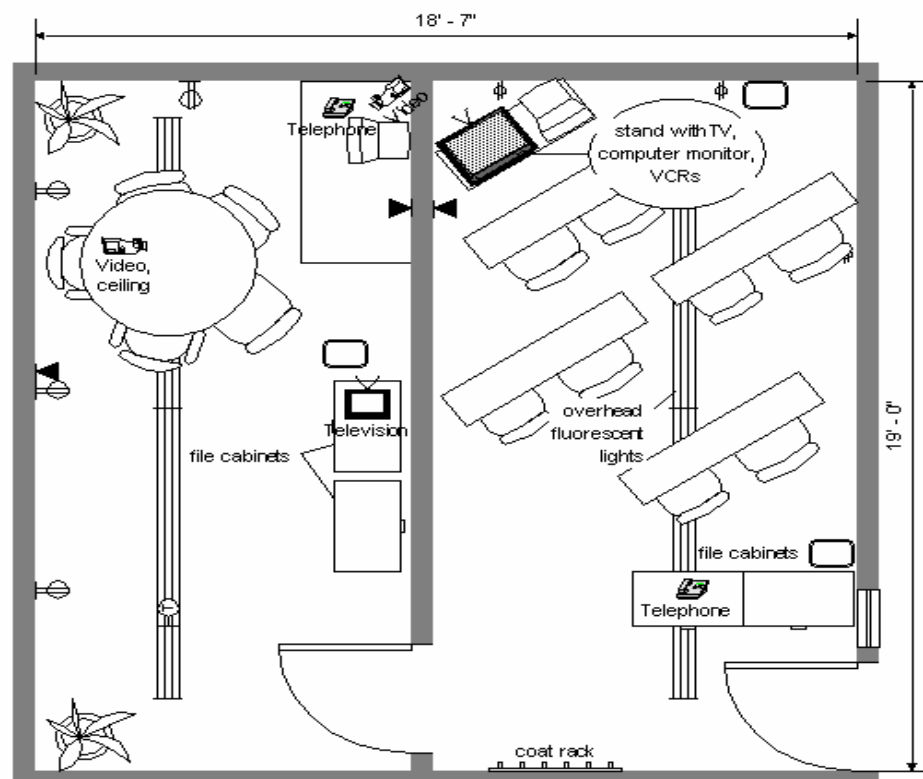


HCI Lab: Design War Room and User Interaction Lab

OVERVIEW

The lab is a split room configuration with a Design Team “War Room” and a User Interaction Room.

Original Conceptual Design



The **Design War Room** supports team activities of “Working-on-the-Wall”. This approach to team work is a key aspect in teaching students how teams develop shared understandings and goals

The **User Interaction Room** supports user interviewing, paper prototype testing, and usability testing.

DESIGN WAR ROOM

The Design War Room has 3 metallic backed writing walls and 1 pin-up wall. Work is done on large sheets of poster paper.



Each time the team meets they put up the work that has been done so far so that they are “**immersed**” in the data. This allows team members to “**walk the wall**” as a way to keep in mind the interpretations of the data. It also creates a **group memory** to recall what the team has accomplished before. The poster paper approach allows multiple teams to use it as a dedicated design room.

WORKING-ON-THE-WALL

Teams use a “**working-on-the-wall**” approach to meetings. This allows everyone to visual what is being done, allows everyone to easily contribute, and it drives a **shared understanding** in the team as well as helping to define the common goals of the project.

The writing walls have a metal backing so that magnets can be used to hold models and design ideas.



USER INTERACTION ROOM

This room is intended for design teams to interact with users through **interviewing**, **paper prototype testing** (lo-fidelity), and **usability testing** (hi-fidelity).

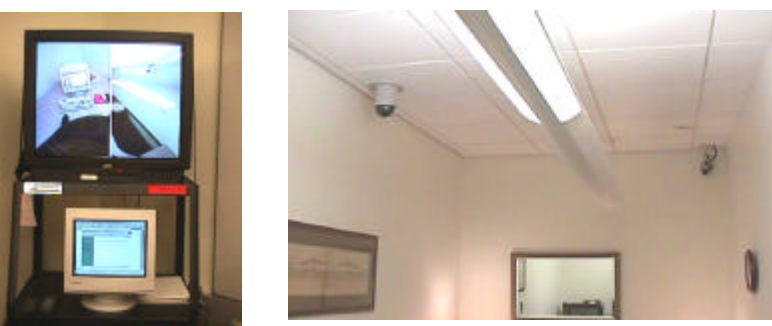


One or two of the design team members can be interacting with users in this room, while other members can be observing over the closed-circuit cameras in the Design War Room.



Construction Cost

The construction cost of the HCI Lab was approximately \$20,000 (USD). This includes the cameras and monitoring equipment, cost to split the room, cost of the writing walls, and the computers.



Low Cost Alternatives to Reduce Cost

- A single pan camera could be used instead of two cameras.
- To capture the user’s reactions a mirror placed by the monitor would reflect the user’s face into the camera’s image.
- Some of the activities can also be accomplished even if a dedicated room cannot be found. For example user interviewing and paper prototype testing could still be accomplished with a camcorder mounted to a tripod and any quiet room.