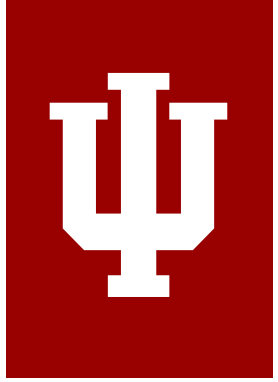


LUDDY
SCHOOL OF INFORMATICS,
COMPUTING, AND ENGINEERING

CSCI-B 649 Topics in Systems:
Applied Distributed Systems

User-Centric Design, Project 1 Discussion

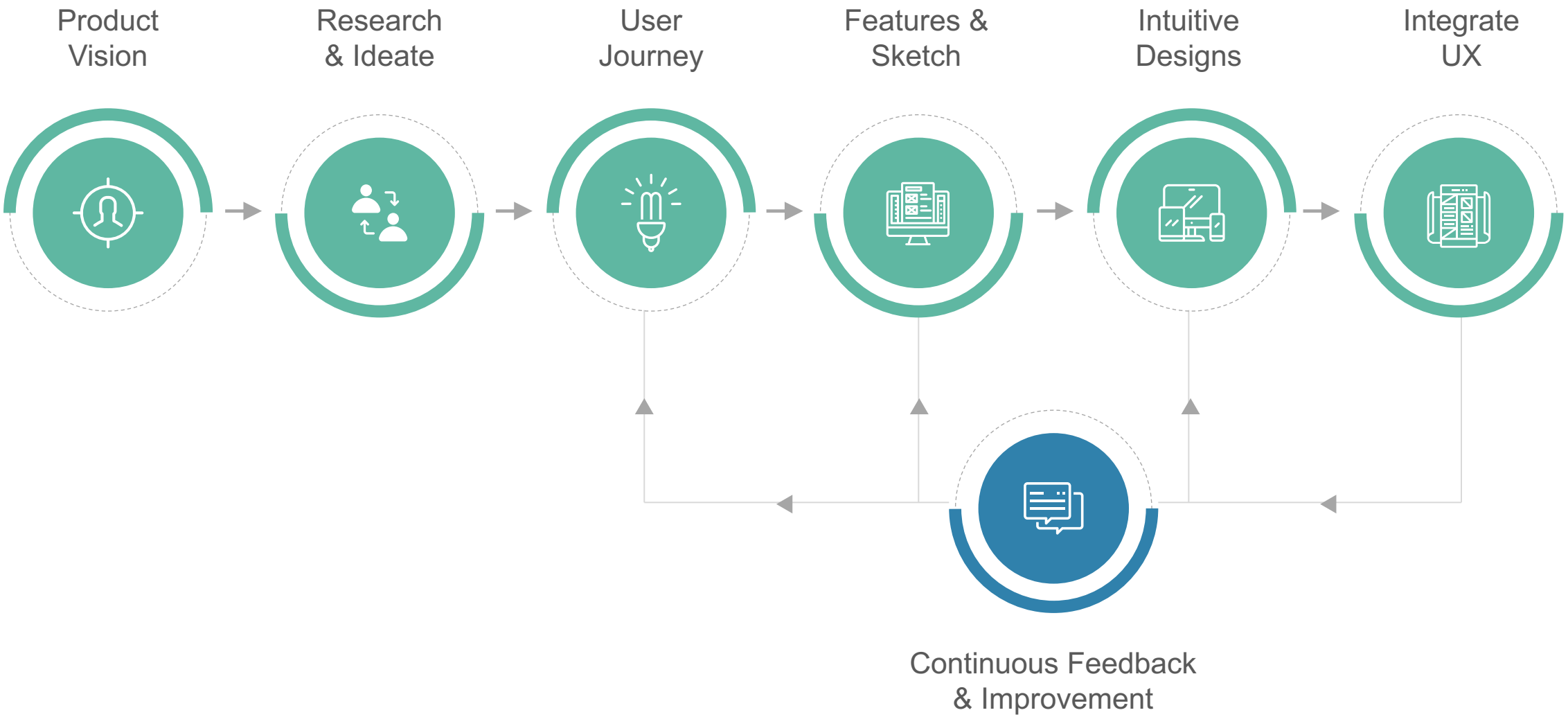
January 26th 2021

Suresh Marru, Marlon Pierce

Project Team Coordination

- Goals are to be met collectively by the team
