



MIS 3504

Digital Design and Innovation

Week 12

Photo: Installation by Jenny Holzer, US Pavillion, Venice Biennale 1990

What did we learn

- 1: Understand the Need
- 2: Know the Sponsor and users
- 3: Analysis the Current State
- 4: Design for the Future State

Project **Tools**

1: Stakeholder Analysis

2: Project Scope

3: Project Plans

Elicit Requirements

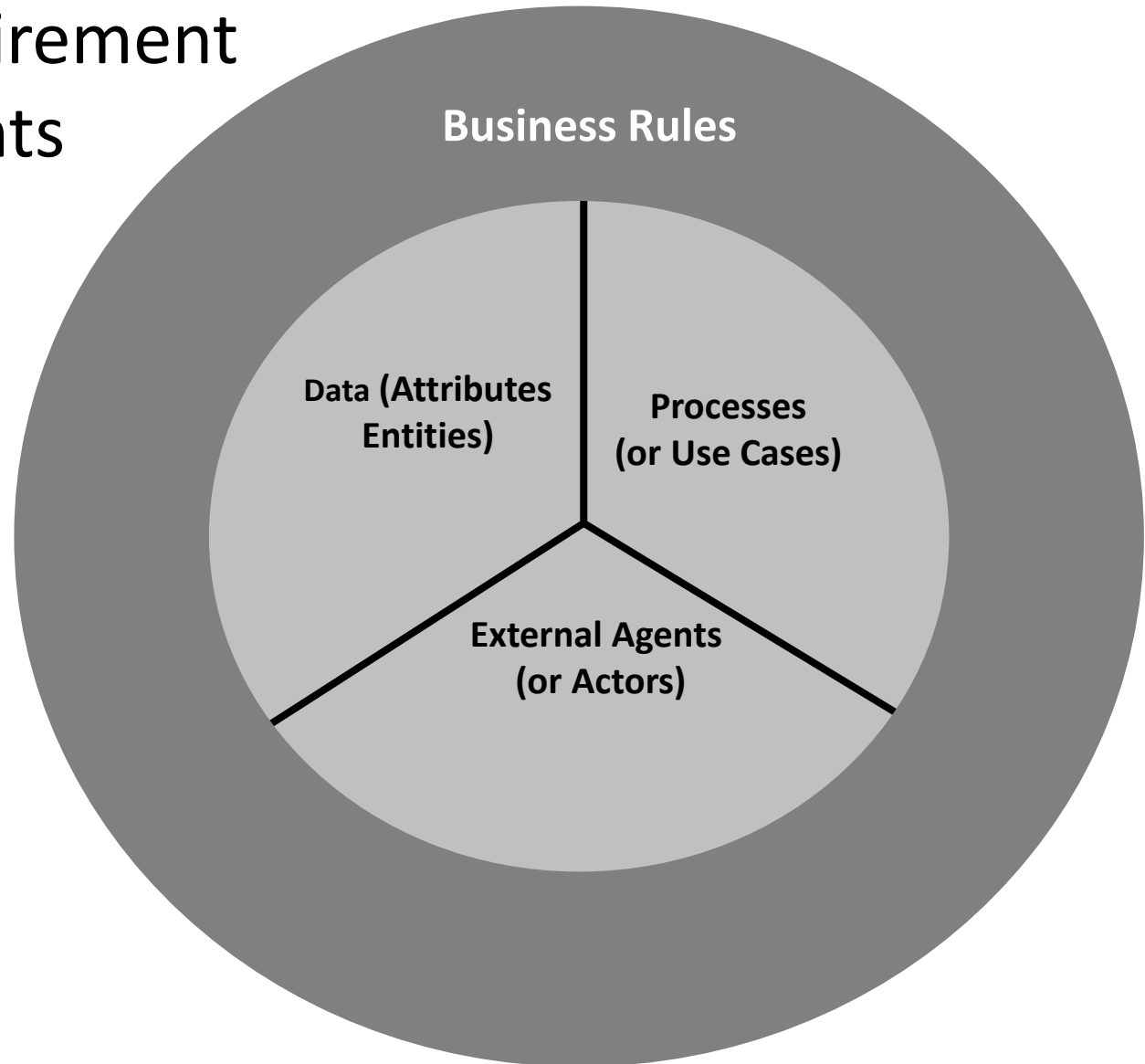
1: Actors

2: Data

3: Process

4: Business Rules

Core Requirement Components



The Analysis **Tools**

1: Process Flow Diagrams

2: Data Entities

3: Business Rule Decision Tree

Design **PROCESS**

1. Preparation: becoming immersed in problems and issues that are interesting and arouse curiosity

2. Incubation: allowing ideas to turn around in your mind without thinking about them consciously

3. Insight: experiencing the moment when the problem makes sense, and you understand the fundamental issue

4. Evaluation: taking time to make sure that the insight provides sufficient value to outweigh the various costs involved in implementation

