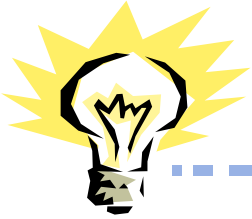


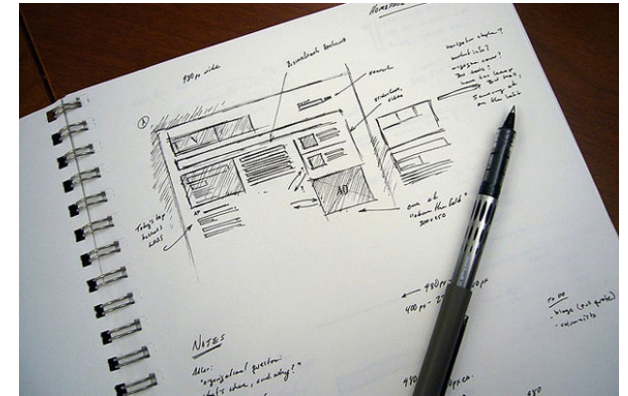
Design Challenge #2

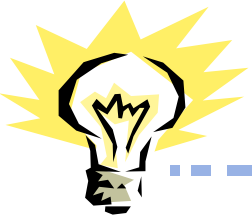
In-class mini design sprint



Purpose (again)

- 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: Control semi-autonomous drone

- Interact with a semi-autonomous drone
- Flies and operates by itself
- Needs commands, direction, plans on navigation
- Needs commands, direction, plans on non-navigation tasks (e.g., video recording)
- May support 2-way communication functions





Task Steps

- Digest (quickly) your assigned persona and use-case
- Digest (and further flesh out) the context, customer, domain – 2 minutes
- Digest (and further flesh out) the relevant user attributes – 5 minutes
- Refine/define/flesh out 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

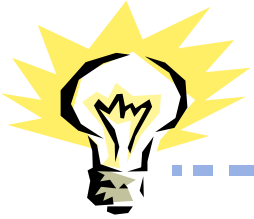


Drones



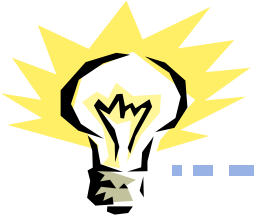
PSYCH / CS 6755





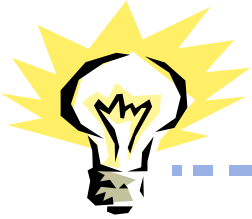
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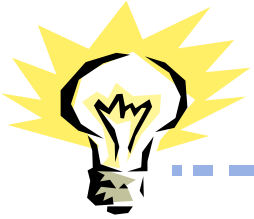
Personas & Use Cases

1. Skateboarder in skatepark video recording tricks
2. Low-vision mountain biker riding down mountain trail
3. Remote soccer coach managing soccer practice for 12-year olds
4. Astronaut team on spacewalk coordinating repair mission



Task Steps

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- Digest (and further flesh out) the context, customer, domain – 2 minutes
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Upcoming

- Upload designs to Canvas
- Predictive Models
- Evaluation overview