User-Centered Design Charrette
WHAT IS HCDE?
Contact Info:

Andy Davidson  adavid7@uw.edu
Elena Agapie  eagapie@uw.edu

HCDE outreach:  
https://www.hcde.washington.edu/about/k12
• Puts users first
• Design to improve quality of life
hcde.uw.edu/videos/students-design-for-people
Charrette [shuh-ret]
an intense period of design activity
The User-Centered Design Process

Plan
Define user requirement & analyze competition

Design
Design wireframes, interaction sequences & navigation

Prototype
Develop & test dynamic prototypes for usability

Review
Review wireframe designs with customer

Ideation
Interaction Flow
Prototyping
Present!
Mobile Application for Citizen Science Projects
Citizen Science
A project in which neighbors and communities help scientists collect and relay information about a specific topic.

Ex. Monarch Migration (70s) or the Mapping of Haiti after 2010 Earthquake
USER TYPES
Write down types of users of a citizen science app

1 idea per sticky note!

- teachers
- doctors
USER NEEDS
Brainstorm user needs (activities)
1 idea per sticky note!
SCENARIO
Choose one scenario, summarize it on paper OR sketch out some user scenarios

1. Shion lost his cat

2. Shion opens Kitten Love app. App tells Shion someone found his cat.

3. Shion finds his cat. Thanks to Kitten Love app.

The goal for our user (Shion) to use this app.

The app will help our user by showing where people have reported seen lost pets.

Our user has been able to accomplish their goal.
INTERACTION
FLOW
Use sticky notes to show the flow of the stages of interaction

1. Open app
2. Search for Shion’s lost cat
3. Input Shion’s cat color
4. View result list of lost cats
5. Select post about Shion’s cat
6. Get Shion cat’s location
Create 2-7 drawings of what the screens of the citizen science app would look like
1. Name your project and choose the **Nexus 5**.

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

3. Add hotspots that will link the pages together.

4. Click the ‘play’ button on the top right to see the final prototype!
PRESENTATION
PREP
Presentation Breakdown

- Prepare 1 minute presentations to share
- Include information such as:
  - State the **user group** and the **problem**.
  - A **walkthrough** of the solution (your app).
  - Features you would add if you had more time
  - OR
  - Design modifications if your user had a verbal and/or physical disability

Make sure each person in the group has a chance to speak!
PRESENTATIONS
REFLECTION
WRAP UP
THANK YOU!