MS in HCI/d
2017 GRADUATE DEGREE BOOK
Foreword

The Capstone course represents the conclusion of the HCI/d professional Master’s program at Indiana University School of Informatics and Computing.

Students pursue their own independent project, scaffolded by the course, their peers, and the teaching team (2 faculty members and 3 associate instructors). The Capstone is each student’s opportunity to show themselves, their peers, and potential employers what they can do. This collection of 47 projects is part of the culmination of their efforts.

Students choose from one of four types of projects: Interaction design, User Research for Design, Service Design, or Academic Research. Methods overlap considerably across all four types. The final deliverables determine which type a student has completed.
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Interaction Design

Culminates in the development, proposal, and evaluation of an interactive artifact. Along with other process documentation, students deliver an interactive prototype.

User Research for Design

Emphasizes user experience research, including the design and execution of one or more user studies, data analysis, and synthesis in the forms of implications for design and ten design concepts informed by results.
Service Design

Culminates in the development and proposal of a service, which is an organized system that provides for or accommodates a need and may contain many products. Along with other process documentation, students also deliver service blueprints and customer journey maps.

Academic Research

Culminates in a novel scientific contribution expressed in a publishable paper. It should have a rigorous literature review, study design, presentation of results, and well considered implications for the research community.
Interaction
Design

Mehul Agrawal
Bhavesh Anand
Rishabh Bhardwaj
Chetan Bhatia
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Walk up to any device and use it
Proxemic Interactions: Interaction Model for Connected Objects

Mehul Agrawal

Process

Problem
We engage with many connected devices every day. But, the existing interaction model does not support a seamless, connected experience across these devices.

Ubiquitous vs Frictional Interactions
Analysis of interactions with day-to-day artifacts, through diary studies and interviews, provided an insight into interactions that were so ubiquitous that they occurred without breaking a flow (like opening a door) and those that were frictional and broken. The analysis inspired the interaction model for a connected, wholesome experience with smart devices.

Outcomes

The core of the idea is an interaction model based on proximity between multiple devices. A user would just walk up to the devices and start interacting with them, using a single tap, without having to worry about searching through the apps to “activate” the device. The model relies on **bluetooth signal strength** between devices and uses it to identify if user is walking towards the device or is standing close to it. The model can be extended to more widespread applications requiring contextual proximity information like advertisement or smart office (printer).

**Question for the future**: How can our interaction with smart devices be as simplistic as opening a door and the communication be as connected and “human” as a conversation?
The future of mobility is changing with 2021 being touted as the year we see autonomous vehicles on our roads. The way in which we use cars, the purposes for which we use them and the cars themselves are about to change. But how ready are consumers to adapt to self-driving cars or how prepared are designers and engineers to build autonomous cars? Is the onus to build the car of future just on the automobile and the transport industry or can we approach this opportunity as a society? One can argue that it’s not only the cars that our going through a revolutionary phase but also our lifestyle and way of being.

Participants exhibited excitement and engagement throughout the collaborative idea generation activity. The toolkit helped participants think out of the box and build on each others concepts. It also facilitated conversations amongst participants that highlighted personas and patterns in their thinking.

Analysis of the research led to several key findings and insights. This laid foundation of the framework for the final toolkit. The participants expressed their thoughts based on three common categories - Desire, Experience and Means. The toolkit leverages on these categories with each having twelve keywords associated to it.

Cards for Cars: An Idea Generation Toolkit for Designing Autonomous Cars

Bhavesh Anand
Barriers to Interactions

Types of Interactions

OLIO

Student’s Motivations for Interactions

Opportunities for Interactions

Campus Locations

Goal
Facilitate and increase interactions among culturally diverse students on campus

Students self-segregate into their familiar groups.