- Each of you should submit individual contributions
- You will be graded individually
- Submissions will be a list of Github links you contributed to
  - Commits,
  - PR’s
  - Issues
  - Wiki’s

UX Design Process



Pragmatic Innovation

Inspiration

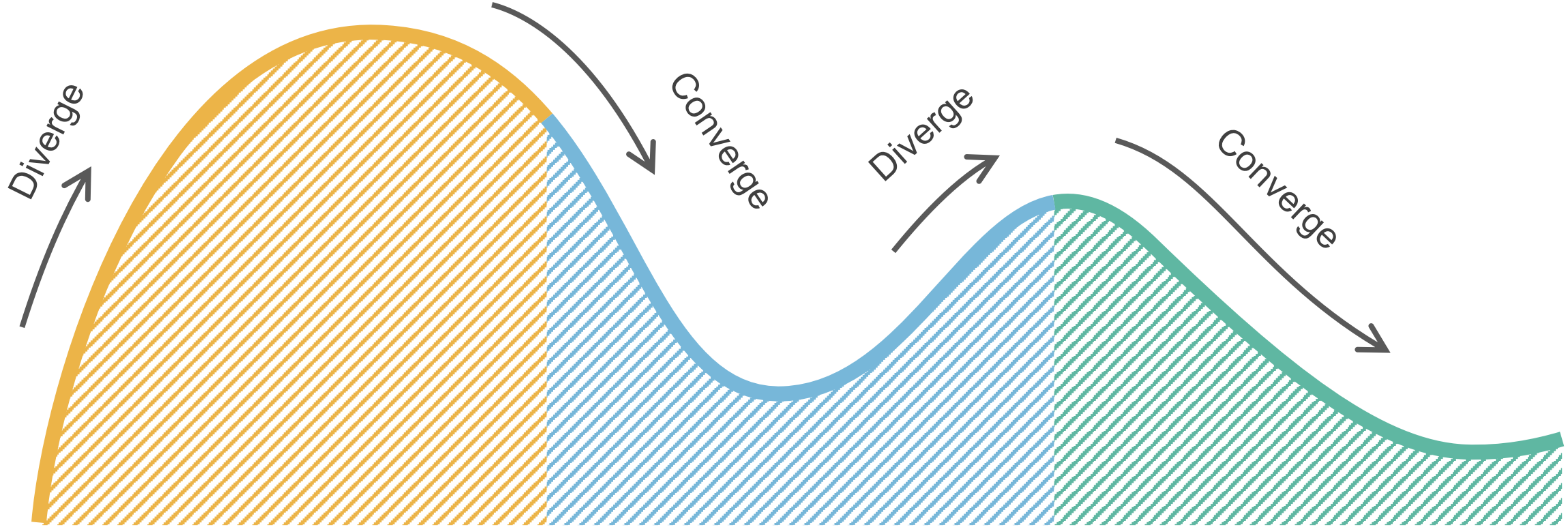
Design Challenge
You should let all kind of ideas float.
Dream Big.

