



Module 3

Design for future needs



Class 8

Design Research

Class 8

Design Research

Empathy in Design

Identifying needs

Developing surveys and interviews

Methods for prototyping



Class 8 – Part 1

Empathy and Design Research

Empathy

“The ability to share someone else’s feelings or experiences by imagining what it would be like to be in that person’s situation.”

The Cambridge Dictionary



Empathy

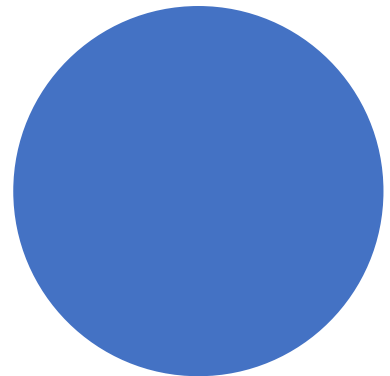
How can we develop empathy?

The beginners mindset

What, How, Why

One-on-One interviews

Active listening



Google Glass

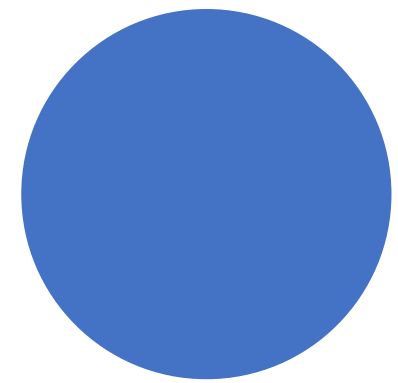
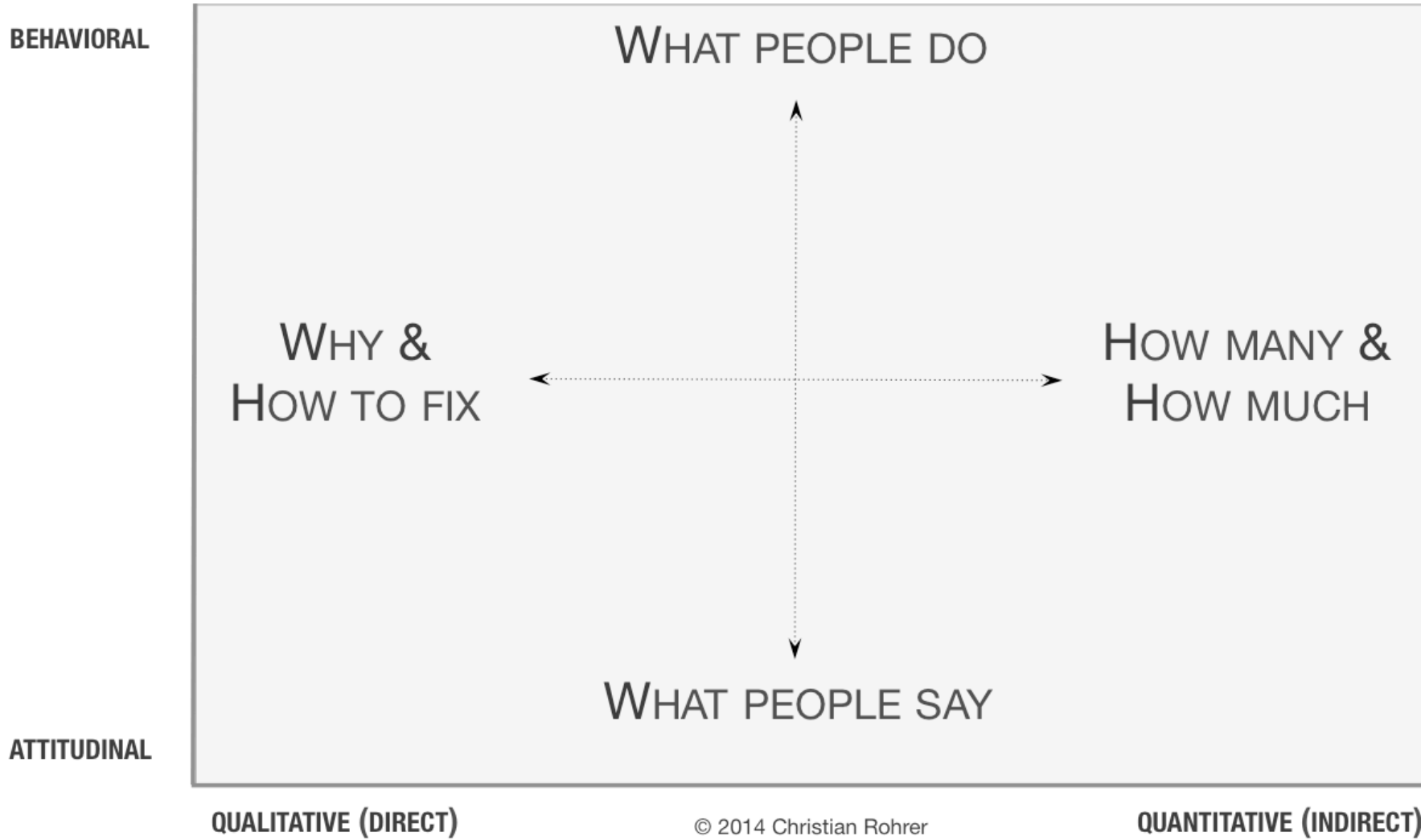
“Glass annoyed other people largely because of its lack of utility: no one could understand why you’d want to have that thing on your face, in the way of normal social interaction.”

