Exercise: Summary Poster

Group: ______

You have now engaged in a variety of design activities, including finding out about users, generating new ideas, designing a system, and evaluating it. This gave you a foundation for iteration and redesign. You should now have a set of design resources that will allow you to seek new insights and significantly improve your design. You should be looking for surprises, breakdowns and user innovations to provide new insights ... and communicate them.

Reflect on your project: gather together the key artifacts that represent your design. Balance top-down and bottom-up descriptions of your activities, to communicate the current design and major insights or changes that occurred during the redesign process. Your goal is to summarize visually the key insights from your design/redesign process:

<table>
<thead>
<tr>
<th>Discovery</th>
<th>Who is the user?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invention</td>
<td>What is possible?</td>
</tr>
<tr>
<td>Design</td>
<td>What should it be?</td>
</tr>
<tr>
<td>Evaluation</td>
<td>Does it work?</td>
</tr>
<tr>
<td>Redesign</td>
<td>How to improve it?</td>
</tr>
</tbody>
</table>

Your poster should include your group number, the name of the system, and the names of group members. You may use any layout you like or use the one we provide. Include the following:

1. Design problem: What issue does your system address? (Be concise)

2. Users: Who is the system designed for? (Be specific!) How did you represent users in your system? (Key interview anecdotes. User profile. Personas. Characters in your design scenarios.)

3. Design concept: What is the key idea or selling point of your system? What makes it original and compelling for users? What is the ‘hook’? (Design diagram, instruments, key design space dimensions)

4. Use scenario: Show how a user would interact with your system in a real-world setting (successfully and with a breakdown). (Storyboard element, video prototype.)

5. Justification: What other design options did you consider? Why did you settle on this idea? How did the idea evolve: was there a key insight that changed the design direction? (Design alternatives, walkthrough results)

6. Next steps Assuming you had the time and resources to continue this project, what are the next design activities that you recommend for your project? Is it ready to be implemented or are additional prototyping activities necessary?

What socio-technical principles influenced your design?

- Situated Action: Handling unplanned activities, emergent behavior
- Distributed Cognition: Remembering via shared objects
- Rhythms and Routines: Biological rhythms, spatial and temporal routines
- Peripheral Awareness: Varying degrees of engagement: focus and context
- Co-Adaptive Systems: Learnability and appropriability

What breakdowns did you identify in your system? How did you adjust your system to handle them?