

P2 Getting Rid of Things

Due Tuesday, 22 January

This project involves situation-specific observation and synthesizing observation into design insights through brainstorming. The specific problem we'll explore is *Getting Rid of Things*, you'll want to visit people and groups that address this (or fail to): goodwills, storage rentals, dumps, pack rats, scavengers, garage sales, freecycle locations, etc... Pay attention to the many distinct users and their specific needs. What are the goals, challenges, barriers, successes, failures, etc.? Your challenge is to go out and uncover the journey people take with the things they don't need or want anymore. Observe and talk with everyone you can! What are the practices and goals of the various participants? How are they different? How are they similar? How do they succeed or fail? Can you find and observe any "extreme participants" who can provide deeper design insight?



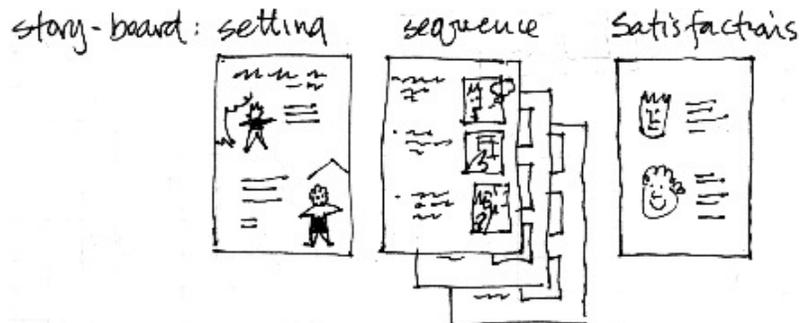
The *skills* we will learn in this project are

Observation We first spent time observing for P1; this time, we're observing the practices of a community *that's not us*, which means that we must work *more critically* and *more actively*. Bring your idea log and a camera! Take pictures, write notes, sketch.

Ideation Brainstorm, brainstorm, brainstorm – and get the ideas on paper. Work on getting as much *breadth* as possible.

Storyboarding Flesh out your ideas by *writing scenarios* and *creating storyboards*.

Bodystorming Show how users might interact with your envisioned technology by performing a *skit*. This skit should demonstrate both the *motivation* for your idea and an *interaction scenario*. Integrating pictures, costumes, and props will help.



The project has the following deliverables (see course website for due dates)

Observation reports

- Bring your observations to class, we will work with a guest lecturer to bodystorm a variety of scenarios, improvising problems and solutions.

Group storyboards

- Create storyboards illustrating your group's ideation exploration, including the "final" selection.
- In your idea log, continue to track concept development, alternatives explored, design decisions.

Demonstration skit, script, and process presentation

- Present an eight-minute skit illustrating what you found while observing, the use of your new devices, and the process that led you to the design (including other ideas you considered and what you learned).
- Turn in a script and/or storyboard describing the key features of context, users, interaction and hardware.
- In your idea log, *after the presentation*, record a reflection on your own experience working on the project: creative process, team process, design-development process, and what you might do next time.

- 30% **Observation work** evidenced by documentation
- 30% **Quality** of the design solution: How compellingly does it address an issue that would improve the user experience of some aspect of the market?
- 20% **Creativity** of the design solution.
- 20% **Skit**: Independent of the design, *how well* were the observations and design ideas presented?
Other criteria, such as breadth of ideation, will be graded as part of the Idea Log.