Ideation

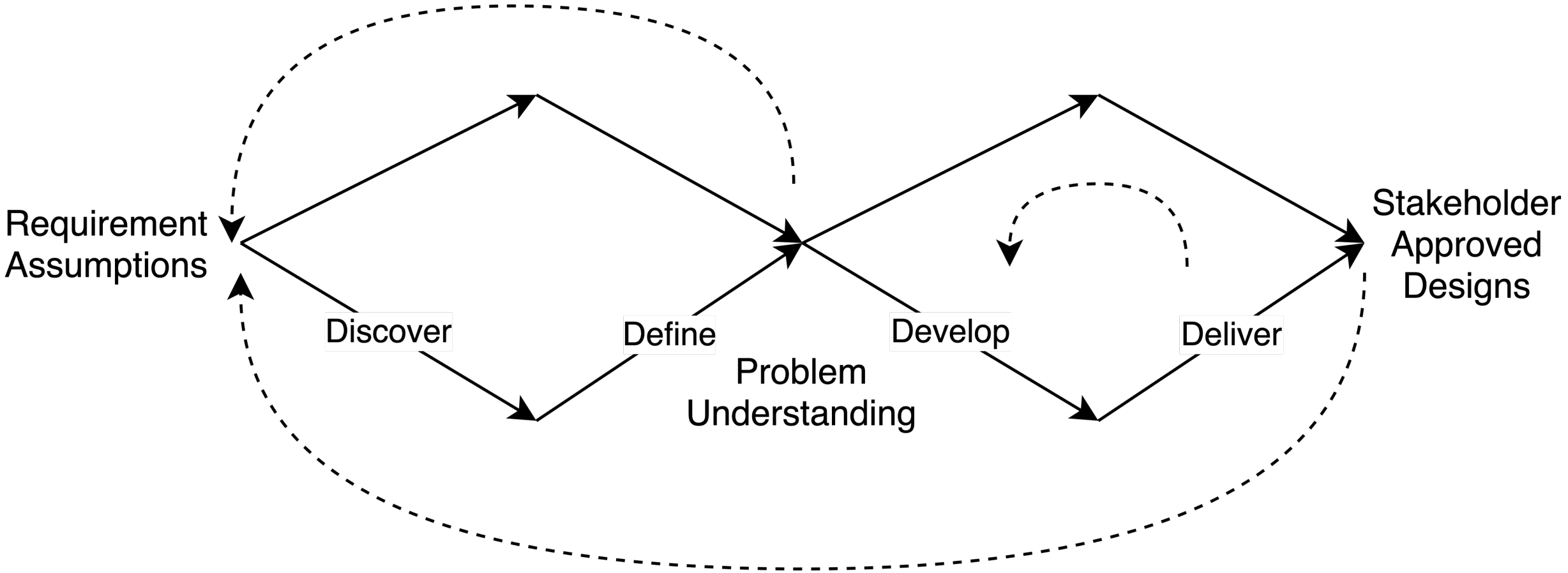
New Opportunity for Design
Get realistic.
Do not loose your ambitious thoughts.
Plan on “evolution”.

Implementation

Innovative Solution
If you shoot for the moon, you will at least reach the roof.
You should not stop at the roof and still plan to launch a rocket.



Double Diamond Design Process



Project 1 Deliverables

README

Describe the project overview, your team introduction in README in your git repo.

Napkin Diagram

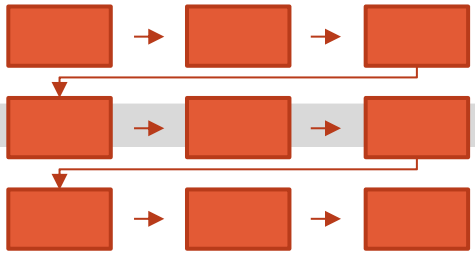
Articulate the project as a user story.
Add this diagram to README and describe it in words.

Outcome

A user-centric understanding of the project.

