

# CS 321: Introduction to HCI

Methods for Design, Prototyping and Evaluating User Interaction

## Lecture 09:

Design Research  
Activity & Feedback

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# User Research

We need to inform our designs with what actual users need.

Our designs need to speak to their problems.

We need to observe and understand in real-time – go where they are!



# Background Videos

- Overview of the Design Process: [UX Research Cheat Sheet](#)
- What is User Research Exactly: [Are you doing real discoveries?](#)
- How to Setup Your Questions: [The 3 Types of User Interviews: Structured, Semi-Structured, and Unstructured](#)

# User Research Planning

- **Stakeholders:** who are the users and individuals of interest. Can you actually reach them? Be specific in your explanation in your plan.
- **User Research Method:** How will you obtain feedback from your stakeholders? Propose alternate methods.
- **Preparation & Expectations:** What type of behaviors do you expect? What questions will you ask? How will you obtain the relevant info...



# Group Activity (50 min)

Plan out your User Research.

When finished (about halfway through the activity), pair up with another team and get their feedback about your plan.

**Save** your notes – you will use this as a starter for your **2B** submission. Also, take note of who the other group members are.

Also, this will help you to plan for **2C** in which you will collect data from potential users.