User-Centered Design Workshop
Putting people first, we research, design, and engineer interactions between humans and technology.

UX: User Experience
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UX: User Experience
User-Centered Design Workshop

Context (10 min)
Design (90 min)
Reflect (10 min)
Gabby and
USER-CENTERED
DESIGN

Gabrielle Mehlman
youtu.be/-iwB_ig5dRc
The Hummingbird Mobility Aid System
Prototype Demo
Megan Taylor

youtu.be/w7M5cGMWBZ8
UCD Charrette

an intense period of design activity
UCD Charrette

Research Design Engineer
UCD Charrette

Exposure to the field
Quick overview / survey
Learn by experiencing
Raise further questions
Outreach & recruiting
Smart Vehicles
Smart Vehicles
Smart Vehicles
Smart Vehicles
Smart Vehicles
Charrette Process

1. Users
2. Activities
3. Interactions
4. Presentation
5. Reflection
Users

Brainstorm many kinds of users
Write them down on Post-Its
Put them up on whiteboard
Consolidate into unique types

10 minutes
Activities

Brainstorm different activities for your user
Pick 1 and list info, data, media needed
List steps to do that activity on large sheets

20 minutes
Interactions

Layout the interaction flow for the scenario
Sketch out user interface screens for activity

Prepare a 2-minute demo of your design

20 minutes
Presentation

Each team demonstrates its design

20 minutes
Reflection

We ponder what we have learned

10 minutes
Outreach

- Nathan Hale HS
- Cleveland HS
- Roosevelt HS
- Garfield HS
- Lakeside HS
- Tahoma HS
Outreach

Interested in having HCDE students come to YOUR class to lead one of these UCD charrettes ???

We are looking for partner schools to continue our outreach this fall !!!
Thanks !