Information Architecture

Organise discover, explore options, develop wireframes and prototypes



Flow Charts

Sketching
Wireframes
Journey Mapping
Add this to your README

Outcome

Solution Exploration

UX Design

Visual articulation of the solution, validation of ideas and concepts, test with users

Mockups

High-Fidelity Visual Design
Rapid Prototyping
Mockups
A/B Testing
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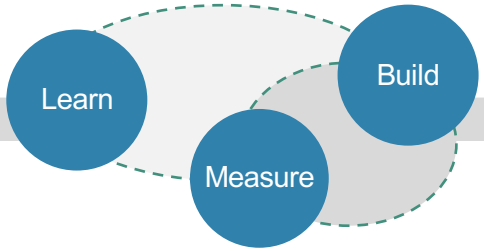
Outcome

Solution Validation

Peer Review

Validate, learn, plan for the next iteration



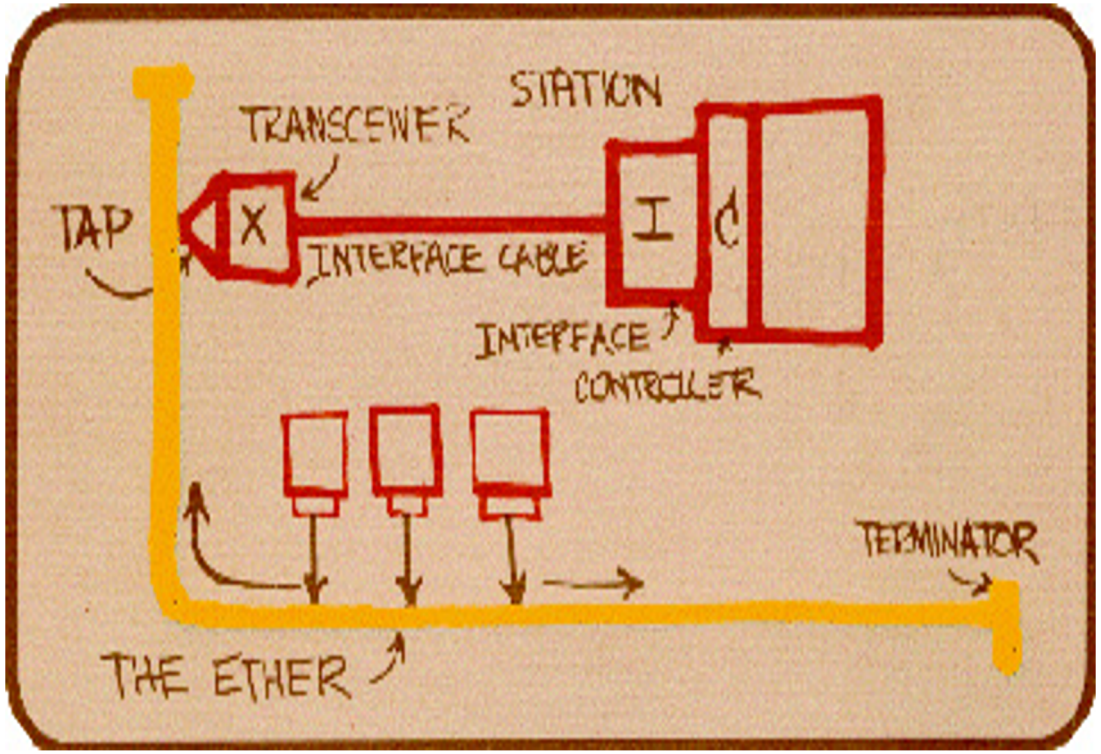
Methods

Accessibility
Usability Testing
Feedback Integration
Interactive Design

Outcome

Solution Scalability

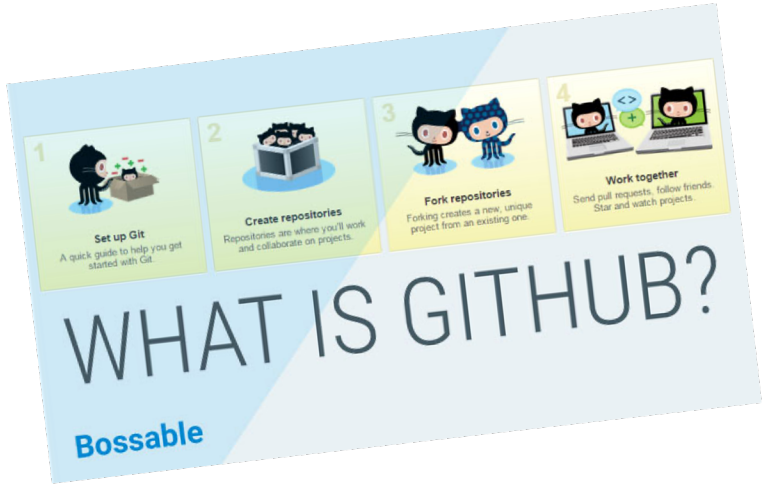
What is a Napkin Drawing to You?



