



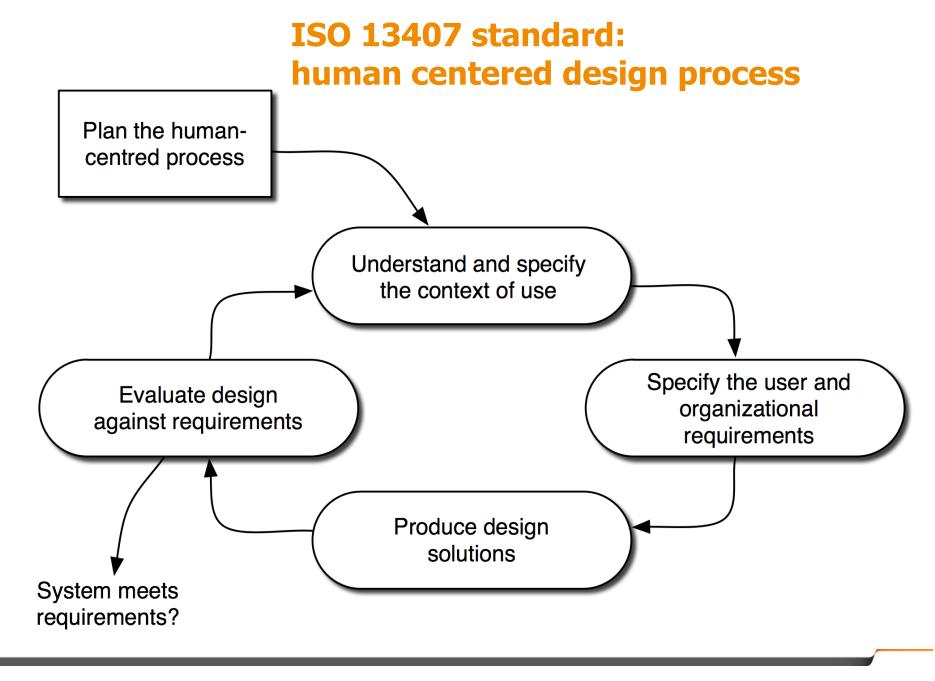


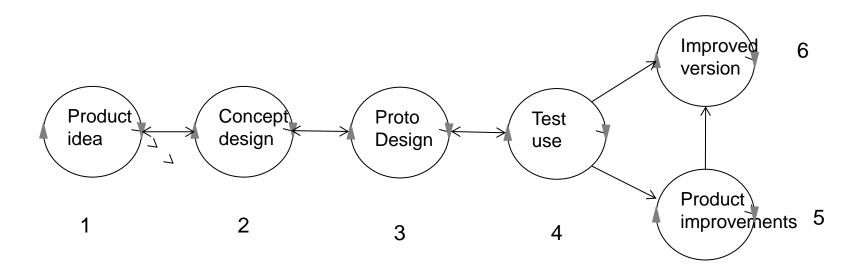


# User-centered Design Process

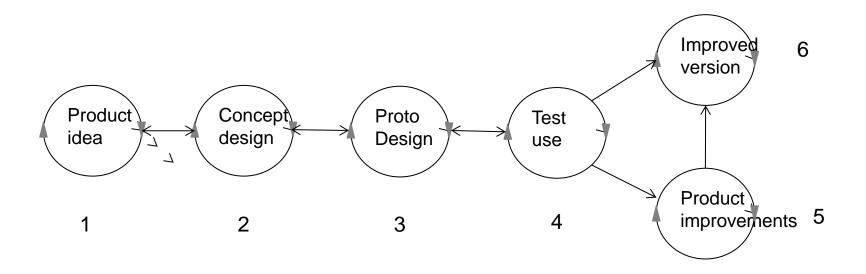
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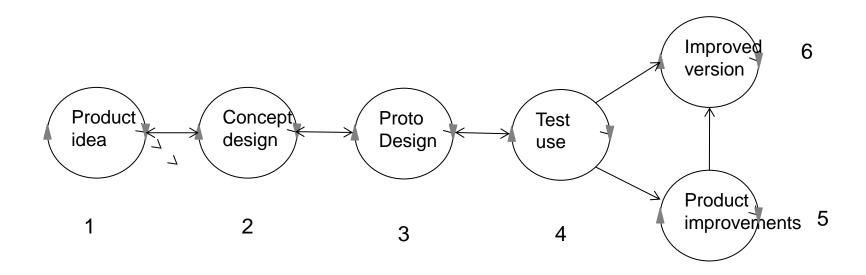




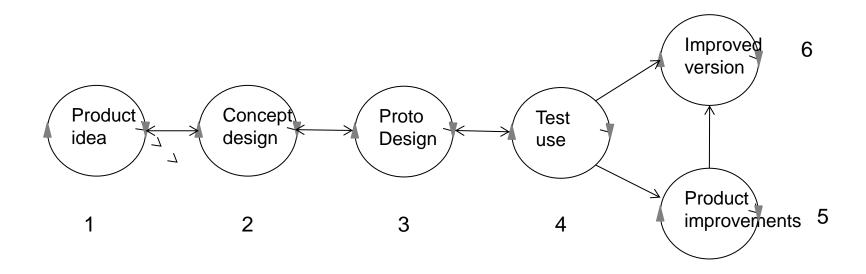




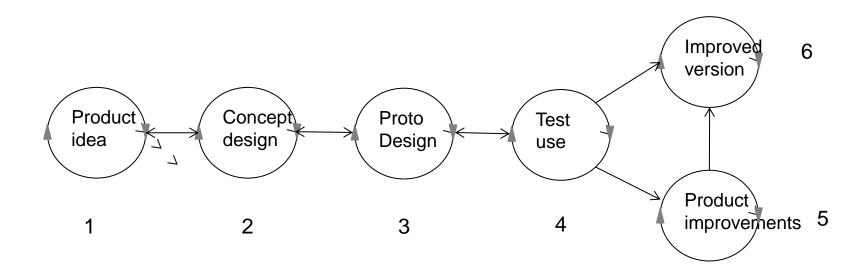
Realization of product potential
 Idea generation and selection
 Decision to start designing



2 Understanding of user base
Use cases
Secondary users
Business model
Metropolia



3 Prototype design and realization of ideasPhysical product



Improving the product and its design
 Collecting use data, understanding users better

## Human centered design variations

- Human/ user inspired design
- Product-centered use analysis
- User-centered design
- User-centered product development



## Ways to acquire data

- designer experience, knowledge and intuition
  - personas
- user involvement in design and product development
  - crowd intelligence
- observation
  - contextual inquiry, ethnographic research
- interviews
  - surveys, thematic interviews
- observation of artefacts and environments



#### **Observation aims**

- What are user goals and aims?
- Contexts of use: what kinds of actions are involved before, during and after use?
- Use environments?
- Interactions between users?
- What other technologies or artefacts are involved?
- Problem situations? Dependencies?
- Can you find regularities in behaviour?
- Values, atmosphere, working culture?



#### Observation tools

- Cameras, video cameras
- Notebooks
- Question sheets
- Participation or prompting
- and after: analysis tools