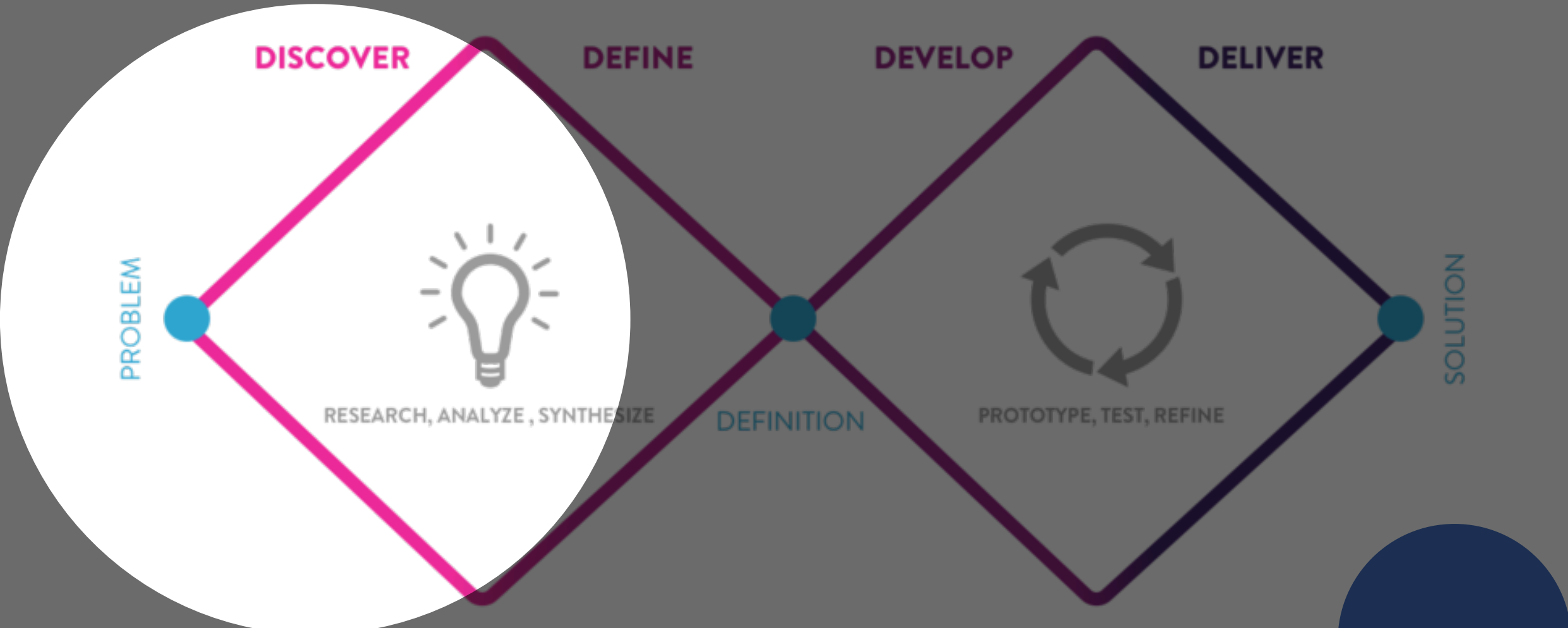
MIT Tech Review



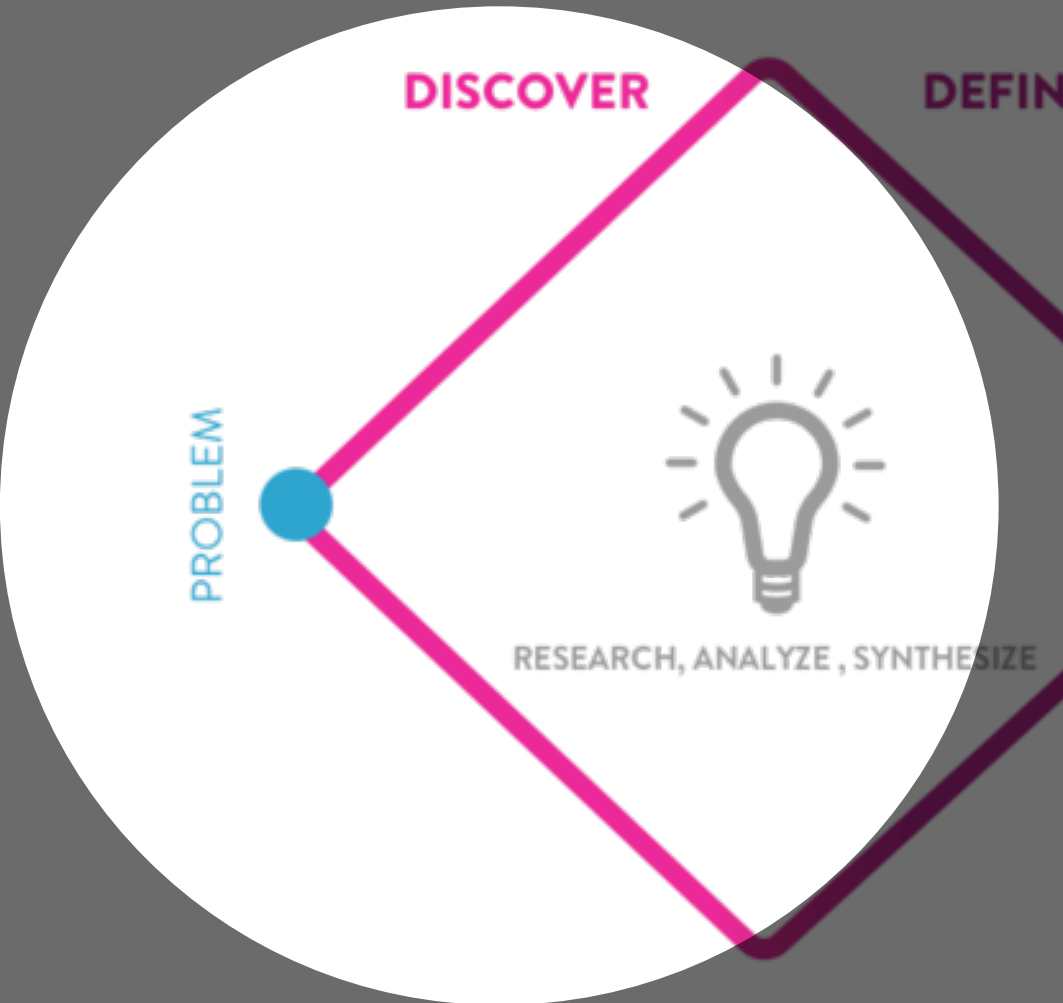
User Research

QUESTIONS ANSWERED BY RESEARCH METHODS ACROSS THE LANDSCAPE





Double Diamond – British Design Council



Surveys

Interviews

Desk research

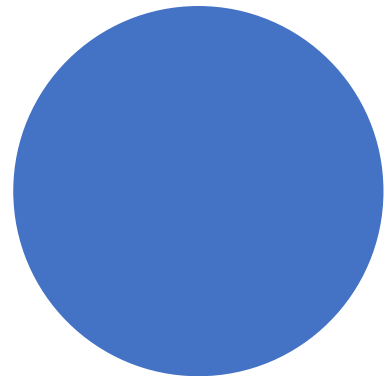
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Double Diam

User Research data collection

Primary Research and Secondary Research



Desk Research

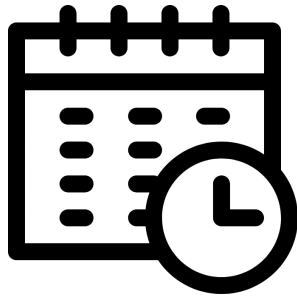
The goal of a desk research is to review previous research findings to gain a broad understanding of the field you are going to deal with.



Structure of a (good) desk research



Objective



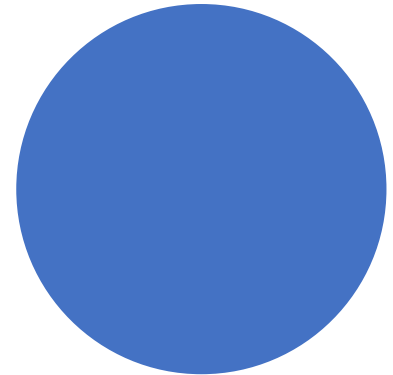
Deadline



Research



Analysis

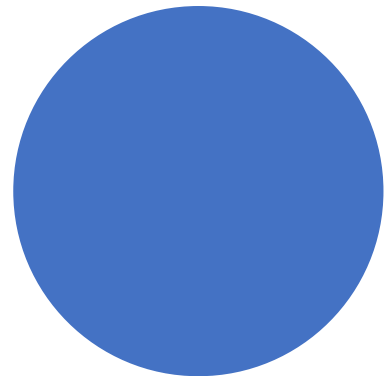


Suggested sources:

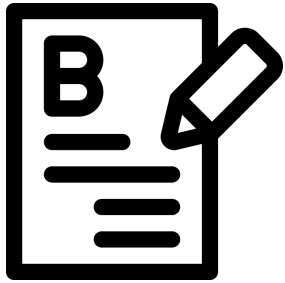


Research

- Google Scholar
- Forbes
- Harvard Business Review
- Gartner
- Forrester
- MIT Tech Review

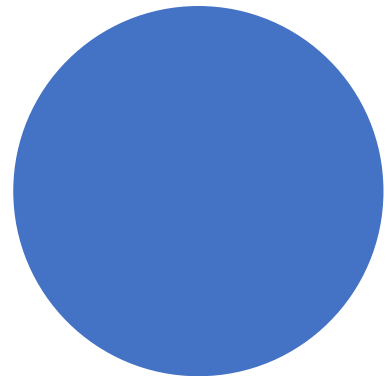


Compiling results



Analysis

- Google Docs
- Notion.so
- Miro.com
- Word Document
- Roam Research

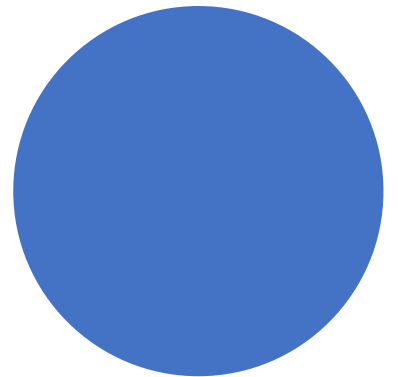




Class 8 – Part 2

Surveys and Interviews

Quantitative vs. Qualitative



Surveys

We can use surveys – forms that people can answer online or on paper – to get more quantitative and qualitative data about potential users of a solution





User Experience Research Studies

Which of the following have you used to research/plan your travel/book your travel?

