Charrette

An intense period of design activity
User-Centered Design (UCD)

A process of designing *something* — a tool, a website, an application’s user interface, an event — **while keeping the users’ wants, needs, and limitations in mind.**
User-Centered Design Charrette

Context (6 min)
Design (38 min)
Presentation (3 min)
Reflection (3 min)
Seahawks Fan Zone
Closed Group • 61,662 Members

Join Group

About

About This Group
We love the Seahawks! A group for 12’s to talk and share photos about the Seahawks. GO HAWKS!

Seattle, Washington

Closed Group
Anyone can find the group and see who’s in it. Only members can see posts.

View Group Info
Design an app for a group of people with a shared interest.
Charrette Process

Users
User Needs
Scenario
Interactions
App Screens
Presentation
Reflection
Pick a User!

Nintendo fans

Seahawks fans

k-pop fans

Robotics Club Members

Broadway fans

(1 minute)
User Needs

Brainstorm things that your user group might need to do.

*Goal: At least 3 ideas per person*

- Choosing which game to buy
- Finding other people to play with
- Finding tutorials / walkthroughs

(3 minutes)
Pick one User Need

- choosing which game to buy

(1 minute)
Scenario

Using your chosen user need, create a **scenario**—a story or description of how you imagine your user will interact with your app. Sketch it out in 3-6 frames.

(5 minutes)
Interactions

Lay out the **interaction flow** for the scenario, a step-by-step diagram showing how a user gets through a task on the interface.

(5 minutes)
App Screens

Sketch out the app screens for the activity to match the interaction flow. Do this on your tablet sheets.
Using Marvel

1. Name your project and choose the Nexus 5.

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

3. Press the checkmark on the top right -- do not crop your images!

4. Add hotspots that will link the pages together.

5. Click the ‘play’ button on the top right to see the final prototype!

(8 minutes)
Prepare a 1 minute explanation. Include your user, the need, and your design idea.

Everyone should speak!
Present!
Reflection

What surprised you? What was easy or difficult? What did you learn?

I enjoyed... If I had more time... I would like to know more about...
YOU DID IT!

[BARKS IN DOG]