

Physical Computing

<http://itp.nyu.edu/physcomp/>

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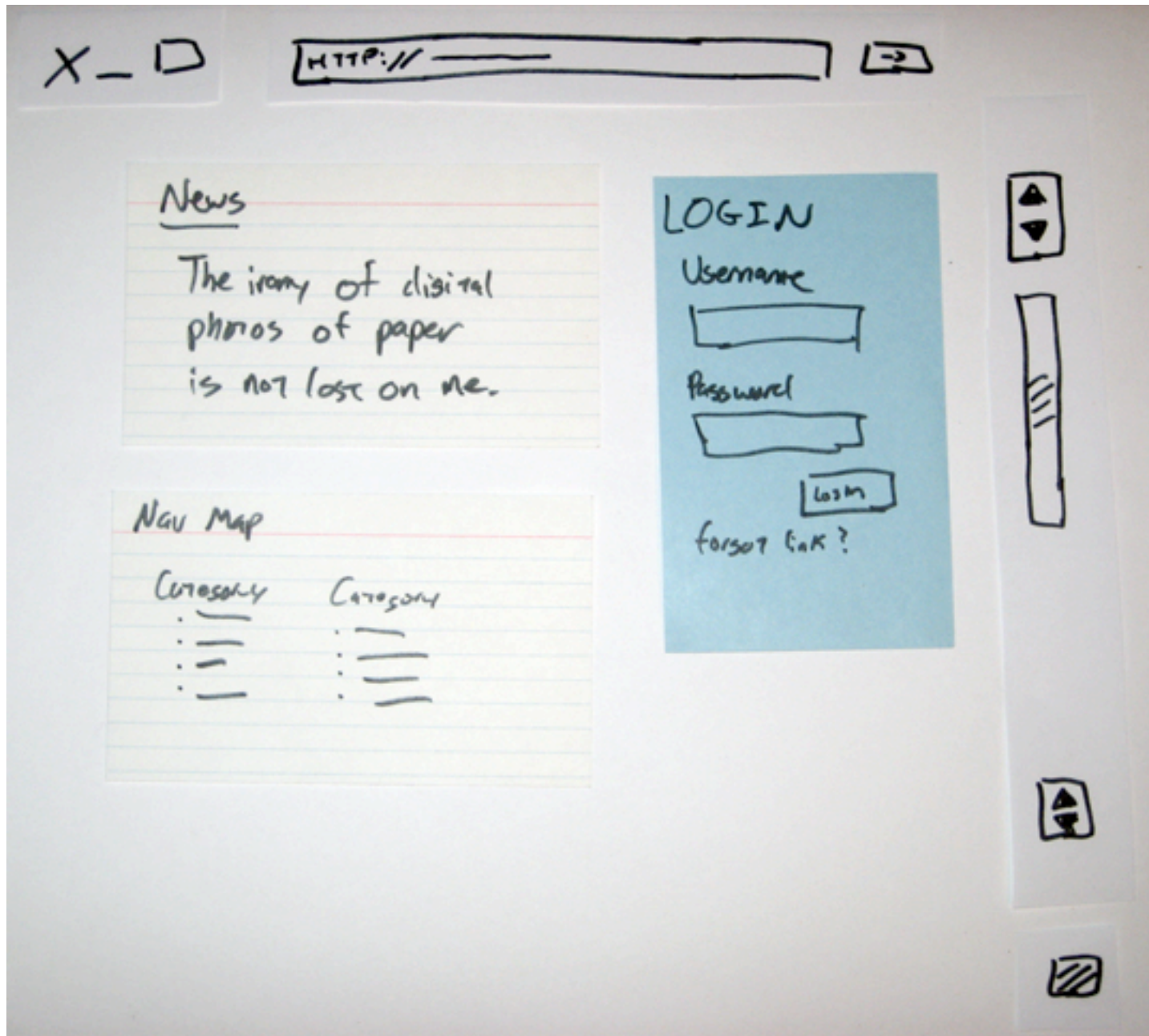
Thursday, Oct. 11th, 2007

Questions?

