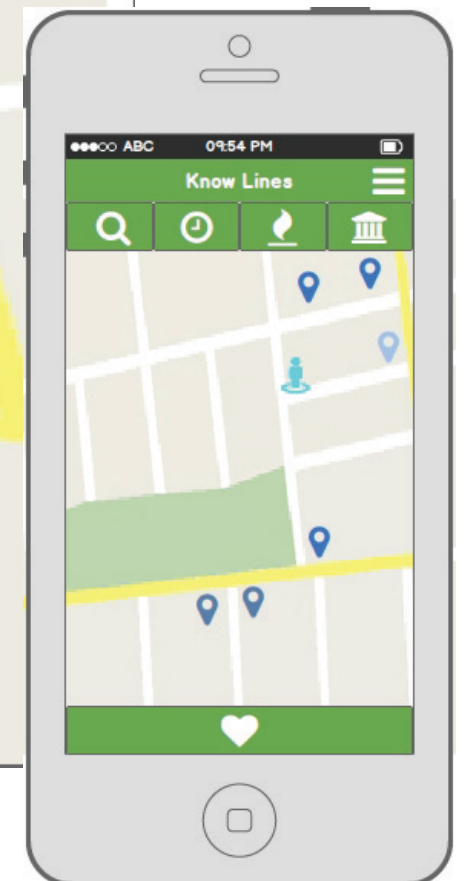
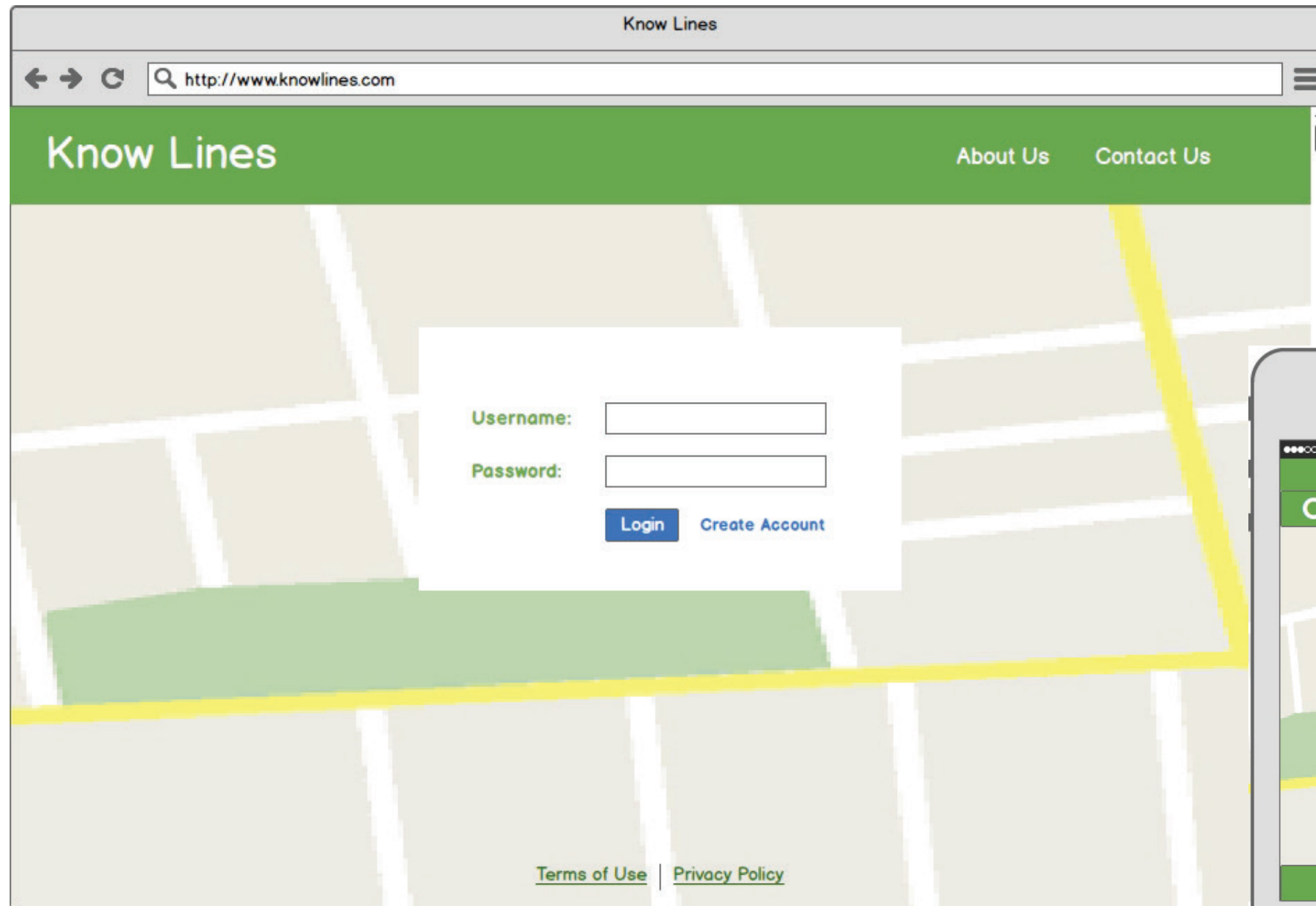
Define

Ideate

Prototype

Evaluate

Build



Evaluate



Get feedback on prototypes from users to determine the usability and acceptability of designed solution

Understand

Define

Ideate

Prototype

Evaluate

Build

It was simple to use this system.

5

4

3

2

1

0

1

2

I would use Know Lines™ to find a quick lunch.

