

CS 321: Introduction to HCI

Methods for Design, Prototyping and Evaluating User Interaction

Lecture 09:
Design Research
Activity & Feedback

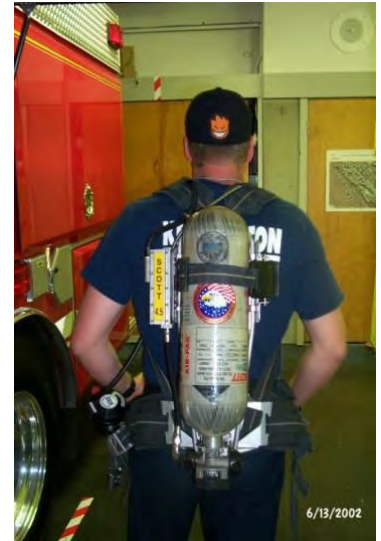
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User Research

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 (60 min)

Plan out your User Research (10 min).

When finished, pair up with a team and get their feedback about your plan (25 min). Then pair up with another team and get feedback again (25 min)

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.