One on One interactions among students: exchange of ideas or exchange of artifacts among students

Most attended events on campus by students: art performances & sports events

Facilitating interactions by using the most used services on campus: library, buses, rec center, food courts etc

Dunn Meadow

14
OLIO: Facilitating Interactions Among Culturally Diverse Students on Campus

Rishabh Bhardwaj

Process

The toolkit helps in coming up with ideas to mitigate barriers for interactions among students. Categories of cards were informed by primary and secondary research. Members of the Latino Cultural Center during an ideation session with the toolkit. Lillian, president of La Casa, advised adding more categories of cards to the toolkit. Sarah and Brandon from the Asian Community Center shared their experiences of being undergraduate students. I designed concepts based on these toolkit sessions.

Outcomes

During events, organizers click images for their cultural centers’ social media accounts. These images and videos can be uploaded to the OLIO server for them to be broadcast across campus on digital displays. Broadcasting images, videos, and venue details while an event is live can help in creating awareness about the cultural center and their programs. At the same time, students can look up event details to attend that event.
Taste Unfold: Mindful Moments for Delightful Food Interactions

Chetan Bhatia

Process

Literature review and exemplar collection helped in identifying the relationship between mindfulness and delightful food interactions.

Iterative concept generation led to fine-tuning my focus towards acquiring a better appreciation of food taste through design.

Both insights and sketches fed into interviews and co-design sessions, which involved discussions about user scenarios, design forms, and overall experiences.

Outcomes

The origami spice box creates moments of mindfulness when it is served alongside a meal at a restaurant table. In the closed state (Fig. 1), the squares on top create curiosity by showcasing the spices in the meal. As the box is opened (Fig. 2), a tray at the bottom is revealed, which contains a sampling of the spices mixed. In addition, more folds are revealed to create more interest. In its completely opened form (Fig. 3), each spice in the spice-mix has a quarter of the opened sheet dedicated to it. Guests can take these boxes with them as parting gifts.
Facilitating Shared Decision Making Between Surgical Patients and Their Clinicians

Alex Brown

Process

Deciding whether or not to have a knee replacement can be an important decision for patients. However, many that do decide to have the surgery are dissatisfied with the outcome.

In response to this issue, KareOutcomes and I have partnered up to improve the patients’ experiences and outcomes. We investigated the issue by interviewing and observing patients, surgeons, and nurses.

From our research, we developed concepts which we then tested on patients and surgeons. After four rounds of evaluations and iterations, we arrived at the current concept.

Outcomes

The current concept is a tablet application that is utilized by a surgeon and patient when they are trying to decide if the patient is a good candidate for knee surgery. The application collects key information on the patient and then guides the patient and surgeon through possible outcomes, relevant information, and important topics to discuss. The goal is to help the patient feel more in control of their health and help them better understand their options.


Celia Grundman

Process

I explored how a tangible interface can provide the ritualistic, calming qualities of analog music players while retaining the conveniences that come with digital services.

Using a Raspberry Pi and RFID tags, I created a prototype that enables people to choose objects to assign music to; they can play the music by placing their objects on a table.

For evaluation, I deployed the high-fidelity prototype in a user’s home for 10 days. The study included a logbook, simple recording mechanisms, and subtle prompts.

Outcomes

The prototype needed to be high-fidelity aesthetically and functionally to provide a realistic experience for the evaluation study.

I first built a table in the ethos of sustainability-minded woodworkers, then integrated the Raspberry Pi/RFID setup to stream music when a user sets an object on the table; the intent is to use the system for individual reflection.

In a post-study interview, the deployment study participant reported that “It was a chance to sit with emotions, but wasn’t rollercoastering them around…. It’s obviously not an efficient system, but I don’t feel that’s the point of it — I like the steps that you take and the materials.”
To understand the obstacles and strategies about appreciating classical symphony, I collected exemplars, generated early design proposals as props, and conducted expert interviews and co-design sessions. To analyze the data I collected, I initially did a mind map to summarize the different themes. From there, I further came up with twelve insights, which include three pain points, eight strategies and some facts. With the insights, I sketched a lot and came up with the initial concepts. I evaluated it with people, then re-designed it based on the feedback. Then I did two tests on the new version, and iterated for several times.

