

CS 321 Human-Computer Interaction

Software Design & Usability Testing Lab EB 3048

General Description

The lab is set-up as a design team “war room” and for prototype testing and user interviewing.

Design War Room



This room has been designed for your team to meet for design and brainstorming sessions.

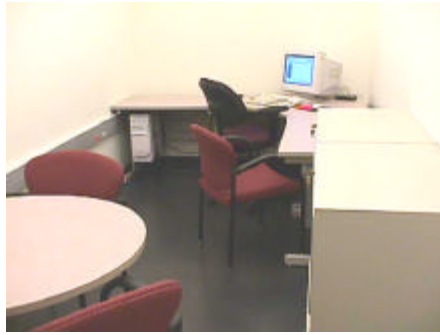
The Design War Room has 3 writing walls and 1 pin-up wall. The writing walls have a metal backing so that magnets can be used to hold your models and design ideas. A supply of poster-sized paper will be available to use for this purpose.

Use the poster-sized paper for work you wish to save such as models or design ideas. You can store your work in the tube cart. Each time your team meets put up the work you have done so far so that you can be “immersed” in the data and the recall what has been accomplished before.

The tables in the Design War Room were chosen to be easily re-arranged in anyway your team needs to work. Feel free to move them about in the room.



User Interaction Room



This room has been designed to interact with users for interviewing or testing out lo-fi and hi-fi prototypes.

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. The monitor in the Design War Room is slaved to the computer in the User Interaction Room.

The user sessions should be video taped to view later to get details and review. There is a limited supply of videotapes. Tapes will be made available upon request.



When bringing users into the lab be sure the partition is pulled out so that they cannot see other design team members. This should help put them at ease.



While the rooms are relatively well insulated, team members in the observation area should keep comments to a whisper.

One camera is fixed while the other camera rotates. The rotating camera can be focused either on the computer for hi-fi prototype testing or the table for lo-fi paper prototyping. When rotating the camera it helps to hold down the slow button.

The rotating camera can also be used to do taped interviews by zooming out. Microphones are mounted in the ceiling.

The monitor can be split between both cameras or it can be put on one or the other camera. What you see on the monitor is what is recorded on the videotape.



Lab Use Rules

1. This lab is to be used for CS 321, CS 425, and CS 499 Projects. Any other uses must have prior permission.
2. To reserve the room you must sign-up for it ahead of time on the sign-up sheet outside of the door. If you find the room is empty and you decide to use it, you must put your name on the sign-up sheet at that time.
3. Prototyping supplies are for the express use for projects in these classes. Do not abuse them.
4. Use the fan for white noise to help reduce any distractions to the user.
5. Use the poster sheets for your work and put them up for each session to “immerse” the team in the data and to jog the “group memory”.
6. Do not adjust the cameras other than rotation and zoom.
7. Erase the boards and leave the lab clean.