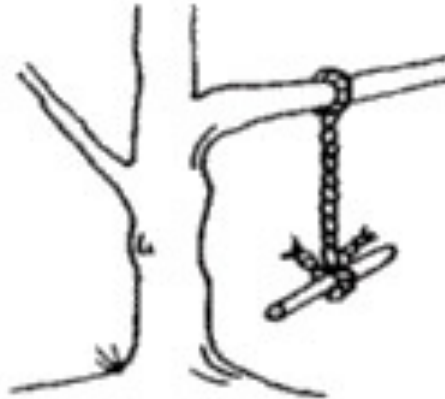# Assignments

PROJECT:

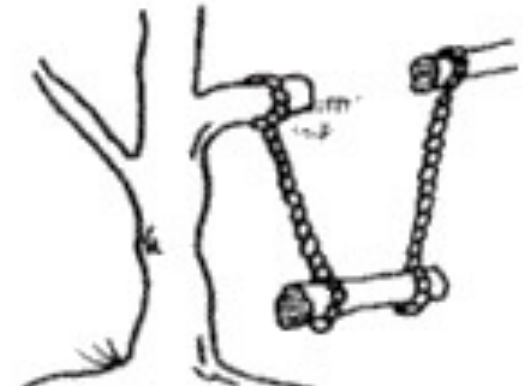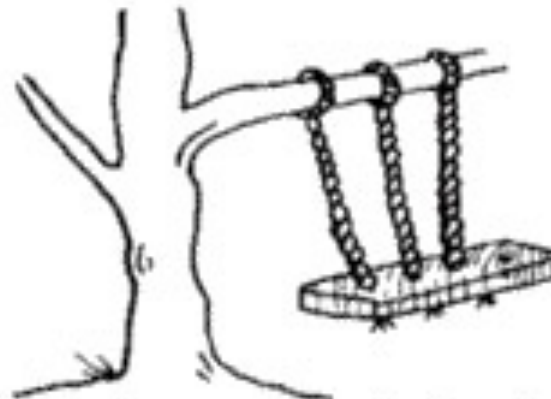### The opportunity to apply and develop your knowledge and develop skills

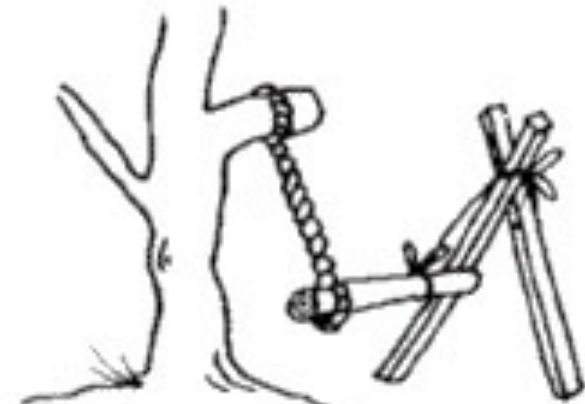# Why collaborating with Companies or Public Organizations?

What the user asked for

How the analyst saw it

How the system was designed

As the programmer wrote it
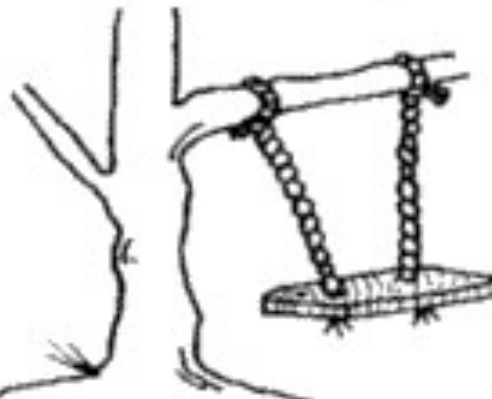
What the user really wanted
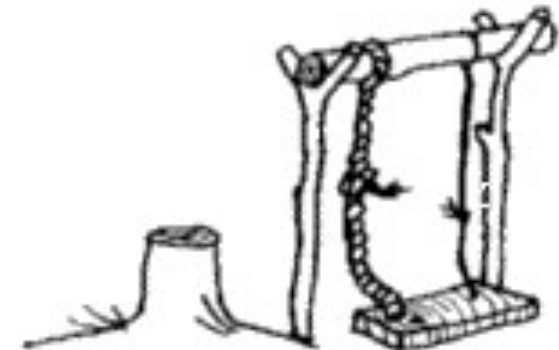
How it actually works

Comments in Earlier Course Evaluations

"The theories/methods are difficult to understand and apply!"