"Maestro" is a game on Xbox One. It provides an extremely engaging classical symphony experience. It includes both the digital game and a physical baton controller. The game have two modes: (1) Conduct Symphonies: it utilizes body movement along with the music to create a sense of "co-producing"; (2) Explore Symphony & Orchestra: this mode enhances people’s technical music skills to better appreciate symphony by interacting with sound and score.
Wander Dog: An Assistive Navigation Tool for Early Stage Alzheimer’s

Ruby Yingyu Hong

Process

Using storyboard as a lens to empathize on the ‘as-is’ state and re-imagine a potential state where people with Alzheimer’s can re-gain independence.

Brainstorming the contexts where people with Alzheimer’s may need reminder and alert. Designing a scenario-based interaction and experience.

Using a toy dog as the design artifact and paper prototypes to demonstrate the look & feel. The emotion cards is used to get qualitative feedback.

Outcomes

My design is an assistive robotic dog that project the direction on the ground to help people with Alzheimer’s to navigate. An Wander Dog App is a companion to the robot for setup, remote control, and enhanced features. The goal is to empower Alzheimer’s to feel safer and more independent when go out for a walk by themselves. Participants are highly interested in this design and they are looking forward to building a long term connection with the robot.
Interaction Design

Clothes Companion: Not Living in a Messy Home Anymore
Bingqing Huang

Process

I visited four households. I learned about ways they think how clothes are "supposed to" be handled, and occasions when they are "misplaced".

Based on research findings, lots of sketches were done and iterated on.

An interactive prototype were built and evaluated with participants. Some more iterations after feedback.

Outcomes

Clothes Companion is designed for people who have a messy home because of throwing clothes all over the place. It’s an automatic home system that can detect “misplaced” clothes, and it will pick the clothes up and put it back to closet for you. With Clothes Companion, you can enjoy your organized home space without worry about dealing with clothes any more.
The Pursuit of Independence: Celebrating Autism in the Neurotypical Workforce

Hannah Leigh Jones

Process

So much research: 1 doctor, parents, advocates, adults on the spectrum, my own family and attending the Autism Expo. I also collected many exemplars of products out there.

Data was synthesized into several issues leading to multiple design ideas. After class critique, I settled my focus on one idea that was more big picture: Employment.

Time was not on my side, so I used rapid design methods to create a quick sketch prototype, conduct usability tests, and turn new insights into a final design.

Outcomes

As it would turn out, my initial desire to bolster independence in adults with autism came full circle. My final design was made to respect the adulthood of those on the spectrum, or other forms of neurodiversity, and provide useful interactions that created new opportunities for those who are capable of contributing to the workforce. Since job interviews and applications aren’t usually inclusive, this exposes what the neurodiverse have to offer the world.
Dr.Panel: Lifting Mood By Seeing Negative Expression From Positive Angles

Xiao Liang

Process

One-on-one Interview
Interviewed 15 freshmen, understanding what would they do when they feel sad, learning what kind of relief they need in the sad moment.

What-if Card & Co-design
10 co-designs were conducted after the interviews using what-if cards. Participants were asked to draw out/write out their thoughts to promote the concept better. Rich insights were collected during this section.

Interaction Prototyping
Generated concepts and filtered it to the one based on insights from previous researches. Then usability and iteration design followed.

Outcomes

Freshmen studying in a new environment living far from their family/old friends and having fewer new friends are more likely to digest sadness by their own non-verbal expression other than talking to others from my research. That is why they need Dr.Panel, an application providing users a place to both express sadness and help others sad users. In the Express Negativity entry, one is allowed to use multiple inputs (drawing/photo/text/shapes/stickers) to express his/her sadness then he/she can upload it to a online "sad pool". Helpers from the other entries can choose a sad drawing from the "pool", adding on the drawing and changing it to a visual-positive one and send it back to its original creator. Aim of this design is to provide sad people supports and help them think positively in a creative way.
Interaction Design

Telephant: Foster Orphaned Elephants Through Education and Engagement
Amoli Mehta

Process

Interviewed 2 animal-centered interaction designers, 2 UX designers for non-profits, 2 elephant non-profit volunteers. Evaluated scope of design domain, shared research and co-designed concepts.