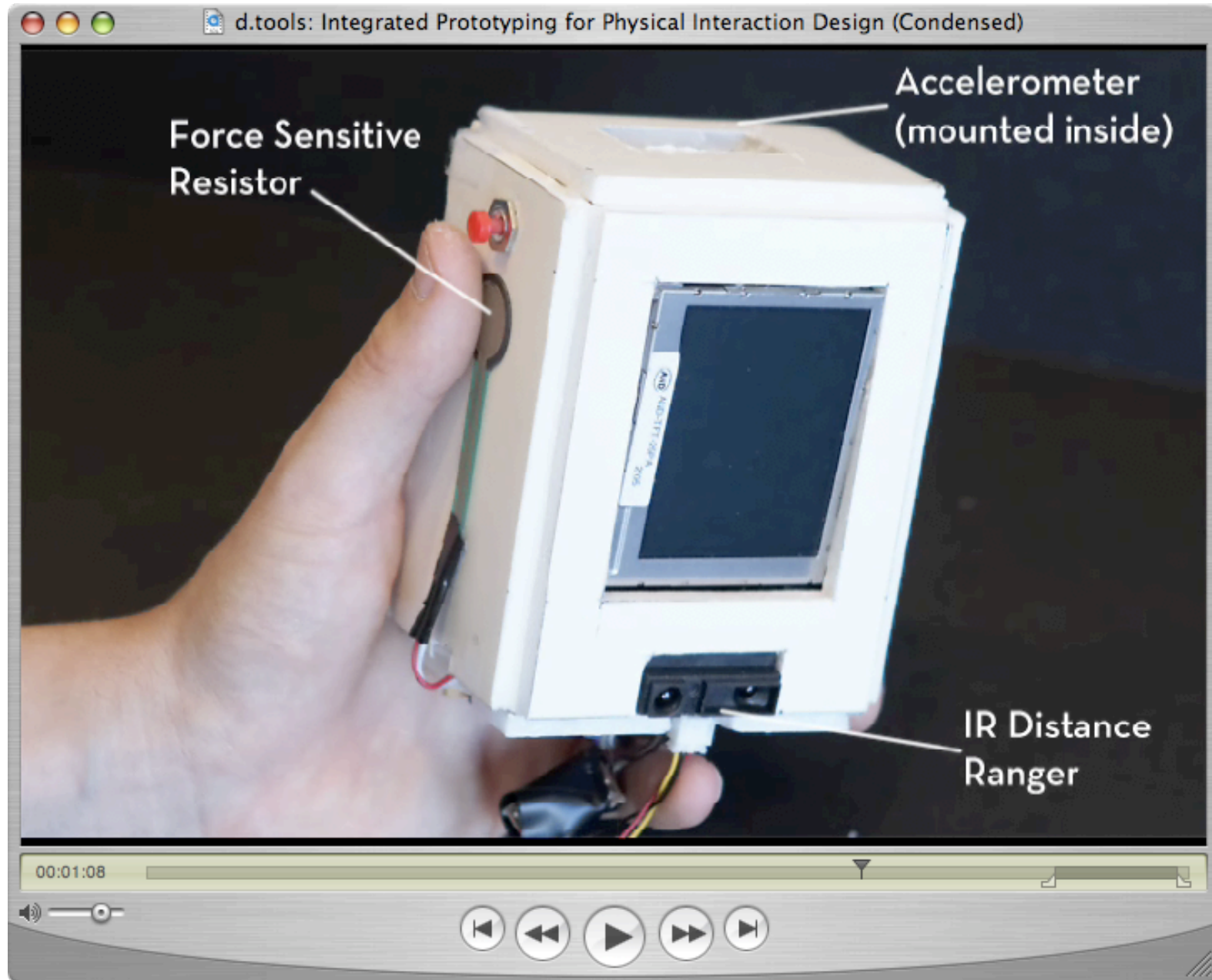
project presentations

- laptops closed, please!
- 15 minutes for each group
- questions after presentation
- next group setup during Q&A
- group order: 4, 1, 2, 3

