Case Study for HCI Coursework Tri B 2018

This document is intended to provide you with some background information for the 'work simulation prototype'. As a HCI/UX expert you will often be approached to design applications for clients. Adopting an HCI approach you will design and develop a prototype.

APPTASTIC

Employed by APPTASTIC, you are part of an innovative team of digital designers with a vested interested in Human Centred Design. APPTASTIC are often asked to make games, APPS and various other software solutions. As an organisation professional development is encouraged and there is a particular focus on learning about and applying various tools and techniques to keep the user at the centre of the design. To this end teams receive communication each week to ensure that their projects are following the same approach. The communication will be in the form of 'work simulation tasks'

PROJECT SPECIFICATION

Description – Hungry Tourist APP

Your brief is to design a solution for helping tourists find somewhere to eat. They may all have different needs e.g need to eat now, would like to sit outside, have kids, at the airport etc.

The APP will support the following
- Search facility- e.g. filtering …cheap, close by, Romantic Restaurant, Mexican now, family friendly Italian, coffee and cake
- City maps with location services and directions
- Restaurants
- Deals- vouchers
- Book a table
- One innovative design solution of your choice

Users

Tourists, groups, assume age 16+

TIPS

The focus here is on allowing users to search quickly and efficiently. Can you design in such a way that each user feels like they are using an APP that's designed for them.

Ask friends/ family what they usually find themselves looking for if they are looking to eat whilst out and about, or when travelling

Model on existing city using maps that exist.

Attend the labs – each lab is designed to support the coursework at every stage of the UCD lifecycle.