Mark all that apply.

- Desktop computer
- Smartphone
- Tablet
- Printed guidebook
- Digital guidebook

How would you rate your experience with the website today?

Very unsatisfied

Unsatisfied

Neutral

Satisfied

Very satisfied

How would you rate each day of the week?

0 = Hate it; 10 = Absolutely love it

	0	1	2	3	4	5	6	7	8	9	10
Monday	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Tuesday	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Wednesday	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Thursday	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>



START

FINISH

How likely are you to recommend Airbnb to friends or family?

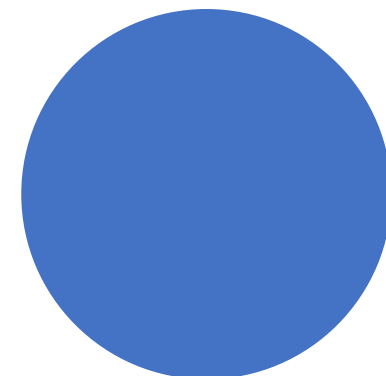
Not at all likely

Extremely likely

0 1 2 3 4 5 6 7 8 9 10

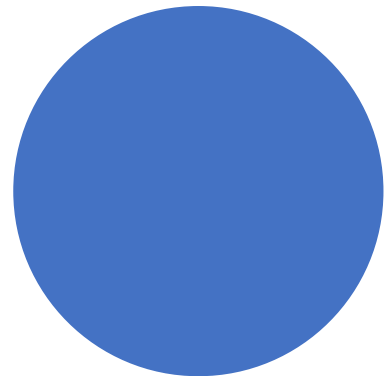
What is the reason for your score?

Next



Best Practices for Surveys

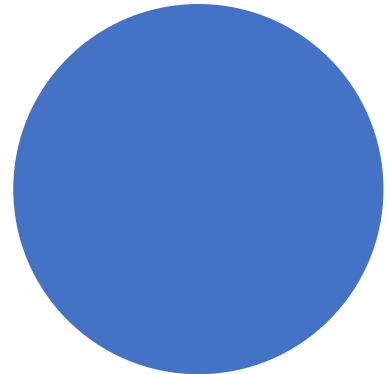
- Define the survey goal
- Respect your respondent time (don't let the survey get too long)
- Prefer using closed-ended questions
- Avoid any biases
- Use Likert scale for questions with balanced answers
- Don't ask two question at once



Open vs. Closed ended questions

How do you go get to work? →   

Do you get to work by... ? →  /  /  / 



Likert scale example

How satisfied are you with *

	Very Unsatisfied	Unsatisfied	Neutral	Satisfied	Very Satisfied
Purchase	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Service	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Company Overall	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>



Creating a survey

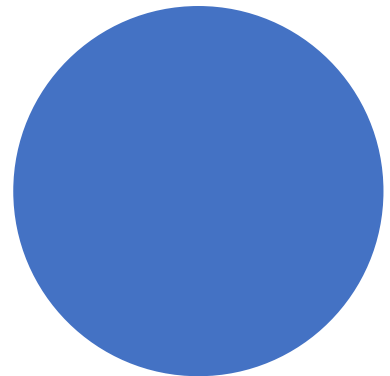
We are going to work on a design problem related to an **insurance plan for pets.**



What do we want to know?

What's our objective?

What do we need to understand?



Creating a survey

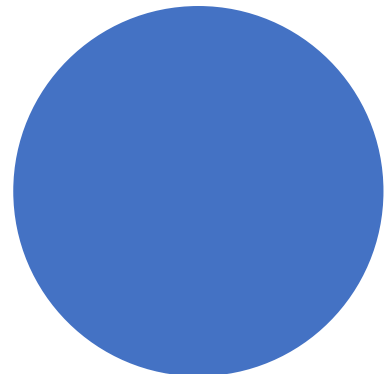


How people take care of their pets?

How often they take them to the vet?

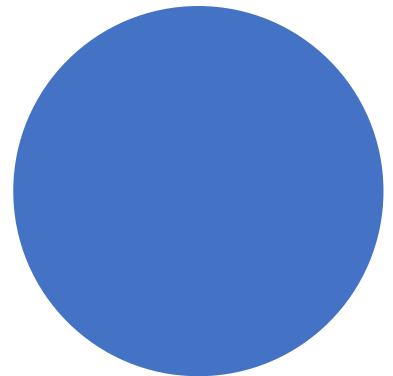
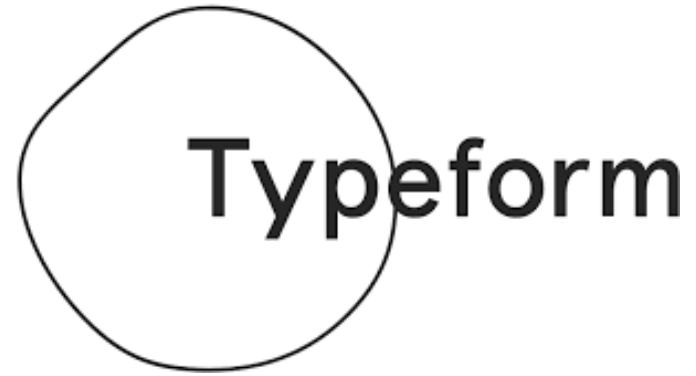
How much is spent with pet care?

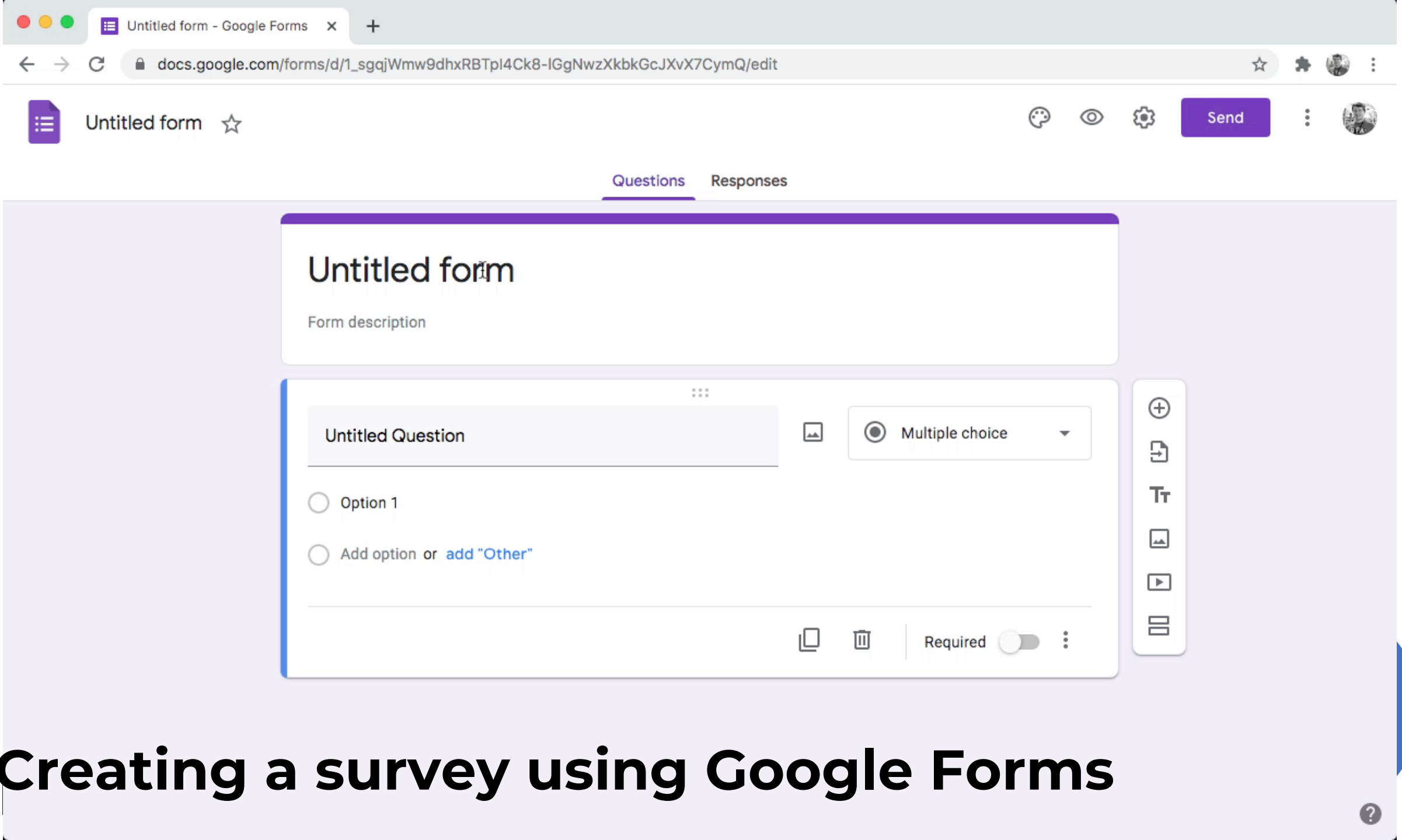
What other questions do you consider relevant for this survey?