- Technical design of idea
- How will it work?
- Is it possible?

Slides Courtesy: Juliana Casavan

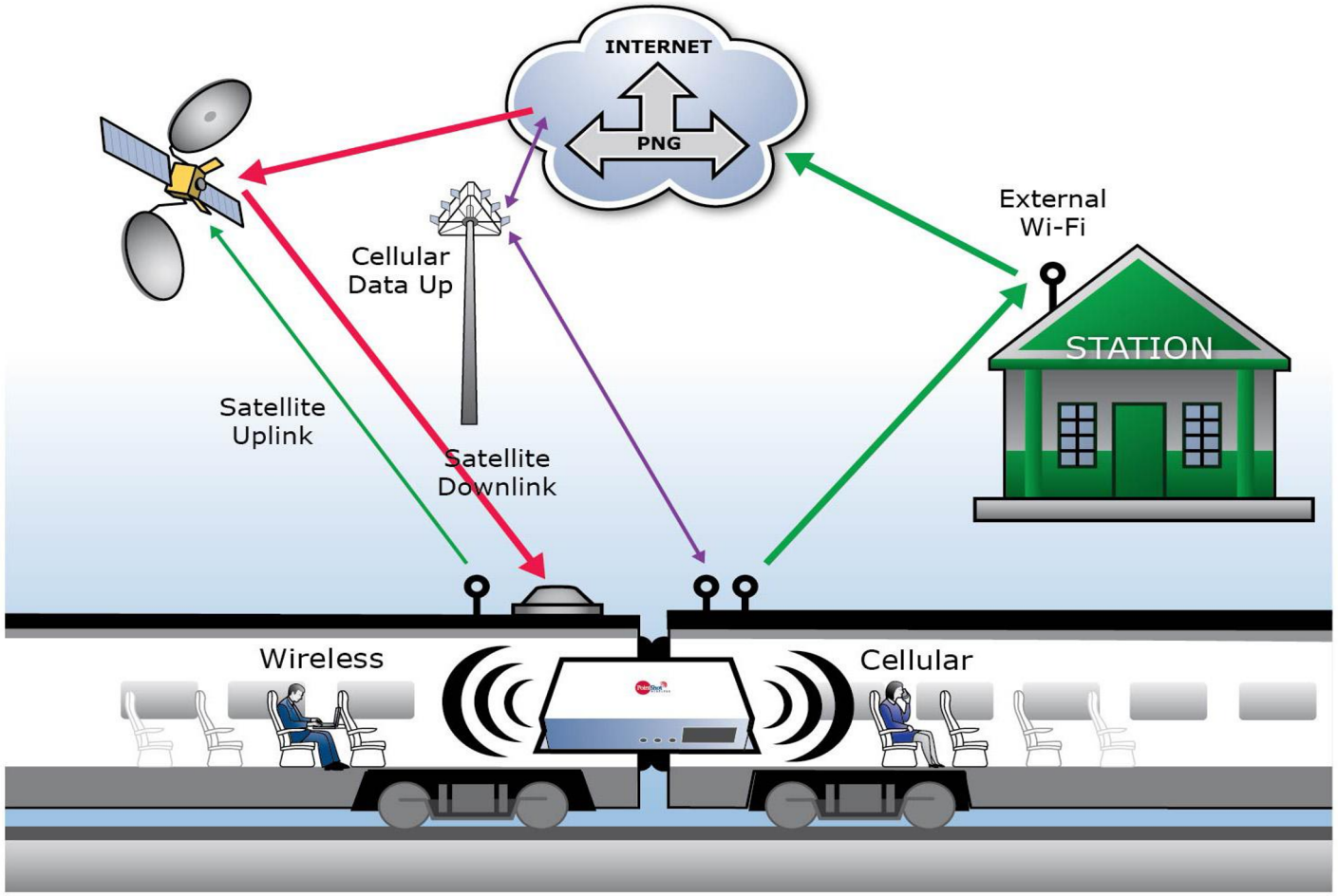
What is a Napkin Drawing to Your Users?