6

5

4

3

2

1

0

1

2

3

4

5

Build

Develop and deploy the system



Understand

Define

Ideate

Prototype

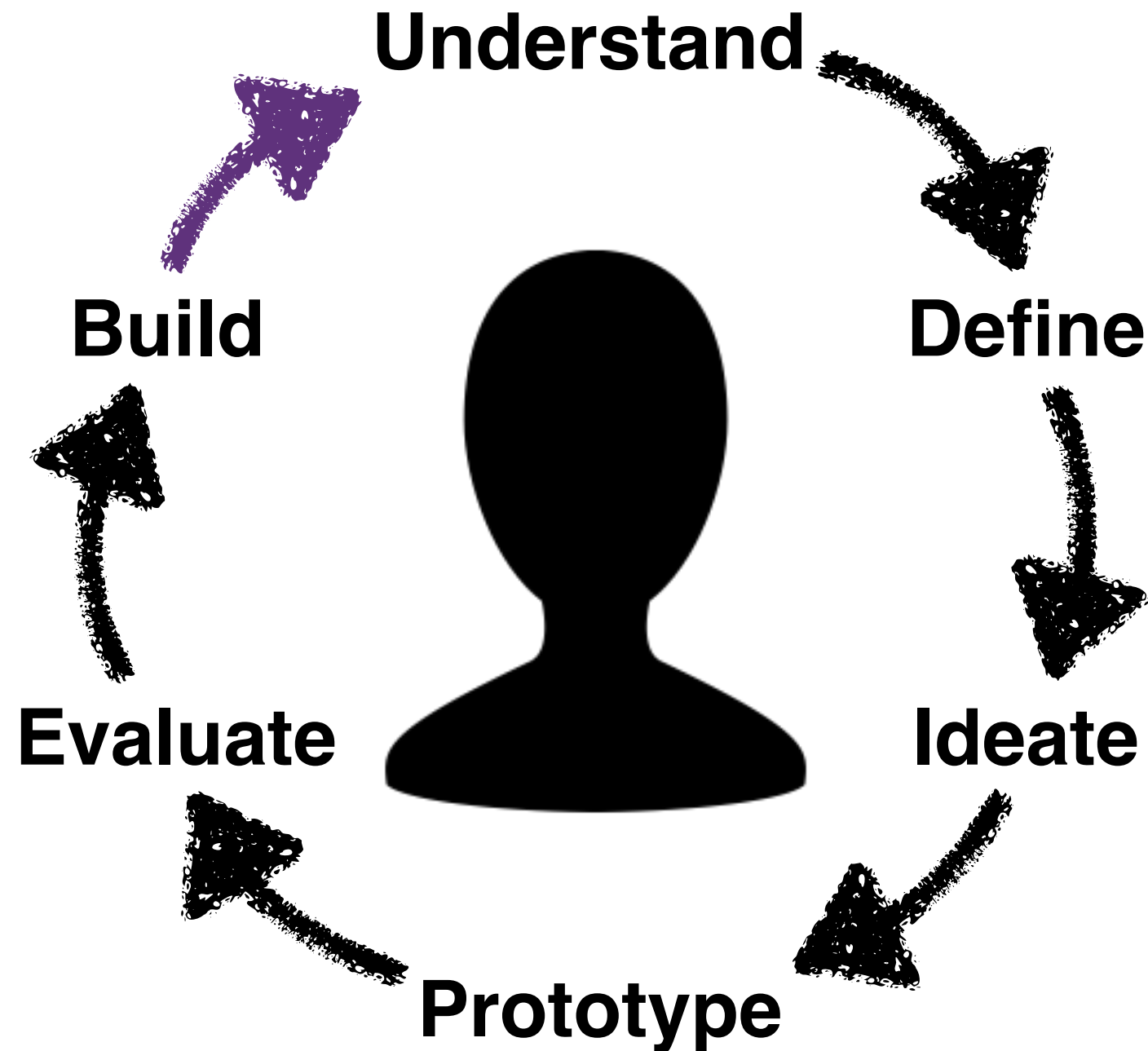
Evaluate

Build

```
function(scope, element, attr, ngSwitchController) {  
  // attr.ngSwitch || attr.on,  
  selectedTranscludes = [],  
  selectedElements = [],  
  previousElements = [],  
  selectedScopes = [];  
  
  scope.$watch(attr.ngSwitch, function ngSwitchWatchAction(value) {  
    var i, ii;  
    for (i = 0, ii = previousElements.length; i < ii; ++i) {  
      previousElements[i].remove();  
    }  
    previousElements.length = 0;  
  
    for (i = 0, ii = selectedScopes.length; i < ii; ++i) {  
      var selected = selectedElements[i];  
      selectedScopes[i].$destroy();  
      previousElements[i] = selected;  
      $animate.leave(selected, function() {  
        previousElements.splice(i, 1);  
      });  
    }  
  
    selectedElements.length = 0;  
    selectedScopes.length = 0;  
  
    if ((selectedTranscludes = ngSwitchController.cases['!' + value] || ngSwitchController.defaultCase)) {  
      scope.$eval(attr.change);  
      forEach(selectedTranscludes, function(selectedTransclude) {  
        var selectedScope = scope.$new();  
        selectedScope.$parent = scope;  
        selectedScope.$root = scope.$root;  
        selectedTransclude(selectedScope, element);  
        selectedScopes.push(selectedScope);  
        selectedElements.push(selectedTransclude(element));  
      });  
    }  
  });  
}
```

facnycrave1

Human-Centered Design



Understand

Define

Ideate

Prototype

Evaluate

Build



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Human-Centered Design