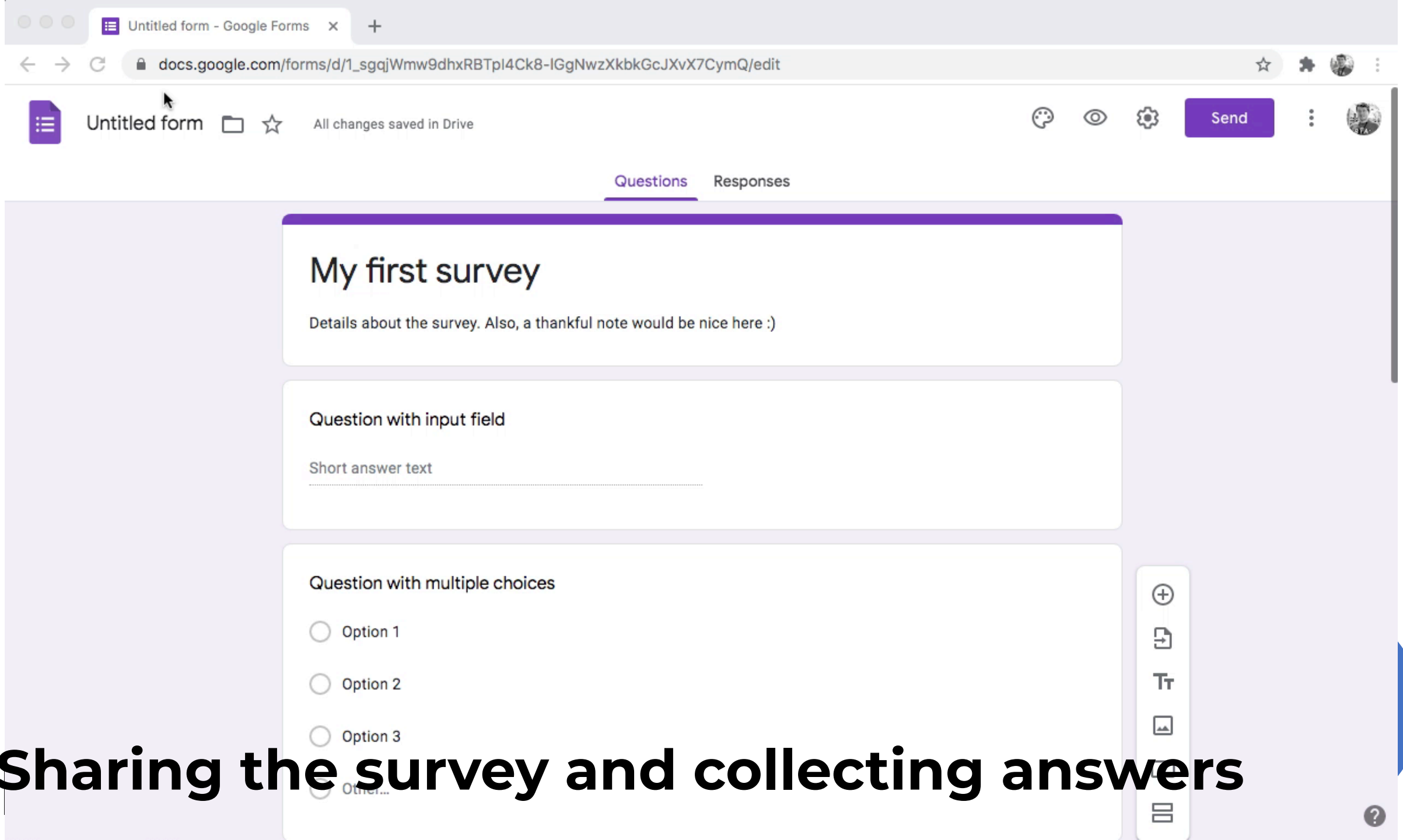


Google Forms





Creating a survey using Google Forms



Sharing the survey and collecting answers

Interviews

Interviews allow us to get qualitative data that will generate insights and better understanding of the user and the problem

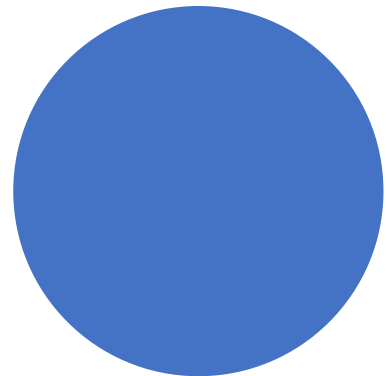


The goal is to understand **people's current state, problems,** and **desired change.**

Understanding this starts with **asking** the right people the **right questions.**

Best Practices for UX Interviews

- Avoid biases: don't ask leading questions
- Don't ask what people want
- Ask **open-ended** questions
- Avoid yes/no questions
- Keep a conversation flow
- Ask follow up questions
- Have a 3rd person to take notes



```
graph TD; A[INTRO] --> B[CONTEXT]; B --> C[START THE INTERVIEW]; C --> D[CONCLUSION];
```

INTRO

Introduce yourself and others; Thank the person for their availability in taking the interview;

CONTEXT

Explain what the interview is about; tell about the subject and make sure the person is comfortable

START THE INTERVIEW

Use open ended and non-leading questions; Ask follow on questions; keep the conversation flowing

CONCLUSION

Give time for any additional details the person want to add; Be open for further contact; thank the person for their time;



Class 8 – Part 3

Prototyping

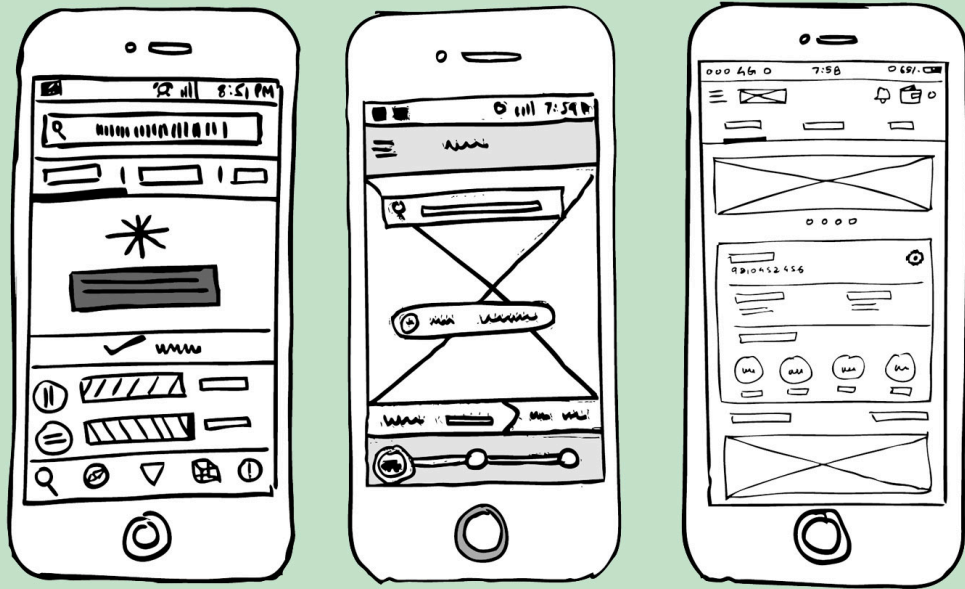
A hand-drawn prototype design on a tablet and paper with various markers and sketches. The image shows a hand holding a blue marker, drawing on a tablet. The tablet screen displays a grid of blue lines and shapes, with red arrows pointing to specific elements. Surrounding the tablet are several sheets of paper with similar sketches, including rectangles with diagonal lines and circles with crosses. Several markers in various colors (blue, red, grey, yellow) are scattered on the papers. The overall scene is a workspace for creating a user interface prototype.

