

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

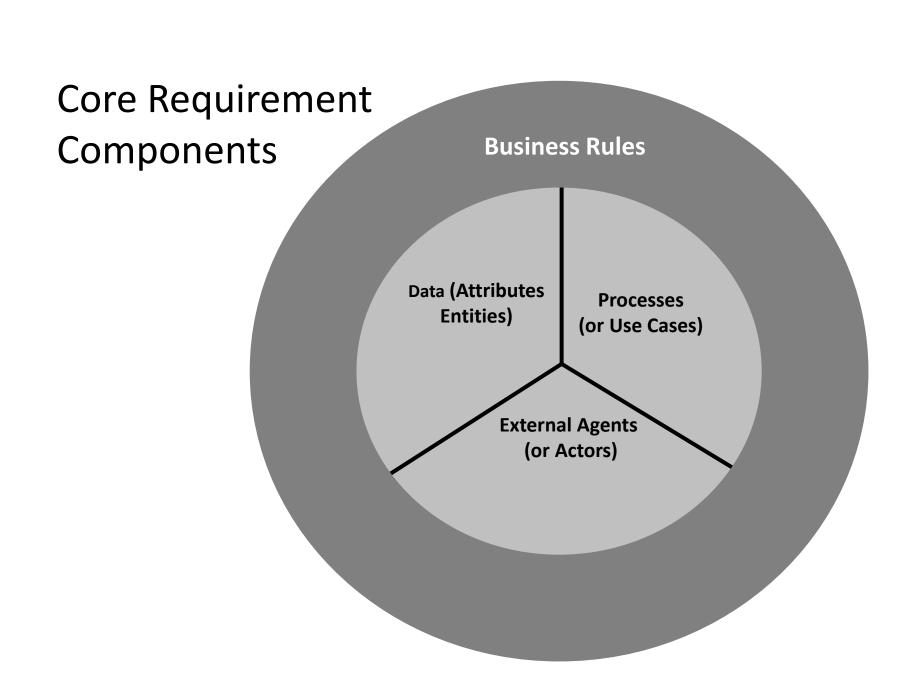
Elicit Requirements

1: Actors

2: Data

3: Process

4: Business Rules



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

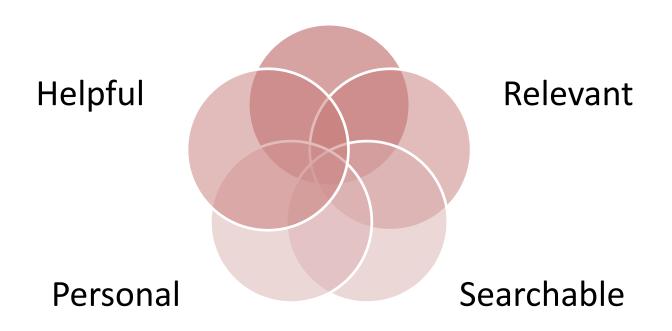
SCENARIOS are STORIES

(your persona is the protagonist)

IMAGINE your design concepts IN USE

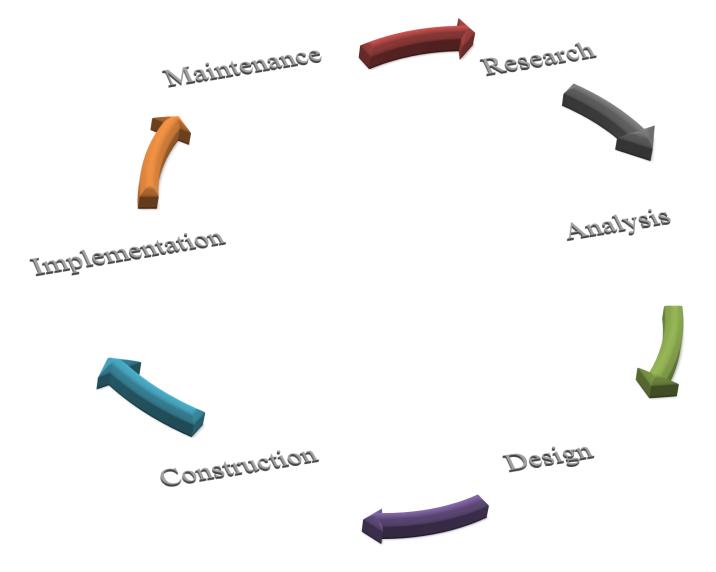
Design principles

Intuitive



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