5. Elaboration: creating a plan to implement the solution and following through

PERSONAS are:

- 1. Archetypal people involved with a product or service**
- 2. More than just a “USER” – specific people**
- 3. Devised from OBSERVING and TALKING to people**
- 4. A composite of many people**

From SAFFER: Designing for Interaction

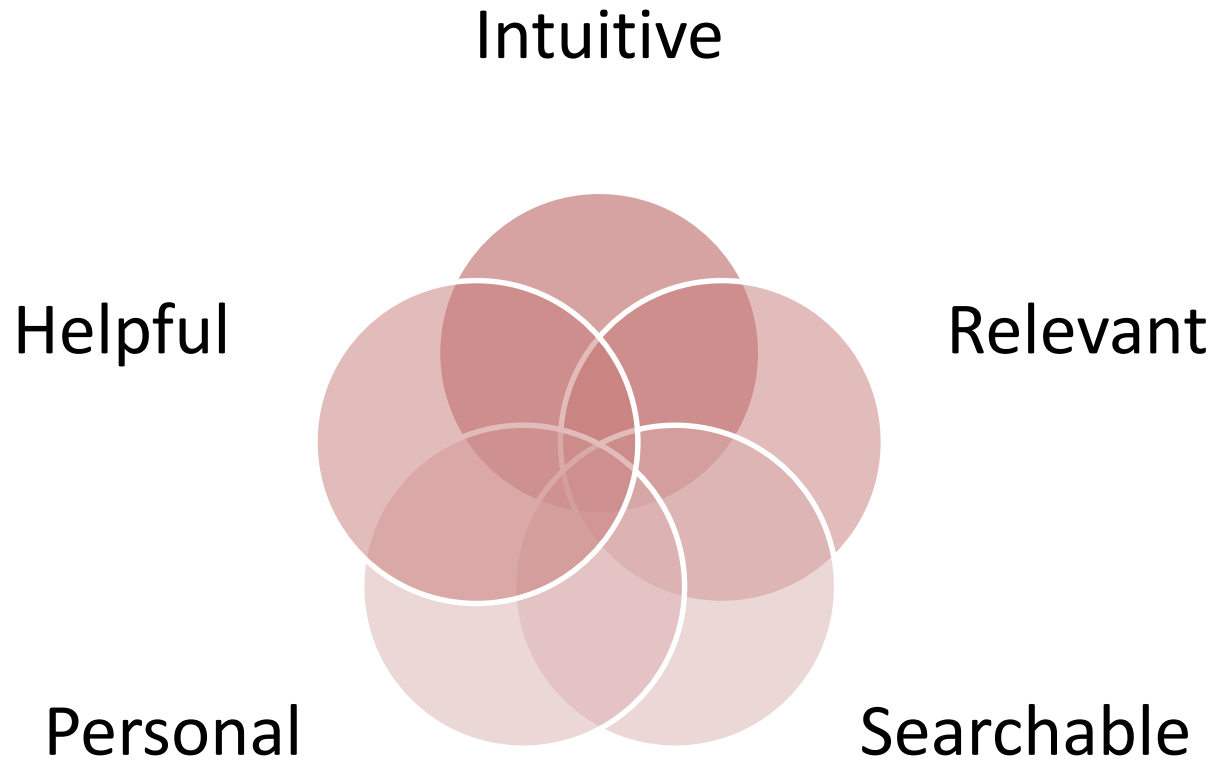
SCENARIOS are

STORIES

(your persona is the protagonist)

