**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.

**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 visualize 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.

**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 quite room.

**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.