“Unusual” Users

Week 5
Final Project
Requirements

- **Two Datasets required**
  - 1 DELPHI and 1 Outside or 2 DELPHI

- **Information Visualization**
  - You may use D3.js but others are acceptable upon TA’s discretion

- **Web application**
  - Remember “web application” means both client and server.

- **Executive Summary (1-2 pages)**

- **Project Report (20-25 pages)**
  - Design Choices
  - Design Iteration + Agile Software Engineering
  - Technology Stack + Architecture
  - User Testing + Interviews + More
Other Notes

- **Social Media is not a hard requirement**
  - However, it is **recommended**.

- **Tech Stack Choices**
  - Your team may choose your tech stack (Rails, Django, etc.)
  - Be aware that you may not receive any help if not COGS 121 tech.

- **Any knowledge from COGS 120 / CSE 170 is a fair game.**

- **Plan early!**
  - Make sure you have time to test your application toward the end of the quarter

- **Think outside of box!**
  - DELPHI dataset might restrict your creativity
  - We encourage you to think beyond what is provided by DELPHI
User Types
“Usual” Users

- Suppose you are making an application for navigating through downtown New York City.
- Think of some user personas.
- What type of users can you think of immediately?
  - Typical Citizens
  - Civil Service Workers
  - Tourists
  - New Comers
  - Etc.
- Did we really cover everything?
“Unusual” Users

● What if user types we discussed contain:
  ○ Color blind individuals?
  ○ Individuals who need auditory aids?
  ○ Individuals with difficulty typing? (clicking is easier)
  ○ Individuals who can only afford old computers?
  ○ And more ...

● How can we overcome this?

● How important is it for your application to consider these users?

● Maybe these “unusual” users are more common than you think ...
In Assignment 3, you are to design:
  ○ Low-fidelity wireframe(s) and/or prototype(s)
  ○ High-fidelity wireframe(s) and/or prototype(s)

How can you design your wireframe(s) and prototype(s) in respect to:
  ○ “Usual” users?
  ○ “Unusual” users?

Designing for “unusual” users can be difficult.
If you couldn’t design for “unusual” users, be sure to justify.
Questions?