IMAGINE your design concepts IN USE

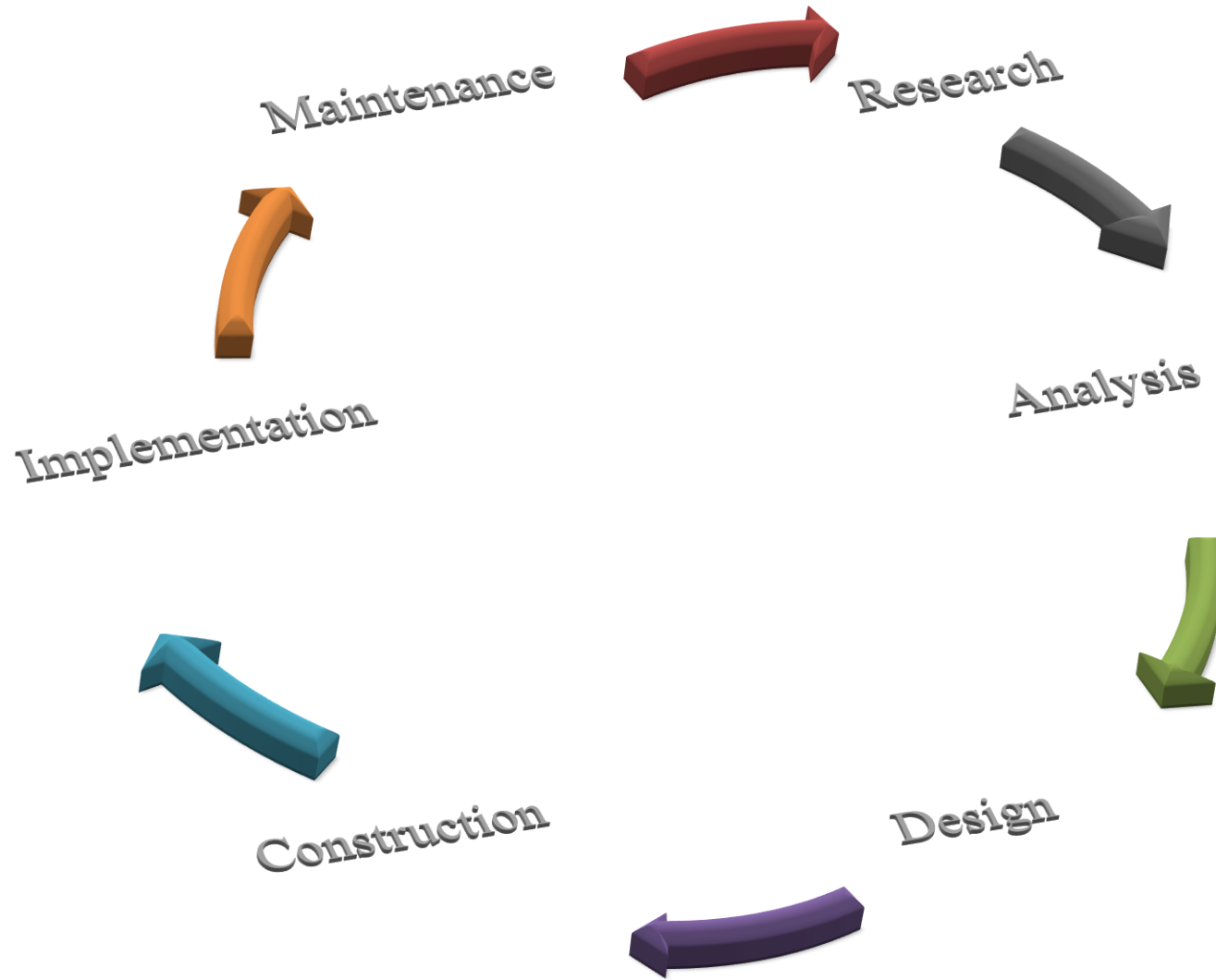
Design principles



**How do you
develop a
Heuristic Review
to use**



Software Development **Life Cycle**



What Makes a Good **Design**

- Do not clutter the screens
- Expand / Collapse information
- Use of icons and symbols
- Search
- Colors
- Navigation
- Controls

Final Grade

- Exam 1 – 20%
- Exam 2 – 20%
- Exam 3 – 20%
- Individual Assignments – 20 %
 - Scope, Process flow, Data Entities, Business Rules
 - Class Participation
- Team Project – 20 %
 - Documentation:
 - Project Scope Document
 - As is Current State Analysis documentation
 - Process Flow Diagrams (without solution)
 - Data Diagrams (without solution)
 - Business Rules
 - To Be Future State Analysis documentation
 - Process Flow Diagrams (reflecting potential solution)
 - Data Diagrams (reflection potential solution)
 - Persona(s)
 - Scenarios
 - Prototype Screen shots and JustinMind (.vp) file
 - Presentation PPT file
 - Presentation
 - Class presentation
 - Demonstration of Prototype