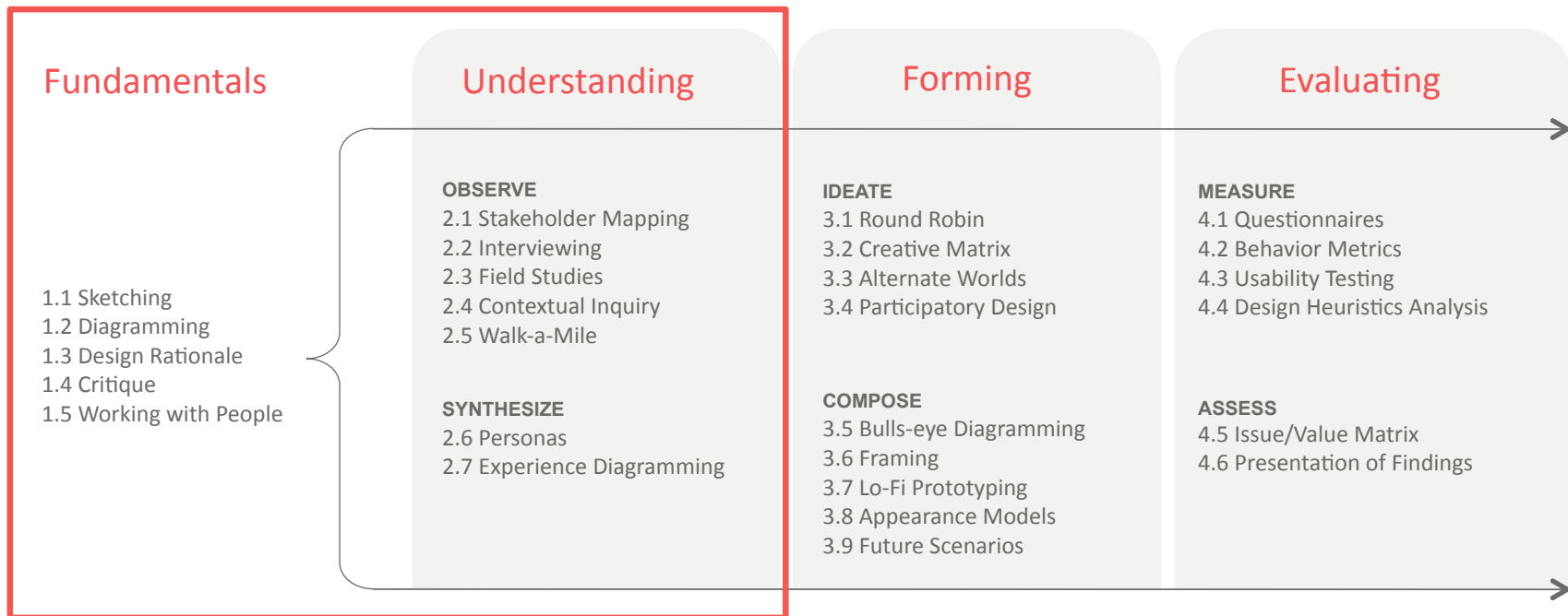


OVERVIEW OF HCD WORKSHOP – METHODS COVERED - DAY 1



OVERVIEW OF HCD WORKSHOP – METHODS COVERED – DAY 2

Fundamentals

- 1.1 Sketching
- 1.2 Diagramming
- 1.3 Design Rationale
- 1.4 Critique
- 1.5 Working with People

Understanding

- OBSERVE**
 - 2.1 Stakeholder Mapping
 - 2.2 Interviewing
 - 2.3 Field Studies
 - 2.4 Contextual Inquiry
 - 2.5 Walk-a-Mile
- SYNTHESIZE**
 - 2.6 Personas
 - 2.7 Experience Diagramming

Forming

- IDEATE**
 - 3.1 Round Robin
 - 3.2 Creative Matrix
 - 3.3 Alternate Worlds
 - 3.4 Participatory Design
- COMPOSE**
 - 3.5 Bulls-eye Diagramming
 - 3.6 Framing
 - 3.7 Lo-Fi Prototyping
 - 3.8 Appearance Models
 - 3.9 Future Scenarios

Evaluating

- MEASURE**
 - 4.1 Questionnaires
 - 4.2 Behavior Metrics
 - 4.3 Usability Testing
 - 4.4 Design Heuristics Analysis
- ASSESS**
 - 4.5 Issue/Value Matrix
 - 4.6 Presentation of Findings

