HCI Week 3: Fast Feedback

Nicole Meng-Schneider and Dr Tara Capel

Part of slidedeck inspired by Dr Kami Vaniea 1

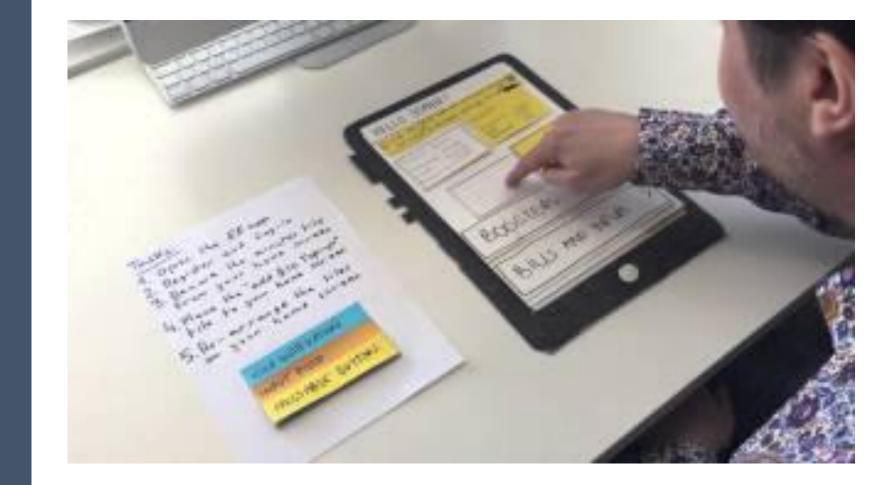
Announcements

- 1. CW1 Submissions
- 2. Weekly quiz due dates
- 3. Releasing quiz answers
- 4. Figma prototype set your permissions to enable sharing

The Human Computer

- Formalised method of doing Paper Prototype testing
- One person is the "computer" and moves the paper prototypes around in response to the participant's actions
- One person is the "facilitator" who is in charge of making sure the study runs smoothly
- When to use:
 - When you need a more formal or in-depth feedback than just showing someone your designs

The Human Computer



<u>Activity</u>

- 1. In your coursework groups, create a paper prototype of your Learn/Open Course redesign
- 2. Using the tasks you created for CW1, test your paper prototype with another group:
 - a. Assign roles (Computer, Facilitator and Notetaker)
 - b. Swap roles for each task
- 3. Check-in: Share your experience. What did you find unexpected or difficult? What did you find interesting?
- 4. In your groups, discuss your findings and write memos.

Any questions?

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