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Interactive Mood Boards to Teach University-Level
Design Problem Solving, Accessibility, and
Interviewing Techniques

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Slide 1

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Bio

Tim Krause, PhD
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Overview

- Mood Board Assignment
 - Core Example
 - Sight Differences, Deuteranopia and Protanopia
 - Grading Rubric
- Interviewing Techniques
 - Establishing Ground Rules and Questions
 - Grading Rubric



Overview - Continued

- Final Prototype
 - Assignment
 - Core Example
 - Grading Rubric



Overview - Students

Computer Information Systems

Web Development



Assignment

Create a mood board based on a song lyric, poem or selection from a creative piece.

The mood board should consider accessibility best practices and should also include one aspect or approach you believe is unique.



An Example





Alternative 1: Deuteranopia Perspective





Alternative 2: Protanopia Perspective





Grading Rubric

Mood Boards

Criteria	Ratings						
Discussion Posting	5 pts Full Marks Contributed discussion post that included both the item for your mood board, and reason for selecting it.	ard, and enough detail on the item selected. 3 pts Needs Improvement ered Contributed a response, but with			O pts No Marks Did not complete, or did not complete on time. O pts No Marks Did not complete, or did not complete on time.		
Discussion Response	5 pts Full Marks Contributed a response that offered feedback or suggestions that were actionable and thoughtful.						
Fonts	10 pts Full Marks Font treatments, as appropriate, provided examples for body, headings, links and other elements, including meta-data (font family, size, weight, color, etc.). If an element is not included mention why in your design rationale. 10 pts Full Marks Images, illustrations, and textures as appropriate, and consistent with the overall mood or theme of your board. If this element is not included mention why in your design rationale.		5 pts Needs Improvement Fonts may be missing data (font family, etc.) may not support over approach.	or	0 pts No Marks Fonts missing with no rationale.	10 pts	
Images			5 pts Needs Improvement Visual elements may be missing or inconsistently support your mood board.		0 pts No Marks Images missing with no rationale.	10 pts	

Sample Text and/or Other Supporting Elements	10 pts Full Marks Sample text should be supportive and evocative of your mood board. If an element is not included mention why in your design rationale.	Ne Sa su n mi	ots seeds Improvement mple text and/or other pporting elements may be ssing or inconsistently su ur mood board.		O pts No Marks Sample text and supporting elements are missing.		10 pts
Overall Synthesis and Design Rationale	8 pts Full Marks All elements of your mood board cohesively, consistently, and thoroughly support the piece of creative work that you selected.	Elemen stand-a not full	ds Improvement No nents may work fine as Eith d-alone elements, but may or n fully come together as a to b		issing mood boards, boards that appear llages rather than an a cohesive piece.		8 pts
Unique Approach	2 pts Full Marks Your mood board contains one elemen seen elsewhere in a mood board.	t not	1 pts Meets You found an element employed in a mood b		rely	0 pts No Marks Not included	2 pts
						Total P	oints: 50



Phase 2: Interviewing

With a partner, present your mood board.

Based on your partner's presentation, prepare a list of interview questions as though you were to design a prototype of a home page that follows from their mood board.



Grading Rubric

Interviews

Criteria	Ratings							
Questions	50 pts Full Marks Questions are thorough and appropriate for a 10-15 minute interview, and number roughly 4-6 questions in total. Questions are open- ended and require participant to respond with answers that are not evident based upon the mood board they have shared.		40 pts Needs Improvement Questions may be limited in number, not always open- ended, and/or not always requiring additional clarification beyond what the participant provided in their mood board.		20 pts Needs Significant Work In addition to the short comings described in 'Needs Improvement', questions may also be too narrowly focused and/or demonstrate a lack of awareness and sensitivity to the participant's choices and direction in their mood board.		O pts No Marks Missing or largely incomplete	50 pts
Notes	25 pts Full Marks Notes are thorough and complete, focusing on the dominant themes in the participant's responses without bordering on serving as a literal transcript.	De eith det res the	pts eds Improvement tails may be her a little overly tailed or sparse as ponoses relate to task of veloping a tototype as a next p.	7 pts Needs Significant Work In addition to the challenges noted in 'Needs Improvement', notes may be more significantly lacking in detail and/or lacking in understanding or empathy toward the participant's intent in their mood board and corresponding responses.		0 pts No Marks Missing or largely incomplete	25 pt	
Evaluation and Recommendation/Direction	25 pts Full Marks Recommendations and assessment are supportive of a specific and detailed plan for a final prototype.		13 pts Needs Improvement Evaluation shows a lack of depth in recommendations and may have gaps in developing a plan for a final prototype.		tions	7 pts Needs Significant Work Significant gaps exist in the evaluation and direction resulting from the interview.	0 pts No Marks Missing or largely incomplete	25 pt:



Final Prototype

Based on a combination of your partner's mood board, and the interview you conducted with your partner, create a prototype of a home page or first screen, based upon those two artifacts.



Final Prototype: Rubric

Prototypes

Criteria	Ratings						
Prototype	Full Marks The prototype effectively takes design elements from the mood board, makes any revisions or exceptions based on their participant's interview responses, and develops a	65 pts Needs Improvement In large part, the prototype demonstrates a consistent understanding and implementation of the design standard and expectation set by the mood board, interview questions, and best practices, but may require some minor revisions and clarification to be fully effective and impactful.	33 pts Needs Significant Work The final prototype either doesn't seem to have a direct relationship to eithe the mood board or interview responses, through some combination of carelessness, or lack of understanding of the direction set by those artifacts and data points.	or in the incorrect	75 pts		
Evaluation and Retrospective	25 pts Full Marks Evaluation effectively and thoroughly connects the mood board and interview with specific and intentional design decisions in the final prototype. Additional best practices for interaction design and accessibility are referenced appropriately.	20 pts Needs Improvement While there may be some connections between the mood boards and interviews with the final prototype, some may be missing or require additional explanation. Likewise, discussion of interaction design and accessibility best practices may also be limited or contain some inaccuracies.	10 pts Needs Significant Work There are significant gaps between the designer's understanding of their partner's mood board, interview responses, and/or interaction design and accessibility best practices.	O pts No Marks Evaluation and retrospective is missing, turned in late, or in the incorrect format, and is therefore not gradable.	25 pts		



Final Thoughts

- Mood Boards allow for practice of individual work, and visual problem-solving
- Interviews allow for safe classroom based, collaborative, and oral problem-solving
- Prototypes synthesize above problem-solving techniques into a final deliverable



Next Steps

Integration with other UX artifacts as part of Agile process

Integration with Capstone and Internship (Co-Op) experiences



References

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- [4] Louis Rosenfeld, Peter Morville, and Jorge Arango. 2015. *Information Architecture for the World Wide Web*. (4th Ed.). Sebastopol: O'Reilly.
- [5] Joy Harjo. 2021. Poet Warrior: A Memoir. New York: WW Norton.
- [6] Kathryn Grayson Nan. Jan. 2022. "Rethinking Tech Design with an Accessibility-First Approach." *eWEEK*.



Q&A

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