

# Design Challenge #1

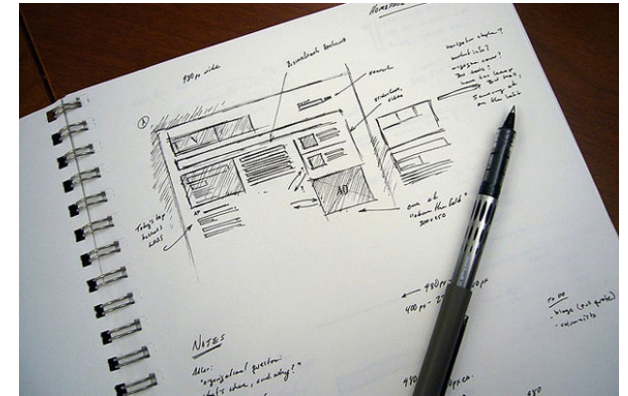
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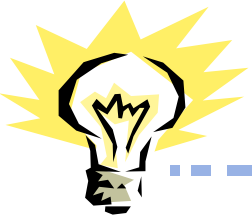
In-class mini design sprint



# Purpose

- Practice, practice, practice
- Rapidly digest a domain, context, user group, task set, etc.
- Rapidly discern wants, needs, anxieties
- Identify design implications
- Generate sketches, wireflows, with annotations





## Problem Space: Research Submersible

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- Design controls and displays for one-person deep-ocean research submersible

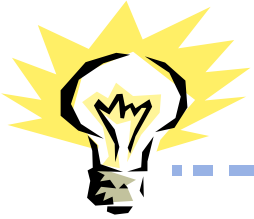




## Task Steps

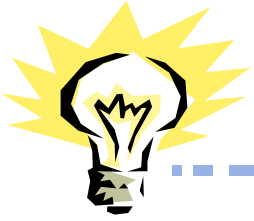
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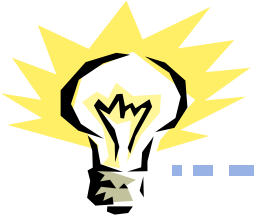
- Make assumptions (and write them down) about the context, customer, domain – 2 minutes
- Make assumptions (and write them down) about the user attributes – 5 minutes
- Define the task(s) (at least some of them) – 5 minutes
- Identify design implications – 5 minutes
- Divergent designs – 5 minutes
- Converge and expand on one design – 20 minutes



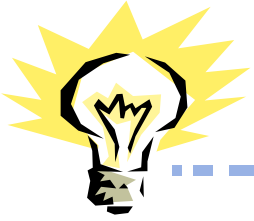
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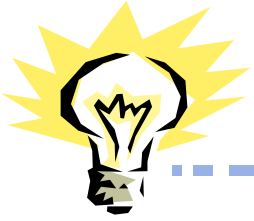


Fall 2019

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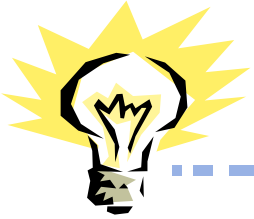




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## Upcoming

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- Design Challenge
- Prototyping software (mid-fidelity)
- Midterm
- Prototyping (physical)
- Poster Session #1