Human Centered Design
Charrette
Andy Davidson
HCDE Faculty

Jessica Carr
HCDE MS Student
Charrette

A fast-paced design activity
User-Centered Design (UCD)

A process of designing *something* — a tool, a website, an application’s user interface, an event — *while keeping the users’ wants, needs, and limitations in mind.*
What is Human Centered Design?

IDEO.org
vimeo.com/106505300
Sticky notes
Whiteboards
Sketching
Presenting
Human Centered Design Charrette

- Context (10 min)
- Design (50 min)
- Presentation (15 min)
- Reflection (15 min)
Get in formationnnnn

blondersmusic • 109d • 14.1, 15.1, 16.1, 17.1, 18.1
Looked up a setlist from her last tour just to see what she might play and there’s 30 songs?? That’s insane.

beyonces_fiance • 109d • 18.2
Her shows are normally 3 hours long so this one will not be that many songs at all. Also the songs are not usually played all the way through, just the first verse and chorus and then a transition to the next song

sryimnotsorry1 • 109d
Lol the username

blondersmusic • 109d • 14.1, 15.1, 16.1, 17.1, 18.1
I figured as much. Still it seems impressive nonetheless.
Design an app for a group of people with a shared interest (a music genre, fandom, etc.)
Charrette Process

Users
User Needs
Interactions
Prototype
Presentation
Reflection
Individually brainstorm different interests that people may have.

**Goal:** At least 3 per person
As a group, choose which interests you think would be fun to design for.

Select one.

Hiking
Users

Individually brainstorm different types of people.

Goal: at least 3 per person
Choose 1 User

As a group, choose which user you think would be fun to design for.

Select one.

Dog owners
User Needs

As a group, brainstorm activities your user might need, in relation to a community-based app.

Goal: at least 3 per person

Meeting other dog owners to go hiking with
Finding trails with shaded rest stops
Recommendations for dog-friendly hikes
Choose 1 User Need

As a group, choose one user need

Select one.

Meeting other dog owners to go hiking with

(2 minutes)
Scenario

Pick one of your activities & create a **scenario**—a comic strip of how you imagine your user will interact with your app.

Sketch it out in 3-6 frames.

*(10 minutes)*
Interactions

Lay out the interaction flow for the scenario, a step-by-step diagram showing how a user gets through a task on the user interface.

(6 minutes)
App Screens

Sketch out **user interface screens** for the activity to match the interaction flow.

Do this on your tablet sheets.

(10 minutes)
Prototyping App

Search for “Marvel design” in the App store and download the app to your phone.
Using Marvel

1. Press green button to create a project
2. Pick the closest phone format and name your project
3. Use camera to take pictures of the interface you have drawn. **Keep following the GREEN buttons.**
4. Photograph all your screens
5. Add hotspots to each screen to link screens together. Don’t forget to include back buttons!
6. Click the ‘play’ button on the top right to see the final prototype!
Using Marvel

1. Name your project and choose the Nexus 5.

2. Use camera to take pictures of the interface you have drawn.

3. Upload 1 picture at a time!

4. Don’t crop the pictures!

5. Add hotspots that will link the pages together.

6. Click the ‘play’ button on the top right to see the final prototype!
Prepare a 1 minute explanation. Include your user group, the need, and your design idea/sketch.
Present!
Great Job!

Congratulations!

I’m proud of you
Break

(5 minutes)
Reflection

(15 minutes)