- Effectively communicate through verbal and visual communication
  - What it is
  - What it does
  - **NOT** how it works
- Articulate the components of your idea that make it distinctively different than what already exists
- Avoid technical jargon

Slides Courtesy: Juliana Casavan

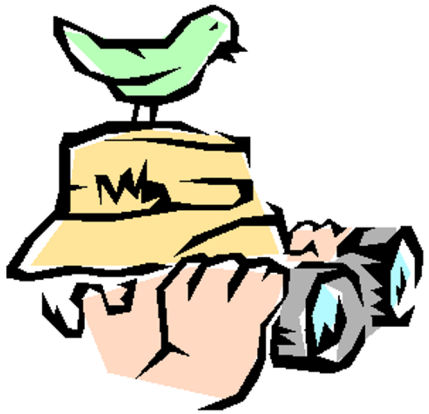
Napkin Drawing Example



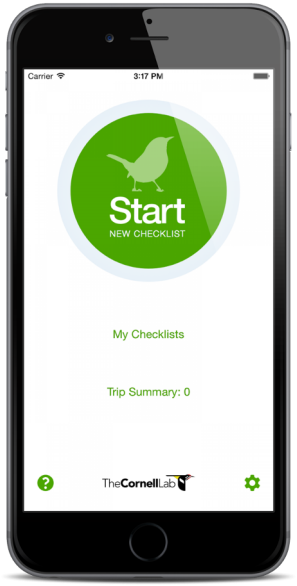
Slides Courtesy: Juliana Casavan

Napkin Drawing Example - eBird

Birder



Report/Track

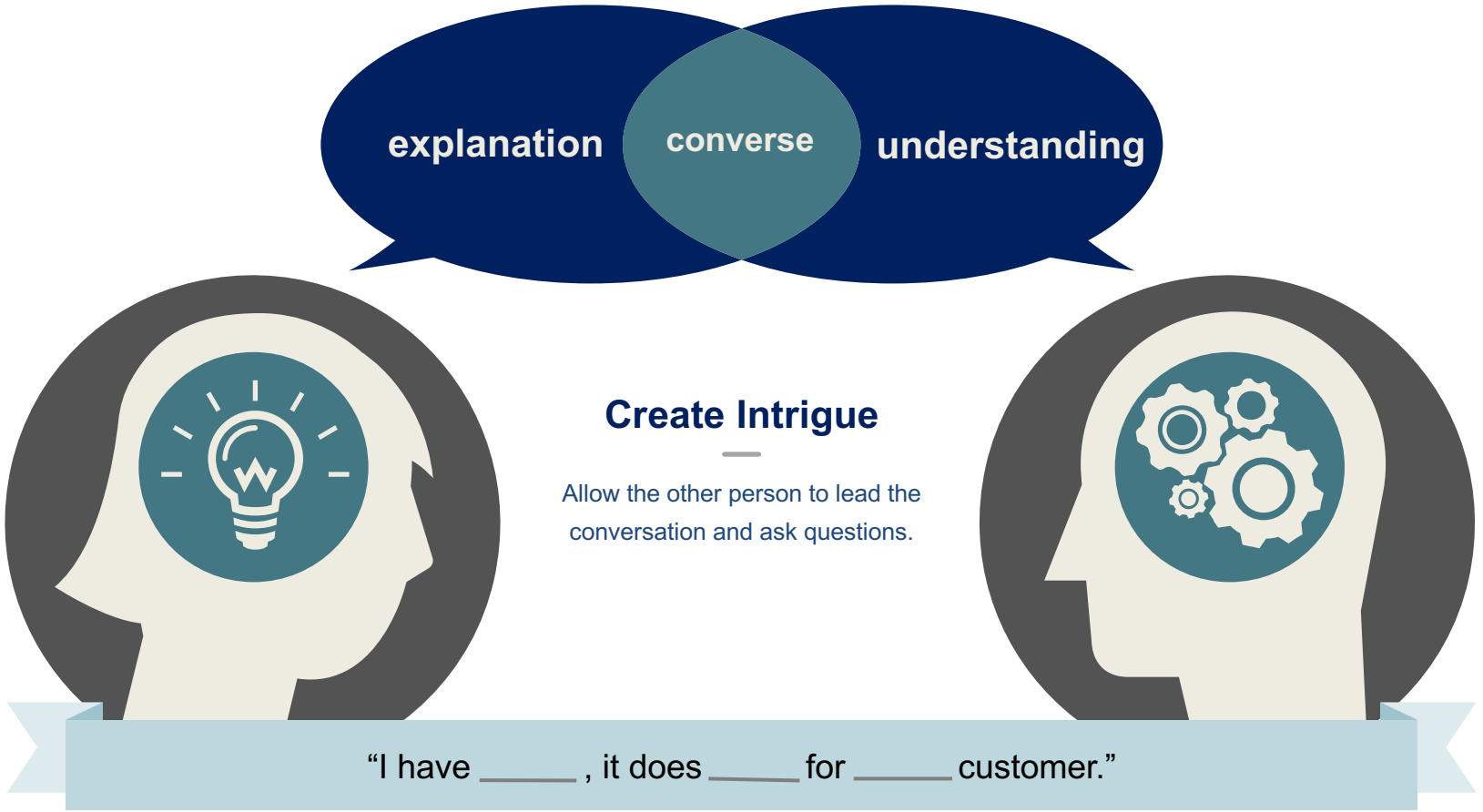


View/Analyze

Researcher

Slides Courtesy: Juliana Casavan

Verbal Communication



Slides Courtesy: Juliana Casavan

Visualize entire project

Research

- Who are we designing for?
- What are we designing?
