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.
User-Centered Design Charrette

Context (10 min)
Design (50 min)
Presentation (10 min)
Reflection (10 min)
Get in formation

blendersmusic • 109d | 14.1 #161 #171 #181
Looked up a setlist from her last tour just to see what she might play and 😍😍😍 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

blendersmusic • 109d | 14.1 #161 #171 #181
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
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.

(2 minutes)
Users

Individually brainstorm different types of people.

Goal: at least 3 per person

Dog Owners

Teachers

Gamers
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
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.
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.
App Screens

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

Do this on your tablet sheets.
Prototyping with Marvel
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!
Presentation Prep

Prepare a 1 minute explanation. Include your user group, the need, and your design idea/sketch.

Make sure everyone participates!
Present!
Reflection

What surprised you? What was easy or difficult? What did you learn?

I enjoyed... If I had more time... I would like to know more about...
Great Job!
congratulations!

I’m proud of you