"The company-people does not have time with us!"

"The company-people does not know what we know and can do!"

"We work for free!"

"Unfair projects – We have to work A LOT more!"

"Too many companies to understand how they work!"

Assignments

Project proposal 1:
Smart home for Promoting Behaviour Change

ASSIGNMENTS

PROJECT proposal 2:
Smart home for Promoting Empowerment and autonomy

Assignments

PROJECT proposal 3:
Pilot Study as part of the Development of NCS CROSS 5 – the next version of the Health Record System at VLL

Project 1-2:
Smart home for Promoting Behaviour Change,
Smart home for Promoting Empowerment and autonomy
(multi-lingual)

- Collaboration project between ALC (Ageing Living Condition) and the department of computing science (Umeå university)

- Motive is NOT to develop commercial products, primary RESEARCH!

- Your role: creating the tools for, and consequently mediating, the opportunities for society to develop

THEMES

Smart Kitchen as a Multi-Purpose Space

ACTIVITY	BEHAVIOUR CHANGE	EMPOWERMENT AND AUTONOMY
Cooking/eating		
Social activities		
Entertainment/ society updates	-----	
Health		

(Potential) Stakeholders

- Older adults and their relatives and friends
- Primary care centers, Landstinget
- Home care staff, Umeå municipality
- Researchers in HCI/interaction design, Umeå University
- Researchers in knowledge engineering, Umeå University
- Researchers in AI, Umeå University
- Local and national politicians
- Students attending the advanced HCI course 2013

Potential Motives from a Societal Perspective

- Reduce isolation, inactivity and depression

Your motives

- The opportunity to apply and develop your knowledge, and develop skills

- Pass the HCI course, get the grades, the CSN funding for the next period and/or get out on the labor market to finally be able to start to work for "real".

- …

Your roles

- Student in CHI/interaction design
- Designer
- Active guide to development
- Passive observer
- Tool developer
- Tool provider
- Therapist/sister/brother/mother/…
- Friend
- Salesperson for the vision
- …

Participants /Infrastructure

- Ingeborg Nilsson, ALC: ingeborg.nilsson@occupther.umu.se

- Researchers at CS, UMU

Methods

- Qualitative methods
- Meta-design / CHAT methods
- Action research
- Sustainable participatory design
- User-driven design
- Tools for evaluating user experience

RESOURCES AND PRECONDITIONS

- AS-A-PAL Kitchen

Project proposal 3:
Pilot Study as part of the Development of NCS CROSS 5 – the next version of the Health Record System at VLL (Swedish)

Issues:

Investigate the different stakeholders' roles, expectations and demands in a care process to be supported by the new version of NCS CROSS 5. What to prioritize, and on what grounds?

NCS CROSS 5 shall support care processes, how should this be accomplished?

Can a methodology be expressed that can be used by VLL in the continuation of the development?

Contact person:

Christina Igasto, Project leader at VLL: christina.igasto@vll.se

Contact her Friday 25th afternoon to suggest day and time for a first meeting. Her alternatives: Monday after 14.30, Wednesday afternoon, any time during Thursday.

Assignments

common for all projects (and some differences)

Analysis

- Get the big picture:
  - Activity theory
- Get the details:
  - Task analysis, activity theory
- Involving the experts/users:
  - Allow them to revise your understanding!
- Analyse the results within the perspective of what is already known: literature!

Potential technology approaches (interesting things to discuss in your reports – make a selection! *)

- intelligent user interfaces
- persuasive technology
- affective computing
- formal and natural argumentation
- mixed-initiative systems
- decision-support systems
- educational games
- Semantic web / graph technology
- …

* at least 2 relevant scientific papers should be read and referred to per member of the group

Results are presented, discussed and summarized in seminars and in report

- More administrative information about the project can be found on the course web site.

Methods

- Qualitative methods
- Meta-design / CHAT methods
- Action research
- Sustainable participatory design
- User-driven design
- Tools for evaluating user experience

Materials (Will be adjusted when the project plan takes shape)

- The Activity checklist
- …

PROJECT PLAN: SERVES AS AN OUTLINE FOR THE REPORT

- Background
- Problem to be addressed
- Methods and Procedure
- Participants
- Material
- Expected results
- Time Plan
- (Tentative) Literature - References