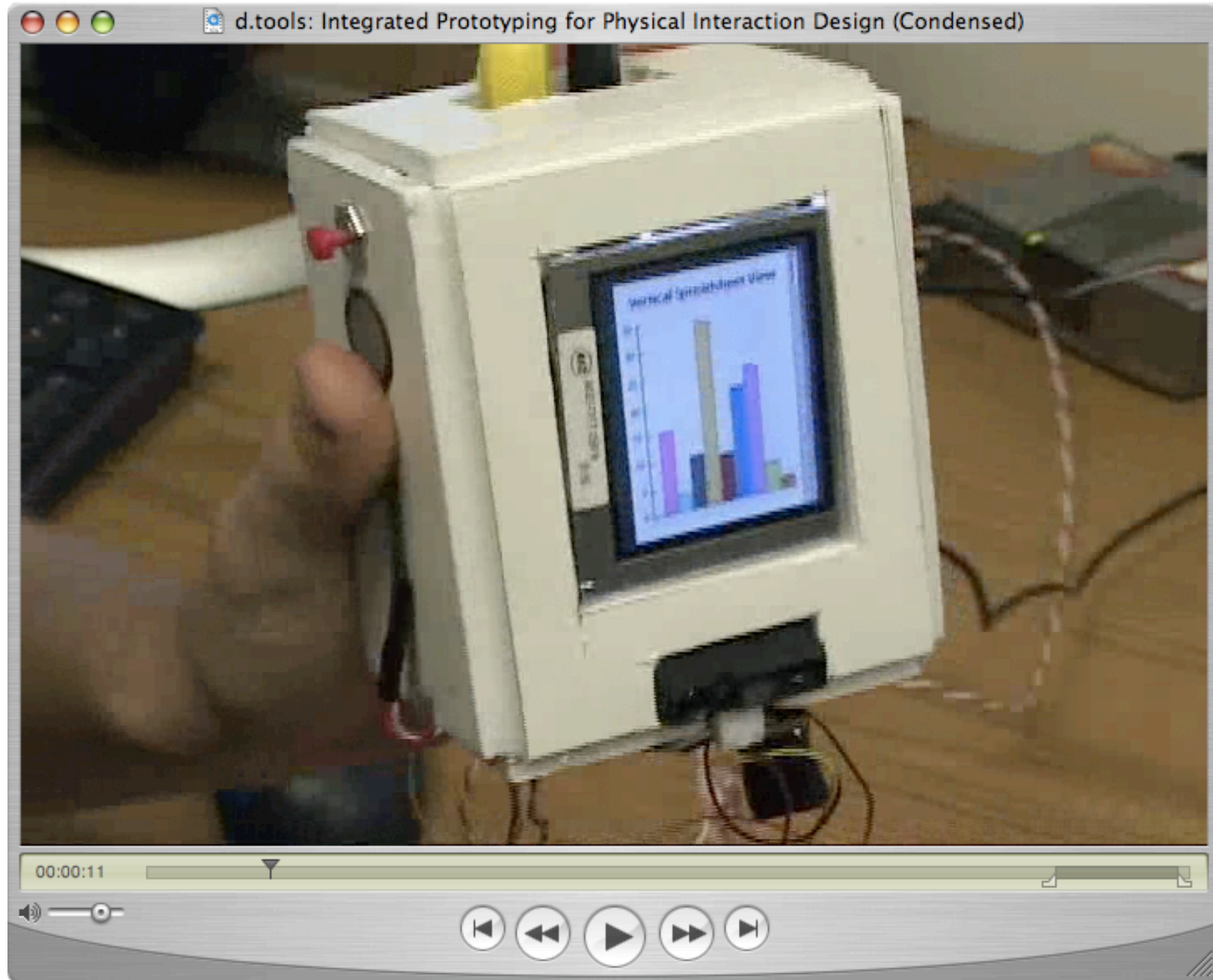
paper prototype



prototypes



prototypes



prototypes



prototypes



origatronica



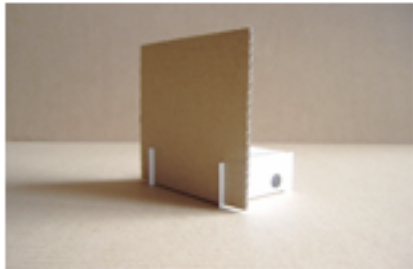
The Box Step One.



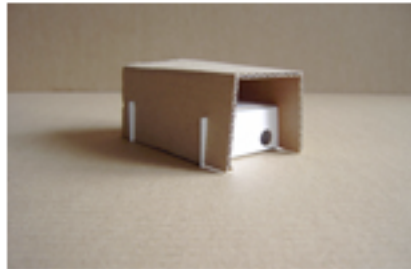
The Box Step Two.



The Box Step Three.



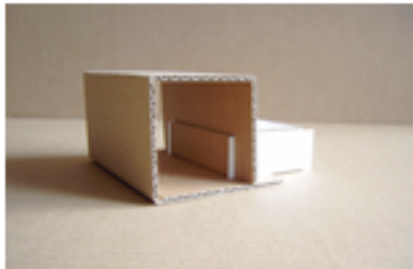
The Front.



Simple Fold.



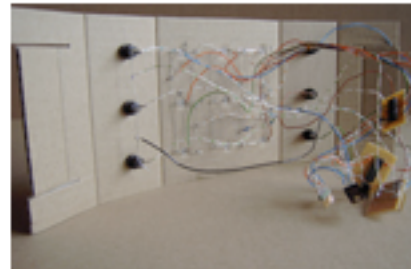
The Doppel Fold



The Roll-up Fold.