Rapid design and iterations through all the phases: exploratory, research, ideation, testing. Every insight translated into a concept - helping discovery of constraints, goals, and stakeholders.

Countless feedback fueled evolution of prototype. Rough sketches for co-designs, wireframes for communicating to all audience, 3D printing for evaluating material and cost, visuals for meaning and form.

Outcomes

Telephant enables a class of elementary school children to adopt and learn about orphaned elephants. The iPad application is updated with the elephant’s progress and educates the children on what to expect, and the figurine projects sounds from the photos, videos and live feed. Children are engaged, filled with a sense of responsibility and build a connection with their absentee pet. The elephants are provided for. Fostering a wild animal was never better!
Move forward by staying within the lanes. The flag is your final destination.

You will see a warning every time you move away from the lane.
Tyro Guide: Interactive Lesson Based Guidance System for Novice Drivers

Prashanth Narayanan

Process

Observed two novice drivers as they were being given a driving lesson. This helped me understand the source of driver anxieties and the kind of conversations that occur between a driver and an instructor.

Conducted 4 interviews. 1 with a driving instructor and 3 people who have just started driving. The interviews helped me get an understanding of teaching methods, driver behavior and common problems faced.

Affinity mapping was used to synthesize interview and observations data. Insights included the need to maintain driver confidence, working on weak area’s repeatedly and creating an unintrusive experience.

Outcomes

An Apple CarPlay application that provides an interactive lesson based experience for the drivers. The application’s main purpose is to guide novice drivers through the basics of driving and help improve their driving technique. The lessons are provided through a combination of dashboard and the car’s heads up display along with a voice based feedback (Siri). After each lesson, a report is provided that lets the drivers know about their performance and things they need to improve upon.
The first step was designing a physical device that could cheaply and easily allow creatives to sketch 360 degree environments and view them in VR. This allows users to experience spaces as if they were real.

Interactions were explored that could link 360 degree environments in ways that would emulate movement through time and space. Something that can’t be done today without extensive development.

Additional user needs were uncovered in relation to planning these experiences. The product became an application that allowed users to map environments to concept art.

Through careful planning, users can go about creating and sequencing 360 degree environments. These environments can be rendered and shared with testers through a link they can open on their phones. Inserting their phones into a Google Cardboard device testers can view and move around the experience. This data can be shared back to its creator to allow them to iterate before bringing to production.
Interaction Design

**incollab: Improving Remote Collaboration Habits**

Evan Russell

**Process**

With my initial research I aimed to understand how designers, researchers, project managers, and other stakeholders interact both in co-located and remote environments. Through this fieldwork it became apparent that each participant had a slightly separate set of needs and habits based on their role and the goals of their collaboration sessions. My final design aims to persuade users to try different software layouts, habits, meeting rules, etc. to find what works best for them rather than forcing them to use a single, misfit solution.

11 interviews and 2 contextual inquiries were conducted, primarily at Clutch, a design agency in Columbus, OH.

Interaction designers and UX researchers at Clutch tested multiple iterations of the prototype to evaluate usability and validate the concept.

**Outcomes**

1. Creating a meeting
2. Choosing a layout
3. Collaborating

incollab allows users to configure meetings using a small selection of layout templates or create their own layout using the included authoring tool, which contains a small selection of prebuilt components — digital post-it notes, screen sharing, PDF viewing, digital white boards, etc. — as well as the ability to make custom components. Individual users are assigned roles (facilitator, contributor, listener, notetaker, etc.) based on their expected level of engagement in the meeting, which affects how the software appears and operates on their computer. For example, a note taker might be off camera and have a place to take notes while the facilitator has the agenda pulled up.
Interaction Design

Neighbor Together: Building Engaging Relationships
Khushali Sandhi

Process

Conducted interviews with people living in apartment complexes. I found that these residents were looking for alternate ways to find people with similar interests, e.g.: social media, chat apps or friends.

