

1. a vehicle with two wheels in tandem, usually propelled by pedals connected to the rear wheel by a chain, and having handlebars for steering and a saddlelike seat.
2. to ride a bicycle.
3. to ship or transport directly by bicycle or other means.

Dictionary.com Unabridged (v 1.1) Based on Random House Unabridged Dictionary © Random House, Inc. 2006.

U

project one

the practical experience

user

THE PROJECT SCHEDULE

M JAN 25

begin *the practical*

W JAN 27

lecture & studio work day

M FEB 1

studio work day: concept & test

W FEB 3

studio work day: concept & test

M FEB 8

present user feedback & observations to class

W FEB 10

studio work day: refinements

M FEB 15

begin project 2: *the persuasive*

W FEB 17

reveal *the practical*

PROBLEM

Assist a novice in completing a relatively simple mechanical task—removing and installing a bicycle tire inner tube.

METHOD

With the assistance of your team, use the supplied bicycle wheel/tire/tube to develop a *practical* concept that considers the context for the task and the user's limited knowledge. Special consideration should be given to language and terminology in addition to the sequence and hierarchy of information.

- test your concept with the help of a novice
- record (video or photograph) the novice using your concept to complete the task
- record the user's observations (using a questionnaire)
- present the findings as a group to the class for critique
- refine the concept
- reveal the finished solution to the class

DELIVERABLES

- digital presentation of user feedback
- print of final design
- digital file of final design

SPECIFICATIONS

REQUIRED CONTENT: include a title; words & images necessary to effectively assist a novice in completing the task. *credit your sources*

FORMAT: paper appropriate to purpose (eg: french fold, accordion fold, saddle stitched, ring bound or other)

SIZE: 5 × 8" finished size

TYPEFACE: appropriate to the content and purpose

COLOR: 2 match/spot

OUTPUT: quality digital—tiled or single sheet

IMAGES: photographs, illustrations, or a combination

EVALUATION

your project grade will be based on the completeness and quality of the deliverables. special emphasis will be placed on how user feedback and direct observation are used to inform the design and the degree to which the *team* creates a practical user experience. your participation will be assessed (graded) by other team members and will be a component of the final project grade. this project is weighted as 25% of your course grade.