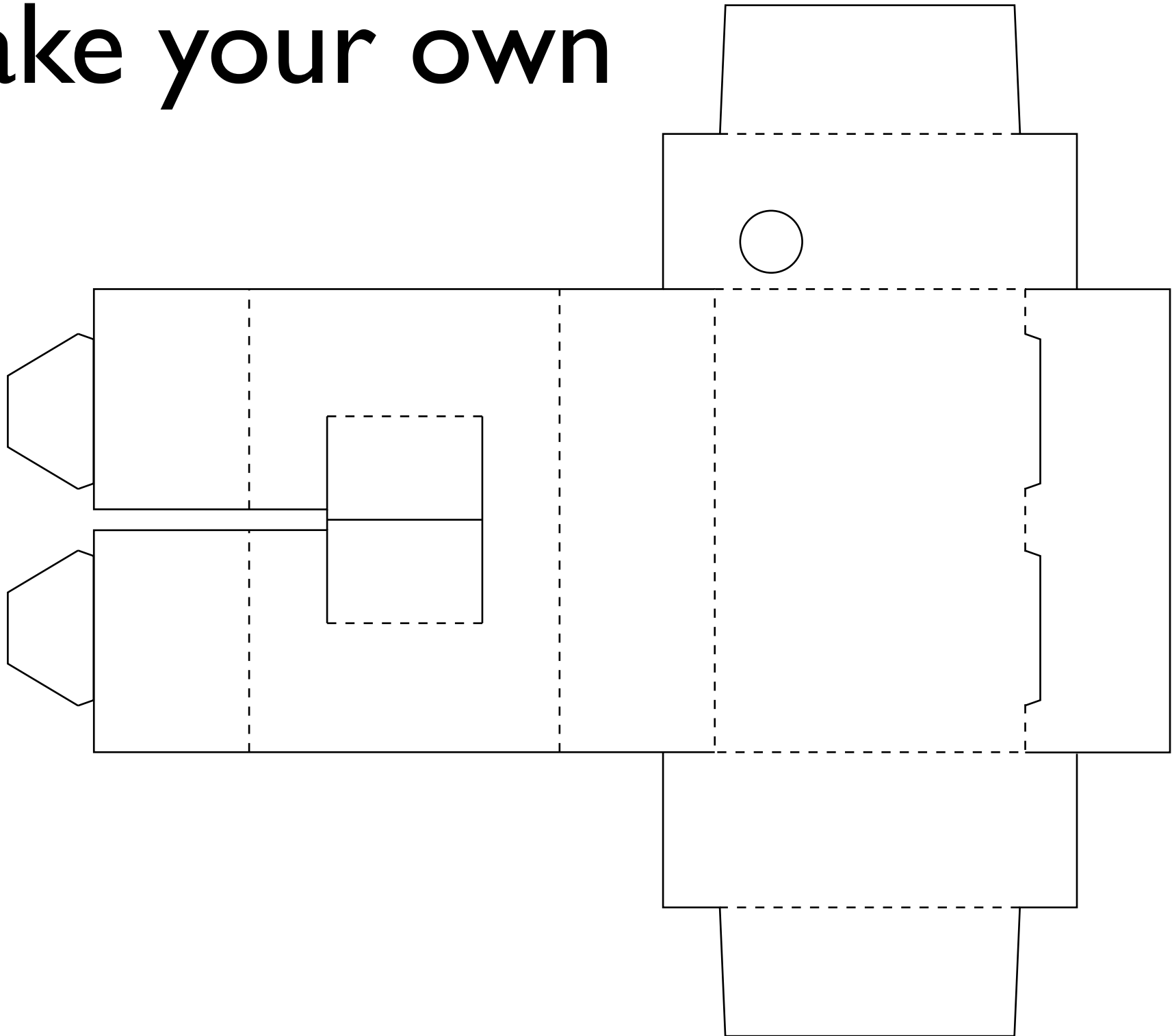


Messenger.



Tick-Tack-Toe Back.

make your own



control layout



keyboards



keyboards



keyboards



gamepads



http://en.wikipedia.org/wiki/Image:Xbox_360_controller.jpg
http://en.wikipedia.org/wiki/Image:NES_controller.jpg
http://en.wikipedia.org/wiki/Image:SNES_controller.jpg

http://en.wikipedia.org/wiki/Image:Sidewinder_gamepad.jpg
<http://en.wikipedia.org/wiki/Image:WaveBird.jpg>

http://en.wikipedia.org/wiki/Image:Dreamcast_controller.jpg
http://en.wikipedia.org/wiki/Image:Playstation_Controller.jpg

why do user testing?

- the true test of ideas is putting them into practice
- people are hard to predict
- it's hard to break out of our own experience

user testing

- iterative design
- experiments to measure the users actions
- document: notes, pictures, sound, video
- collect data if you can

make it as “real” as possible

- pick an appropriate setting
- choose someone from your target audience
- prototype the interaction
- test known weak spots
- also test things you think work well

the “thinking aloud” method

- you want to know what users are thinking also
- ask users to speak their thoughts as they have them
- have them tell you what they are trying to do
- take note of the questions that arise
- ask them what they think the task is

midterm project

<http://itp.nyu.edu/physcomp/Intro/MidtermAssignment>

- improve your prototype and user test it
- tell the user only enough to get started, not more!
- observe how the users use your device
- take notes, pictures, video (ask permission first)
- let them explain their experience, listen to them

assignment for next week

- midterm project: user testing
- no lab!
- read Nørretranders, “The Bandwidth of Consciousness”, and Physical Computing, chapter 10
- keep writing in your journals, whatever inspires you