Prototyping

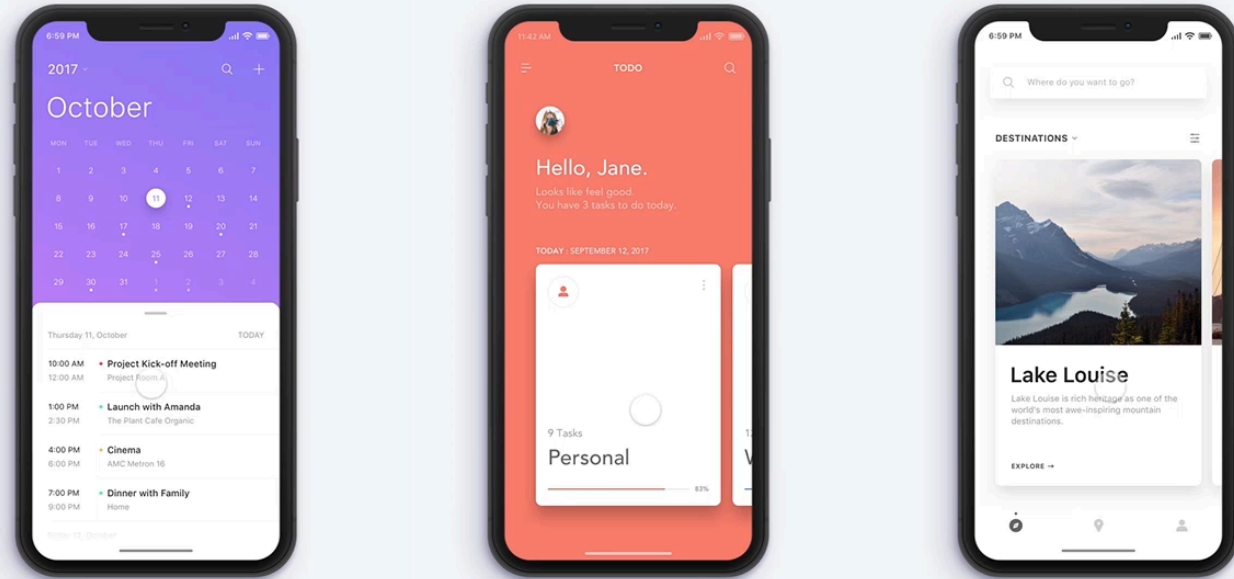
Prototype

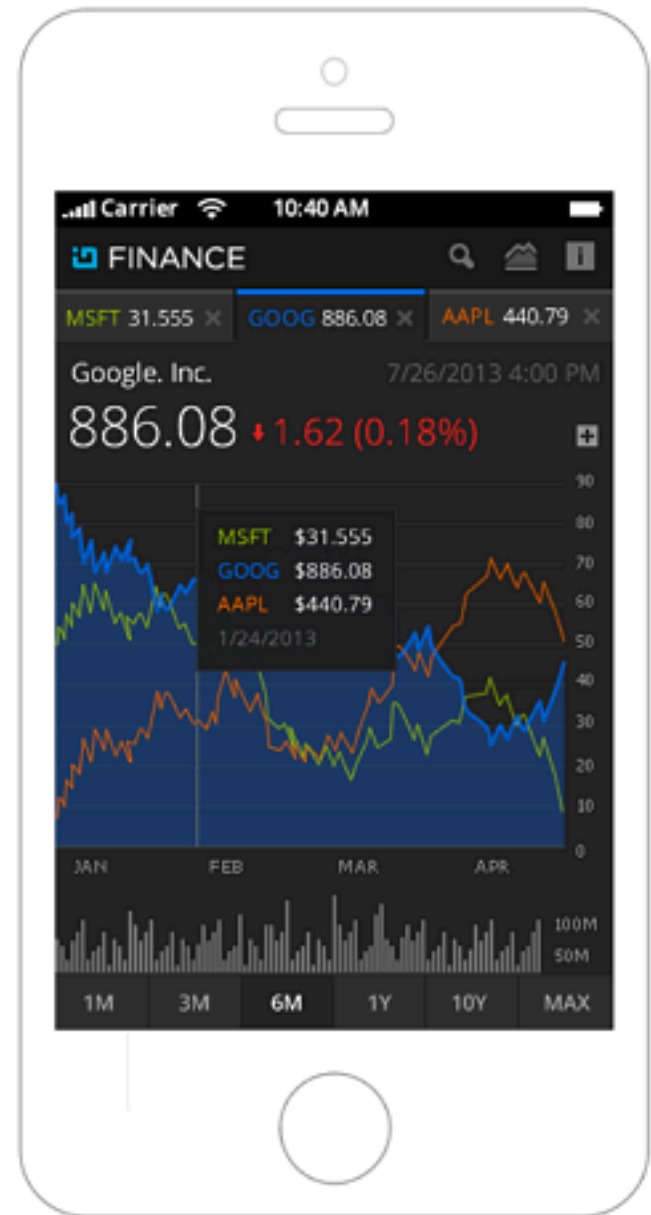
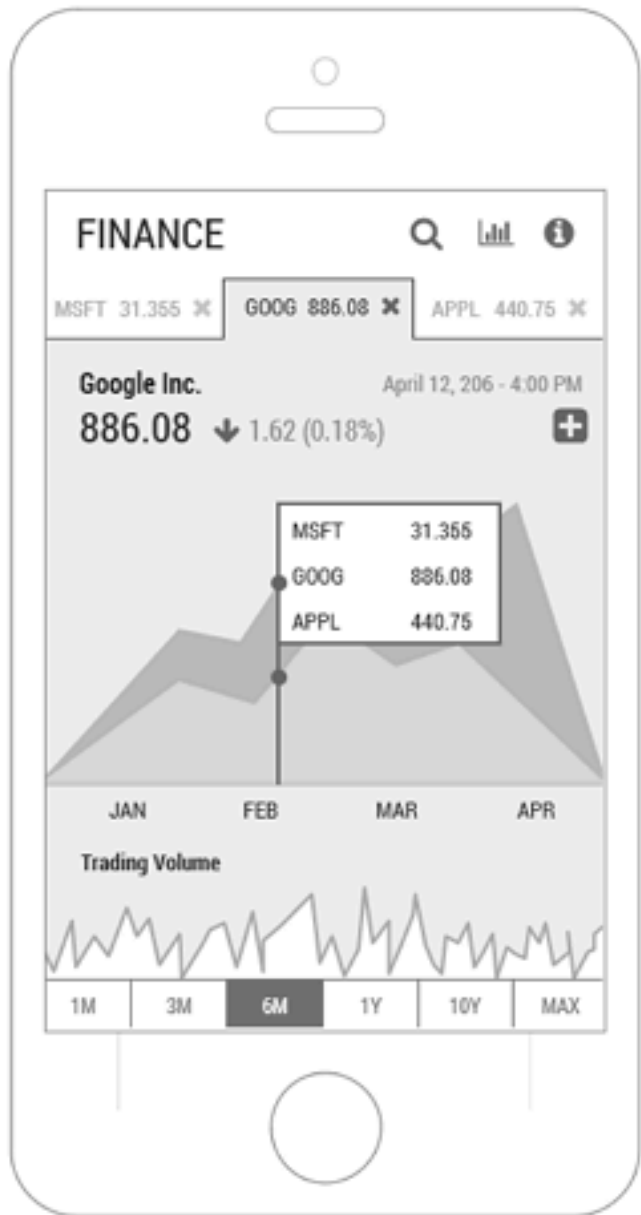
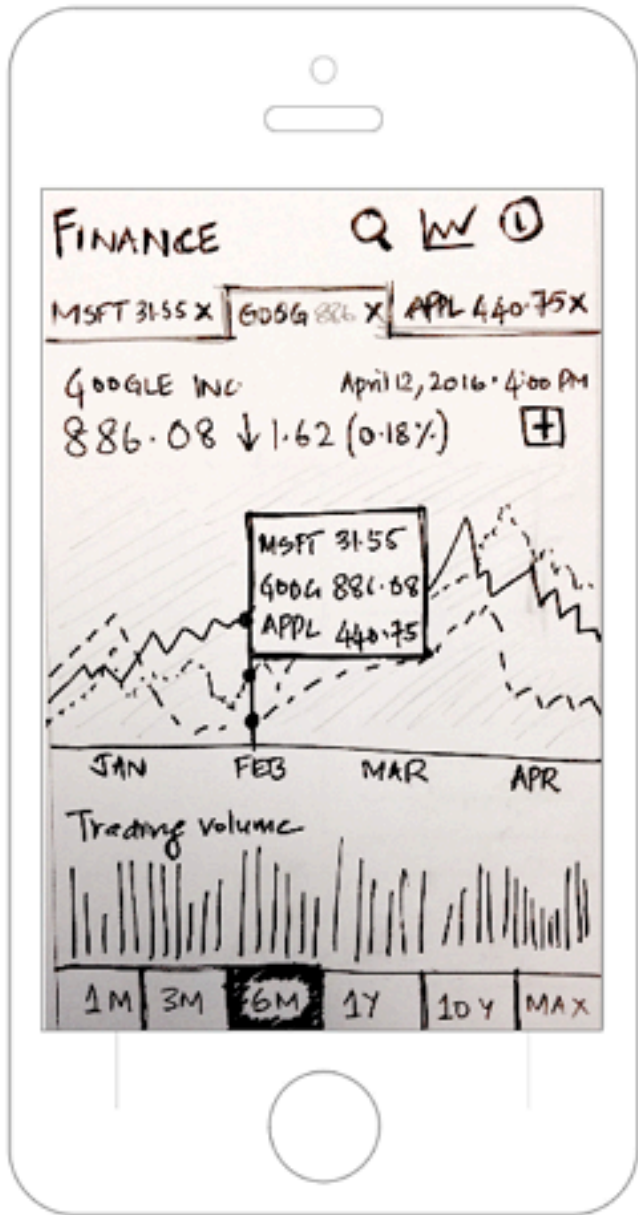
- To communicate ideas in an understandable way
- To test possibilities without compromising on a single solution
- To devise and solve problems
- Manage the process of creating solutions by breaking down complex problems into smaller elements that can be tested and evaluated

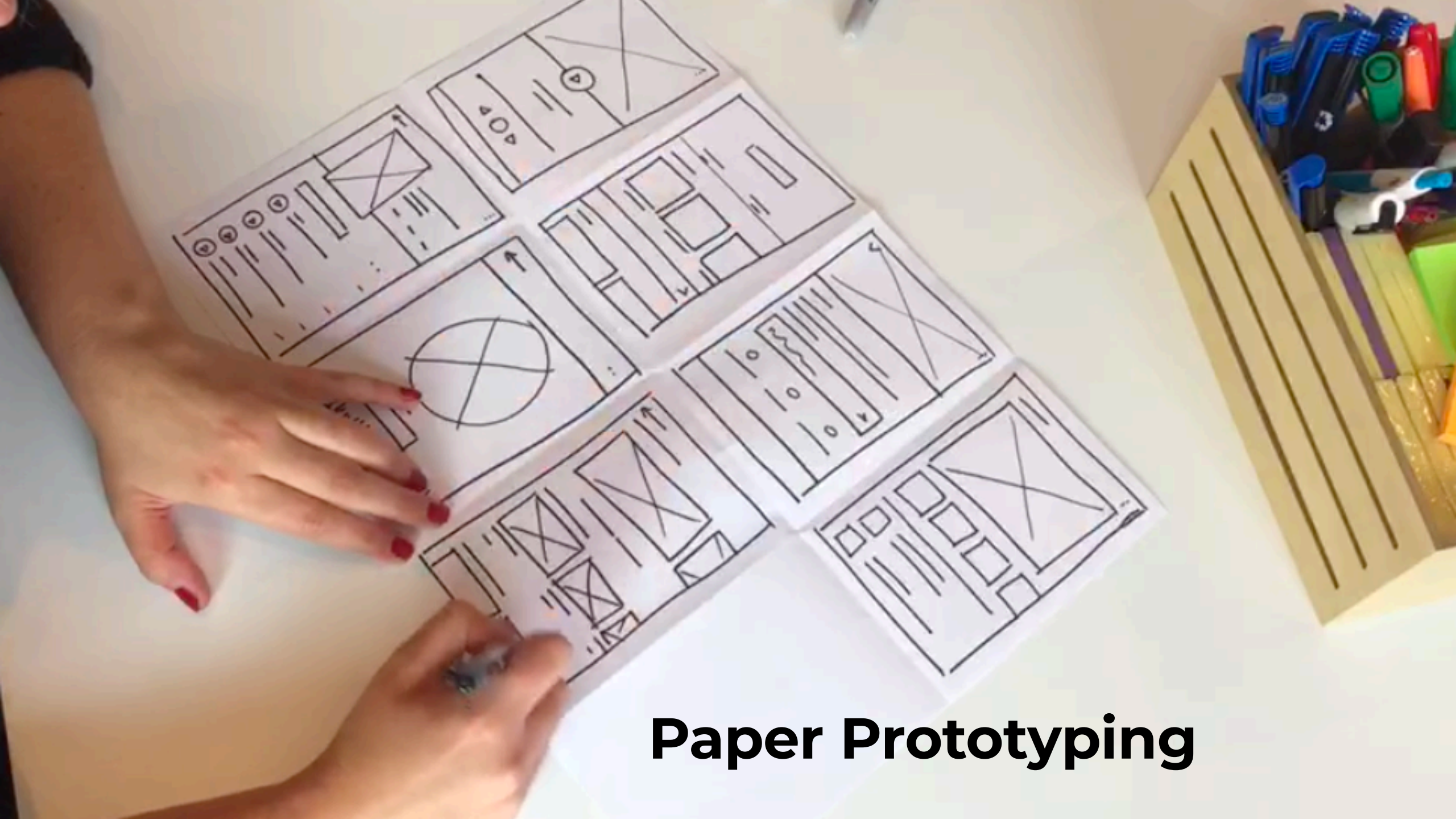
Low Fidelity



High Fidelity







Paper Prototyping



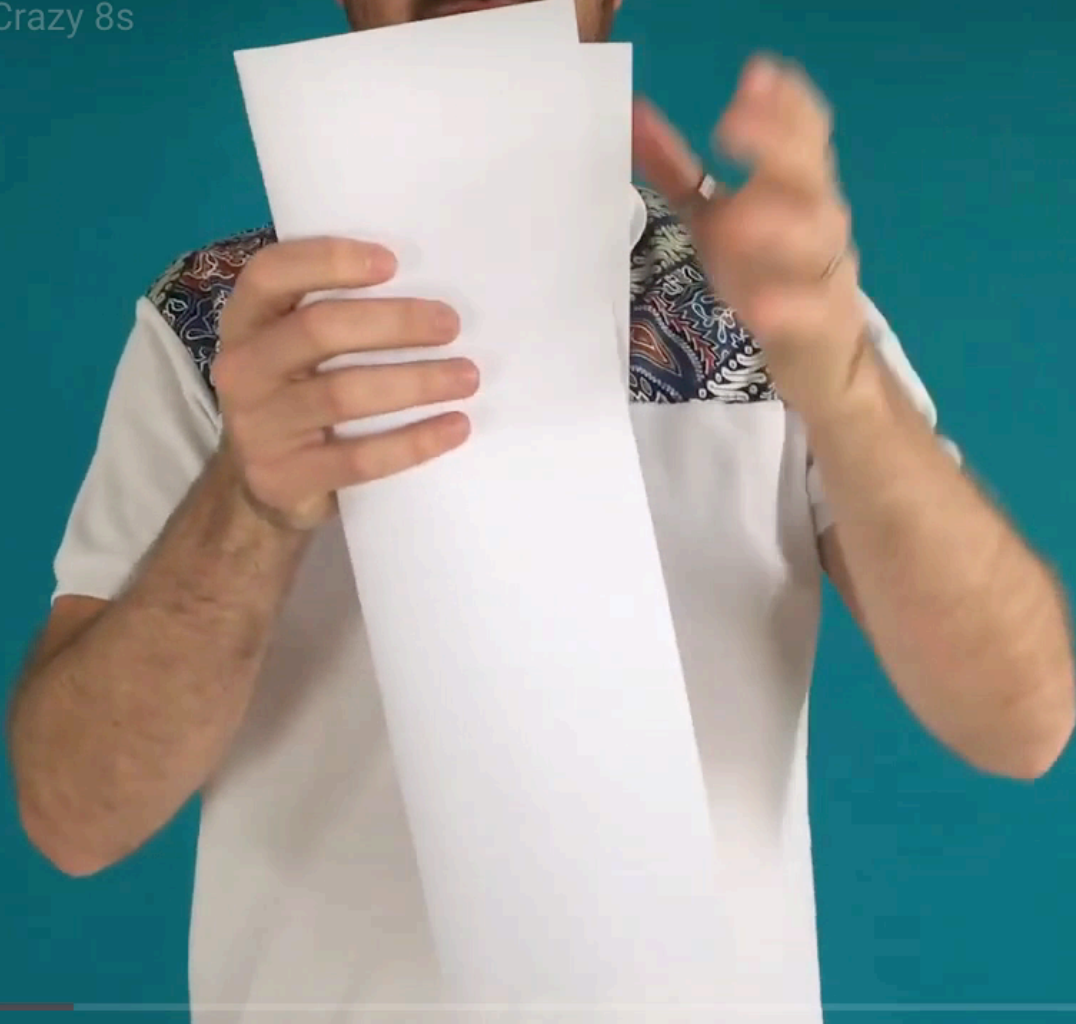
Tiny Lesson: Crazy 8s



Watch later



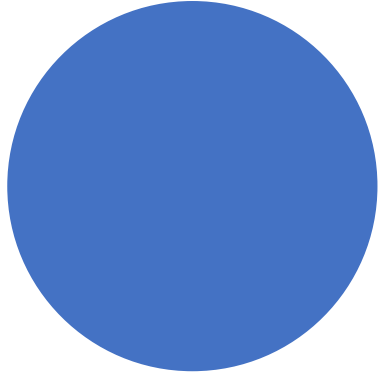
Share

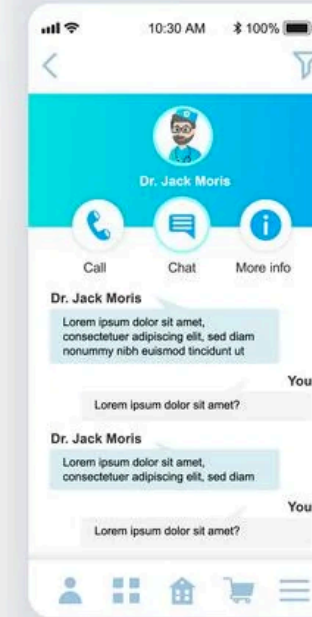
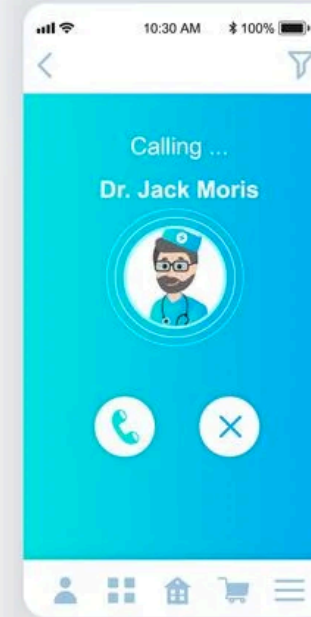
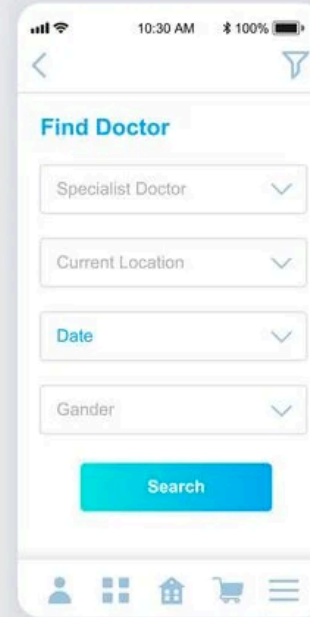
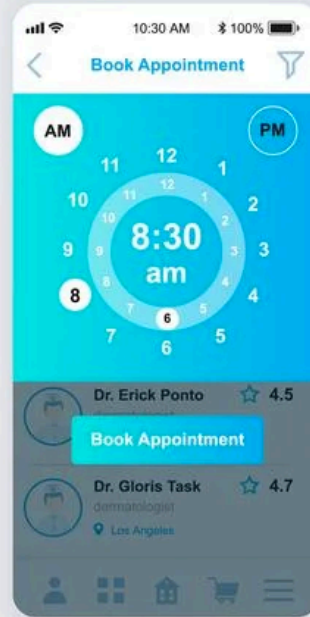
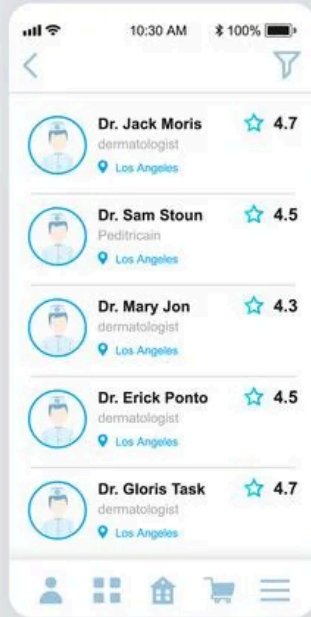
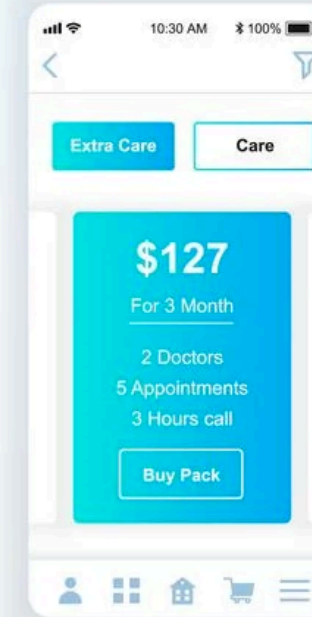
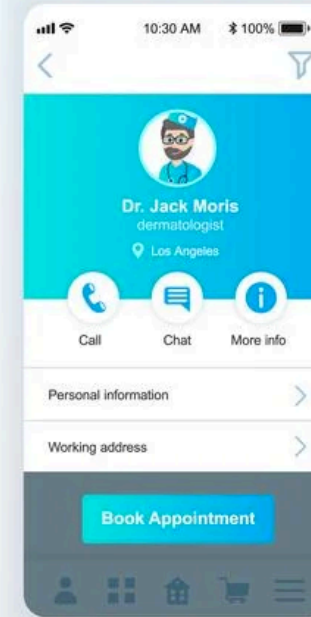
