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**GA GENERAL ASSEMBLY**

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# **UXDI DESIGN JAM**

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# AGENDA

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## KEY OBJECTIVE(S)

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Conduct a design studio to explore applications for Huddle

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## AGENDA

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- 10:00 - 10:10* 1. Introductions
- 10:10 - 10:20* 2. About Huddle
- 10:20 - 10:30* 3. Explain Design Studio & Deliverables
- 10:30 - 10:40* 4. Describe Personas
- 10:40 - 10:55* 5. Settle into Groups
- 10:55 - 12:00* 6. Design Studio
- 12:00 - 12:50* 7. Lunch
- 12:50 - 01:30* 8. Refine Sketches & Prepare Prototype
- 01:30 - 02:00* 9. Groups Present Prototypes

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## DELIVERABLE

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10 screen, hand-sketched, clickable prototype

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## RESOURCES

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Sharpies, pencils, pens paper, flat edges, tablet & or smartphone, InVision, Pop App, Keynote, PowerPoint

# **GET THIS DECK**

- › Go to [huddlelamp.org/designjam](http://huddlelamp.org/designjam)

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**10:00 - 10:10**

**4**

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# **INTRODUCTIONS**



generalassemb.ly @ga



designthinking.boutique @designandthink





romanraedle.com @raedle

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**10:10 - 10:20**

**9**

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# **ABOUT HUDDLE**

# WHAT IS HUDDLE?

- Huddle is a software that enables users to create a multi-user system from their personal devices by simply putting them on a table side-by-side.
  - It is device agnostic and walk-up-and use.
- By flocking our devices, we can use the countless tablets & smart phones that are typically idling away in our pockets & bags to build a powerful multi-device system.

# HuddleLamp

Spatially-Aware Mobile Displays for Ad-hoc Around-the-Table Collaboration and Cross-Device Interaction



# QUESTIONS ABOUT HUDDLE?

**10:20 - 10:30**

**13**

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# **DESIGN STUDIO & DELIVERABLES**

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# WHAT IS DESIGN STUDIO?

- A method to
  - focus design around specific problems
  - rapidly generate many design solutions
  - involve stakeholders in the design process
  - involve developers in the design process

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# **THE BASIC PATTERN**

- Define the problem
- Diverge
- Critique & Intelligently Debate (not offend, defend, criticize, retreat)
- Iterate
- Converge

# The Design Studio Method

Todd Zaki Warfel



# **MATERIALS**

- Grid paper
- Pencils
- Butcher paper or poster paper
- Sharpies
- Stopwatch / Timer

# **DEFINE**

- Commit to focusing on one persona
  - For time purposes today, Ashley & Roman will assign personas to groups
- Bring a prioritized set of scenarios or tasks to design for the persona

# **DIVERGE**

- › 5 minutes: Create 6–8 concept sketches individually
- › 3 minutes each: Pitch your concepts to the team

# **CRITIQUE**

- 2 minutes each
- come up with 1–3 ways it solves the problem
- suggest 1–2 opportunities to improve the design

# **REFINE**

- 5 minutes
- create one large version
- steal from others

# **CONVERGE**

- 30 minutes
- discuss the various designs
- collaboratively decide on the best solution or create a new one

# DELIVERABLES

- 10 screen, hand sketched, clickable prototype
  - Hand sketch your screens
    - On paper or perhaps your tablet with Paper53 or Adobe's sketch apps
  - Take pictures or screen shots of your sketches
  - Import your sketches into a prototyping program
  - Create hot spots and link your screens
  - Submit your prototype on [huddlelamp.org/designjam](http://huddlelamp.org/designjam)

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# **PROTOTYPING PROGRAMS**

- InVision
- Pop App
- Keynote
- PowerPoint
- There are more!

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**10:30 - 10:40**

**25**

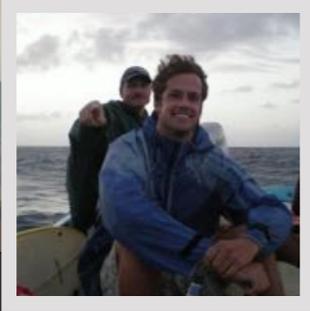
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# **PERSONAS**

Persona 1

Persona 2

Persona 3



# Jonathan Church

Overview

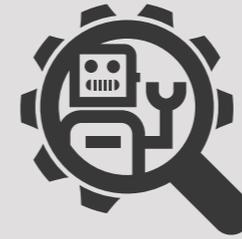
Story



Teacher



Traveler



Techie



Age



From: London



Lives: Kathmandu

Persona 1

Persona 2

Persona 3



# Jonathan Church

Overview

Story

Hello. I am a (slightly geeky) primary school teacher working in Nepal. Our school is currently on a big push to revamp our ICT use. Your project sounds cool, but I have some ideas and questions. My vision for Huddle is to have the cameras permanently mounted on the ceiling over the desks in my room so that children can interact with each other naturally and intuitively between any and all devices. We have a mix of android, ios, win8 and osx, and the devices we do have are troublesome.

My immediate concerns are:

- 1) The computation and wifi bandwidth needed to serve smooth interaction to 15-20 devices.
- 2) Whether mounting the cameras higher (2 to 3m) above the surface would still provide detailed enough tracking.
- 3) Would it be possible to combine the tracking data from 4 or 9 cameras, fixed in place and properly calibrated, in a (squareish) room into one class map if the above point is a not problem.
- 4) Getting certain specialist ICT equipment in Nepal is not always easy. Do you think a kinect sensor would be usable?

