CS 321 Human-Computer Interaction

This exercise will be done in your discussion groups.

STEP 1: INTERPRETATION SESSION

A local garden shop has hired your consulting firm to design a system to help make sure customers choose plants for the appropriate yard conditions, to help them design their garden area, and instruct both customers and employees in the care of the plants.

The system should:

- Identify plants for specific yard conditions
- Instruct on proper care
- Help customers and employees in choosing plants
- Suggest yard design ideas
- Keep track of customer information regarding their yards, purchases, and design likes/dislikes so they store can do direct advertising.

<u>What to do</u>

Each group will run an interpretation session based on the field notes collected from the interview.

1. Assign group members to the team roles:
   - Interviewer – person who reads their field notes out loud
   - Modelers – team members who draw models while Interviewer reads notes
   - Participants – team members who contribute to the models, ask questions, and make notes about design ideas
   - Moderator – person who makes sure everyone has an opportunity to contribute
   - Rat hole watcher – person who makes sure that the session stays on topic

2. Your team will develop a flow and a sequence model (be sure to address all of the roles – yard workers, sales personnel, advertising personnel).

STEP 2: BRAINSTORMING SESSION

Using your work models from your interpretation session your design team will brainstorm a design idea for Garden Kingdom.

<u>What to do</u>

1. One person draws ideas and fits them in the overall picture as participants suggest them.

2. Remember that the new system should fit the needs and the way the users think about the tasks they are doing. Note: cost of implementing the system is not a consideration at this point.

<u>What to hand-in</u>

1. A list of team members

2. Your work models with your team member's names on each model

3. Each member's field notes from the interview assignment

4. The team's brainstorm design idea.

Example of a design vision: