On the development of idShare, a platform to support interaction design activities of small co-located teams

Quevedo-Fernández, Javier
Schouren, Jamie-Maria
Martens, J.B.O.S

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User Centered Engineering Group. Dpt. of Industrial Design
Eindhoven University of Technology
Some insights from the Past

Funky Design Spaces – Specialized spaces & tools for specific design activities

Examples of specialized tools:
1. Collecting – Cabinet (photo collections)
2. Browsing – Funky Coffee Table
3. Connecting – SharePic (photo sharing)
5. Presenting – Funky Wall

Design Challenge: coherent design that integrates all functionalities while preserving the key idea of linking activities to spaces optimized for them
Design Teammate Video (2x speed)

Design a theme board for a shopping experience
Present insights guiding the research

- **Storify**, a method for creating stories of imagined experiences
Present insights guiding the research (continued)

- *Storify* aims at creating and discussing Storyboards of envisioned User Experiences

- Are classical storyboards sufficient for the purpose?
Studies With Designers

- Company visits
- Diaries
- Problem Elicitation sessions
- Participatory design session


Steps leading towards idAnimate

- In early stages **hand drawn sketches are preferred** (speed of creation, low cost, practice culture, etc)

- Product design requires externalizing not just how things **look**, also how they **behave**, how the **interact** with the external world, and overall how they **influence** the user **experience**

- Sketches are **static** and offer **limited capabilities** in conveying concepts that involve continuous change over time (successive events in an interaction, behavior of a service, etc)
Towards idAnimate

- In essence, there is a gap between the **Sketches** and the **Experiences** they are meant to represent

- Often lead to **misunderstandings**, misconceptions, etc,
  - Especially in multidisciplinary teams

- Designers are in **need of novel tools** that allow them to rapidly and more accurately **describe** their **ideas** and **envisioned experiences**, especially when these involve interaction
Towards a proposal

- Mapped insights into concept proposals described with Storyboards
- Discussed and collected feedback about the ideas with the companies and selected one for prototyping
idAnimate

• A rapid animation sketching tool for tablet devices (iPad)

• In support of communication and collaborative creativity activities

• Targeted towards non animators / members of multidisciplinary design teams

• Design principles [1]

  • Low threshold, Simplicity, High Ceiling, Wide Walls, Encourage Collaboration, Fit into existing workflow

idAnimate - Example

- Cell Interaction: Innate Immune recognition and response in infection or inflammation process (Hematology Research Group, Erasmus Medical Center, Rotterdam)
idAnimate

Live Demo
idAnimate case study (ongoing work)

idAnimate Case Study Video
idAnimate Case study

• Observations
  • All groups adopted it, but in different ways. Multiple Approaches and Processes
• Asked users to describe experiences (supported by PLEX Cards [1])
  • Exploration and discovery
  • Expression
  • Fellowship / Humor / Group Dynamics
  • Sensation / Stimulating Senses / Playfulness / Captivation
  • Suffering
• Created artefacts

idShare goal: Integrate a range of activities

- Collecting
- Browsing / Ideating
- Connecting / Discussing
- Expanding / Building / Prototyping
- Presenting
idShare: integrating “interaction design” tools

- Supporting ideating and presenting with idAnimate
- idAnimate on a larger surface for multiuser interaction and discussion
- Integrate and connect with Sketchify for prototyping
idShare: incorporating a new design method

- *Storify* is currently only a method
- Any interested parties for helping to convert Storify into a tool?
Questions?

• Are there other activities than the ones we have identified that can benefit from collaborative interactive spaces?

• Which tools and methods can support such activities?

• How can we design such tools? Which design methodologies do we use ourselves?

• How can we combine efforts to actually implement such tools?

• Which methodologies are appropriate to evaluate them?
About RePar project

- RePar - Resolving the Paradox in UCD through flexible prototyping
  - Collaboration with industrial partners
    - (also TomTom, Van Berlo, Vodafone, Rabobank, Green Dyno and GBO)
  - Researching Tools and Methods to support the early stages of the design process
    - Sketching and Prototyping tools
    - Guide designers in how to apply these tools in the dialogue between designer and end use
Concept Lab

• Concept Lab
Tools

• **Sketchify**
  - A Sketching / rapid prototyping tool of interactive systems

• **idAnimate**
  - A rapid animation sketching tool in support for communication and collaborative creativity

• **idShare**
  - A platform to support interaction design activities of small co-located design teams