I intend to start tinkering with this as soon as possible (some time this year, other commitments allowing) and hopefully with the support of our ICT department.

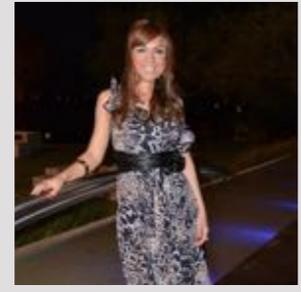
Many thanks for any feedback you can provide.

Jonathan Church, The British School, Kathmandu

Persona 1

**Persona 2**

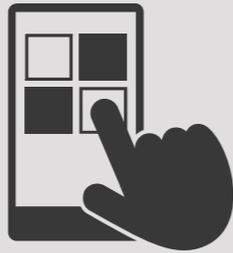
Persona 3



# Valeria Rossi

**Overview**

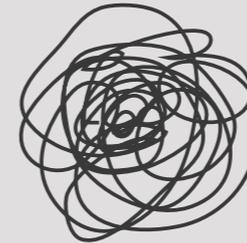
Story



**Ix Designer**



**Fashionista**



**Art Expert**



**Age**



**From: Venice**



**Lives: NYC**

Persona 1

**Persona 2**

Persona 3



# Valeria Rossi

Overview

**Story**

Hello! My name is Valeria Rossi. I was recently hired as an Interaction Designer for the MOMA to create interactive guided tours. Paola Antonelli is overseeing our project, and it is an honor to be working with her.

We have gone through two major iterations so far. The first iteration involved the MOMA purchasing devices, such as iPad minis, for guests to check out and use during guided tours - and of course to turn them back in when they leave the museum. The tours would be pre-loaded on the iPad minis and all other functions would be disabled. This proved cost-prohibitive. The second iteration involved us building downloadable apps, but through research, we discovered that people were unlikely to download an app in their home country / at home before coming to the MOMA, and they were unlikely to download an app once they arrived at the MOMA.

Our team then asked the question, "What if there was a way to enable visitor's devices once they enter the MOMA to give guided tours?" Ideally, this system would be device and carrier agnostic, which helps us overcome the challenge posed by our visitors arriving from all over the world with all conceivable devices and carriers. We did some research and found Huddle. We are hopeful that your technology will enable us to create the system we envisioned. We are looking forward to hearing from you and hope we can collaborate on MOMA's new interactive guided tours.

Ciao,

Valeria Rossi, Interaction Designer, MOMA NYC

Persona 1

Persona 2

Persona 3



# Mike Chan

Overview

Story



Dad



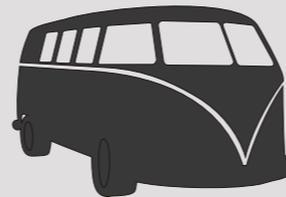
Programmer



Kung Fu Master



Age



From: Santa Cruz



Lives: San Francisco

Persona 1

Persona 2

Persona 3



# Mike Chan

Overview

Story

Good morning (good evening or good night depending on where you are) Huddle Team...Awesome. That's what I have to say about your device flocking software. I am inspired. Let me back up and tell you about myself. I'm a Bay Area native. I've been a programmer for over twenty years and recently accepted a very generous severance package during a round of lay-offs at my old company. My wife and I decided this would be a good chance for me to spend more time with the kids and work on my own software development projects.

Being a stay-at-home dad for the last few weeks has given me insight into user behaviors that I never looked at previously in my career. I want to run my home like I used to run my department - that may sound cold, but trust me, it isn't! I see how the project management and versioning software we used at work could be modified and made more fun so that things like meal planning and scheduling school and soccer pick-ups run more smoothly.

I've built a few early prototypes. The family's really digging the applications I've come up with so far, but syncing our schedules, devices, shopping lists, etc., is a pain. If we could all lay down our respective devices on the kitchen table, which is where our daily family scrums happen (my wife loves this new addition to our family time, by the way), and share bits of information with Huddle, I think our family would run like a well-oiled machine. Do you have an SDK yet? I'd like to be able to start building prototypes on your framework today if possible. Looking forward to hearing from you.

Cheers,

Mike Chan, Stay-at-Home Dad and Solo Programmer, San Francisco, CA

# SETTLE INTO GROUPS

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**10:55 - 12:00**

**33**

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# **DESIGN STUDIO**

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**12:00 - 12:50**

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**34**

**LUNCH**

# REFINE SKETCHES & PREPARE PROTOTYPE

# PRESENT PROTOTYPES

- › Apple by Stephen JB Thomas from The Noun Project
- › Tourist by Harun Alikadic from The Noun Project
- › Nanobot by Dan Hetteix from The Noun Project
- › Parliament by Luke Anthony Firth from The Noun Project
- › Mountain by Nathan Driskell from The Noun Project
- › TOUCH SMARTPHONE by Antonio Aversa from The Noun Project
- › Scribble by Michael Chanover from The Noun Project
- › Cathedral by im icons from The Noun Project
- › City by Juan Pablo Bravo from The Noun Project
- › Guardian by Lemon Liu from The Noun Project
- › Sleeping While Programing by Hadi Davodpour from The Noun Project
- › Ninja by Drew Ellis from The Noun Project
- › Van by Okan Benn from The Noun Project
- › Cable Car by Daniel Olsovsky from The Noun Project

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**02:00**

**38**

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**THANK YOU!**