Group Project: **Needfinding Assignment**

Step 1: Choose a Team Leader

The team leader should be someone who is organized. She or he is responsible for:

1. Replying to any emails from me promptly.
2. Allocating the work fairly and evenly amongst all members with deadlines.
3. Letting me know if someone is not contributing in the group.
4. Picking up the slack when a team member has not done their part or reallocating it to the others.
5. Submitting all assignments to the group dropbox before the due date.

If the team leader is not contributing it is the job of the team to let me know.

Each group assignment should have the names of the individuals who worked on that assignment. If a team member or team leader does not work on one of the project assignments they will receive a 0 for that part.

Step 2: Think about a Topic

At this point do **not** think about the details of how you will create your new design, but think about what is currently lacking. Electronic devices (computers, phones, tablets, etc.) can help by providing information. Perhaps they remind us to exercise more or get together with friends.

Sample Project Ideas

1. Could your mobile phone, tablet or computer incentivize healthy eating, exercise, doctor visits, a good night's sleep?
2. Can we help communities help coordinate better? Like plan a block party, advertise tag sales, or carpool for commuting and errands?
3. How might technology improve the experience of volunteering? (via social networks?)
4. Visits to physicians are stressful. Could an interactive system be done to modify the waiting experience?
5. Perhaps instead of calendar reminders we can have energy reminders? So that instead of scheduling an activity for 2pm in the afternoon, one schedules for “when I'm feeling energetic”, “when it's nice outside”, or “when it's quiet”. And the system could detect this.

Step 3: Needfinding

I Select an Activity to Observe

Come up with a specific activity to observe. You will ultimately be designing a prototype for a web-based or mobile-based application, but your observation may or may not include the user actually using an electronic device. If you are designing a web interface for a task that does not yet exist on the computer, you'll be observing users doing the task as they do it now. You'll identify opportunities for the software to solve existing problems this way.

On the other hand, you may be designing a product to improve an existing computer interaction (e.g. doing email, organizing deadlines in a calendar). In these cases, you'll want to observe your user doing the task *in situ*, that is, using their computer to do the actual task in the actual environment.

II Select Individuals to Observe

Each team-member (except the team leader who it is optional for) is required to observe one individual. Choose an appropriate individual depending on your task. Ask them to participate in this assignment and coordinate with your participants to select a time that is good for them.

III Observe!

Tell the participants to perform the task as realistically as possible, while communicating to you as appropriate. Utilize the strategies we talked about in lecture to help you.

After the observations, spend 10 to 15 minutes interviewing your participants about the activity you observed.

Write down what you are observing and the interview as well.

IV User Needs

After observing all your participants, your group **together** must go over your findings and then brainstorm a list specific user needs.

You are not looking for solutions yet: **focus on user needs and goals only**. An example of a need might be "Sometimes, when Scott takes the train home, there is no room for his bike and he has to wait for the next one. Scott *needs* a way to plan what train to take based on how much room is available in the bike car".

Submission:

Team leaders should submit to the folder titled Needfinding under D2L Assignments tab:

1. The name of the team leader
2. The name of everyone who participated in this project assignment and what they did. (If someone does not contribute they will receive a 0 on this part.)
3. The topic idea that your group would like to address.
4. Each observation/interview and who wrote it– that is, each person should keep track of what you were observing, what you learned from each observation, and the results of the interview.
5. The **list of needs** your group came up with AFTER completing all the observations/interviews.

Additional Comments:

The HCI process is more effective if HCI experts are called in right away and think about users' needs from the beginning. Therefore:

1. At this point you should **NOT** decide on the user interface design (do not worry about how it would look or whether it's an app or a website).

2. You **CAN** use a topic you have been thinking about designing, but have not actually started implementing.

3. You should **NOT** use a topic that you have previously created a website or app for (whether it was for a previous class, workplace, or anything else).

4. Our end result will be using prototyping software as a mockup of a website or app. You will **NOT** actually be coding the website or app.

Groups:

Group 1:
Huma Fatima
Zainab Shaikh
Haad Hassan
Pedro Miranda

Group 2:
Mustafa Khan
Edwin Rivera
Pritesh Patel
Antonyo Lebab

Group 3:
Tia Lopez
Gianni Moore
Samuel Puchinskiy
Odisho, Carlo

Group 4:
Nissan Malko
Roberto Rojo Rojo
Randy Bondoc
Muzzi, Michael

Group 5:
Tim Van Dermeir
Sara Cameron
Kanza Mateen
Przemyslaw Kocylowski

Group 6:
Humaira Patel
Yasir Khan
Daniel Dagnachew
Fahad Mateen
Shane Dunn

Group 7:
Sana Kanwal
Tamanna Sultana
Shifa Fatak
Shabiha Fatak