Presenting UX things
Two things for your presentation

1) Demo
2) UX Design

Order it however you like
Demo

- Show off what you have so far!
- Depending on how much functionality you have
  - Walk through
  - Talk out loud
  - Ask for feedback/suggestions
UX Design

- What to taco ‘bout?
- Break it down into key components
  - Can you make a flow diagram?
  - In some cases, each page, each module, each tab, etc.
- For each component
  - What do you expect/want the user to do?
  - How does your design facilitate what they should be doing?
- Moving between components
  - What will the user expect?
  - Will their experience match their expectations?
Questions & Critique
<table>
<thead>
<tr>
<th>What questions were hard to answer?</th>
<th>What questions were easy to answer?</th>
<th>What makes a good question?</th>
</tr>
</thead>
<tbody>
<tr>
<td>What are the user needs and what can we improve to meet the needs?</td>
<td>If you were on Team A, what would you add/change/remove?</td>
<td>How can we make the data charts more intuitive so that users do not have to rely on the help documentation too heavily?</td>
</tr>
<tr>
<td>What are your thoughts on the navigational flow of our application?</td>
<td>In addition to our current technology stack, are there any other technologies that you would recommend for our topic?</td>
<td>What locations, besides school, do you see users using this application?</td>
</tr>
<tr>
<td>What are some problems that you see with our current back-end/architecture?</td>
<td>What are some additional tools (specifically the back-end architecture) that might be helpful to our project?</td>
<td>What are some APIs that would beneficial for our project?</td>
</tr>
<tr>
<td>How can we make our project distinct from other groups with similar themes?</td>
<td>What data sets would potentially be the most useful for our project?</td>
<td>Are there any architectural strategies that we haven't considered that may benefit our project?</td>
</tr>
</tbody>
</table>
Critiques with the team
Talk alouds