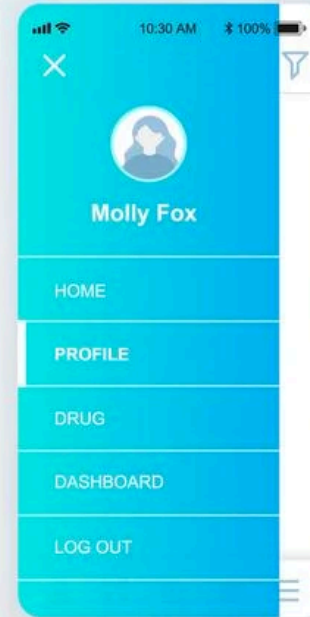
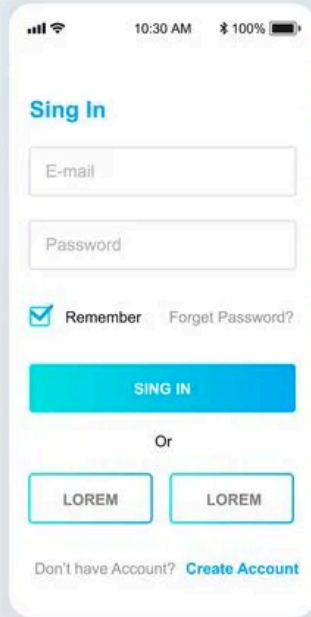
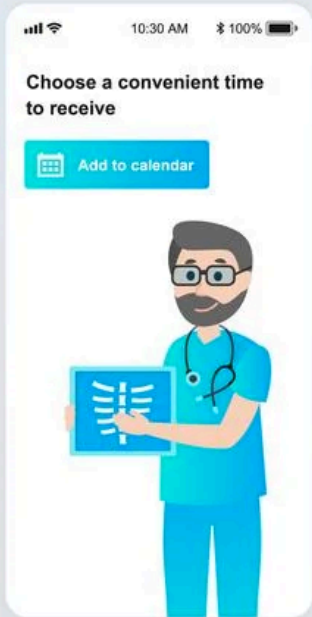


0:33 / 2:28



YouTube





Digital Prototyping Tools



Sketch

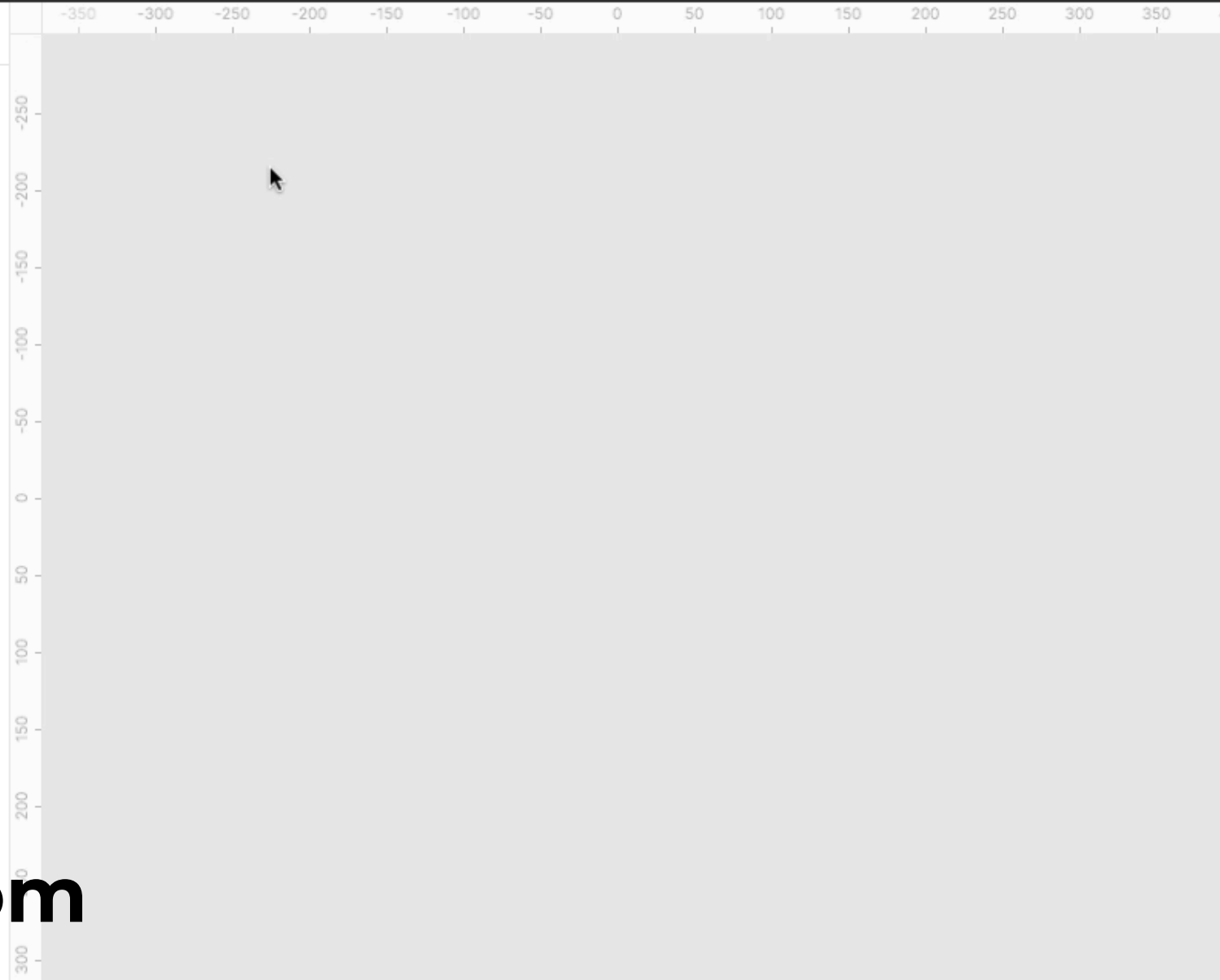


Figma



Adobe XD





Background

E5E5E5	100%	
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Export

Figma.com



Challenge

Create two prototypes for a video player app.

Low-fidelity and high-fidelity.

You can start sketching on paper and then move to a digital prototyping tool, such as Figma.