- How do we execute our vision?

Validation

- A/B testing
- Multi-variant

Requirements

- Map End-to-End
- User Workflows

Concept

- Whiteboard
- Ideation With the Team

Design

- Lo-Fi Sketching (wireframes, paper prototypes)
- Hi-fi Mockups (high complexity mockups, interactive prototyping)

Tools/Frameworks

- Draw.io a free diagraming tools
  - Alternatives: lucidchart, whimsical, creately
- Adobe XD (Free for IU students)
- Sketch
- Axure
- Figma

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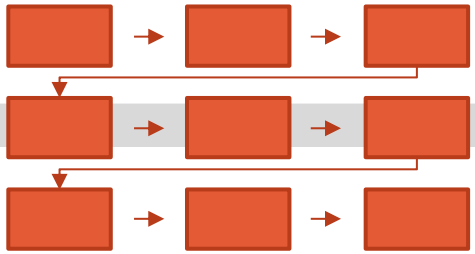

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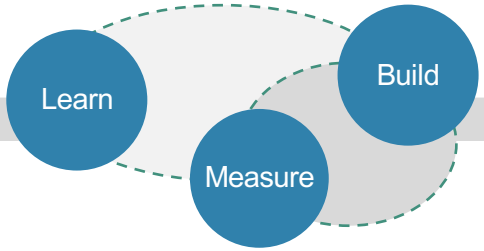

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CASE STUDY DEMO