

Assignment 1 – Understanding Context of Use

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March 8, 2016

Days and Topics

March 1	Administrative Stuff, Intro to Designing Interactive Systems
March 8	Understanding Context of Use – Assignment 1 Handed Out
March 15	Prototyping and Iterative Evaluations – Assignment 1 Deadline (before/in lecture) – Assignment 2 Handed Out
April 12	Participatory Design (Theory and Workshop) – Assignment 2 Interviews with Tutor (throughout the day)
April 19/21	(maybe guest lecture on April 21, lecture on April 19 will be cancelled)
April 26 (10-13)	Evaluations Workshop (Cognitive Walkthrough, Observation and post-hoc discussion of prototypes – Assignment 3) – Assignment 4 Handed Out
April 28 (9-14)	Android Sensing / Context-Aware Interactive Systems Tutorial Day (different room)
May 3	Ubiquitous Computing, particularly Ubiquitous User Interfaces
May 10	Questions on Programming to Tutor
May 24 (10-13)	Presentations 1 (Assignment 4)
May 31 (10-13)	Presentations 2 (Assignment 4)

Assignment

1. How are you going to frame the problem “What do I cook today?” For what situations, what kinds of target users...
2. Select a first participant of the target user group and plan a pilot observation with follow-up interview.
3. **Use the template to document your plan (50%)**
4. **Synthesise your understanding of the context of use in the five models from contextual design (10% each model)**
(if handwritten: legible!!!!)
5. **Hand-in Print-Outs (Plan and 5 models) at lecture or digital documents until end of lecture**