I also found that the current social media apps or web have limitations due to distance and massive participations. How engaging are the activities when we are not collocated?

I discovered that apartment residents barely talked with each other. What if there was a way to know each other and build engaging relationships?

Outcomes

Using Neighbor Together, residents can create their own profile by uploading the images of the activities they are interested in doing or learning. After registering, they can browse other residents’ profiles to see what others are interested in. If a resident is interested in meeting other resident, to learn or do an activity together, a meeting request can be sent. On acceptance, residents can chat with each other, share contact details and decide to meet.
Interaction Design

Helping Users Make Purchase Decisions when Shopping In-Store

Rishabh Singh

Process

A lot of factors come into play when consumers go apparel shopping. They spend a lot of time and money juggling between style, fit and budget. Sometimes, they don’t even know what they want until and unless they find it. Therefore, I wanted to explore how we can use AI and the vast amount of data available online to help consumers make purchase decisions. For my user research, I conducted interviews, contextual inquiry and co-designing sessions with the aim of understanding what consumers think and how they make purchasing decisions.

Outcomes

Based on the user research, I found that consumers are mostly concerned with the style & fit of an item. When they go shopping, they mentally try and pair the item they’re interested in buying with clothes they already own. If they like something new, they also try and think of the trends and various outfit combinations it can go with. All of this factors in heavily into their purchasing decision and, for my solution, I focused in on helping consumers visualise pairing options and inspiring their sense of style.
Recommendation for your courses:

- Bloomington
- FINA-S 250 Graphic Design I
- FINA-S 352 Production Graphic Designer

Settings:
- Show course recommendation
- Allow others to contact me about courses I have taken

View More

- go to new page?
- options

Would student want to see courses they have taken when they see recommendation?

View course summary →

Senior students receive an email

Talk to
I talked to users and stakeholders of the course selection process at IU. The problem I found out is that even with all the information on IU’s website, students are still confused about whether the course would help them to learn what they want.

Ideation starts before I conducted research. A more solid concept was generated based on research findings and it was validated and iterated while I tested and talked to more people about my design.

My concept was built on iGPS, a course search and plan tool that is already been used by IU students. To validate the feasibility and usefulness of my design, I talked to the staffs that work on iGPS. I also did usability tests on users.

The concept is provide students with recommended courses based on data and to connect perspective students of a course with previous students who have already taken the course so that perspective students can get students’ perspective of whether the course would be beneficial for them. The group conversation happens anonymously on iGPS. It includes the instructor of a course as well. Perspective students can also ask for detailed information from instructors if needed.
Gaming Wall in the Workplace: Encouraging Physical Activity

Jen Wang

Process

I did one contextual inquiry, interviewed three desk workers, observed and tracked their daily movements in the office to gain a better understanding on how desk workers spend their day in the office.

Based on the data I collected, I came up with five “what if” scenarios and did a co-design section with two desk workers. Based on the insights I got from them, I came up with three concepts and did a co-design section with the HR department.

With the insights I got from the co-design sections, I build my initial prototype and tested it with four participants. Based on the feedbacks, I revised and finalized my design.

Outcomes

Gaming wall in the workplace encourages desk workers to get up and move more in the office. The design will contain two parts: first, an interactive lighting system will be installed on every desk to track how many hours that people has sat and to remind people to get up and move more. Second, an interactive gaming wall requires people to use their own body to control the game character. The wall will have a billboard section that allows users to know how well they did in the games, and encourage them to compete with each other.
In my research, I was based on understanding how people usually organize their files. After my research, I found people organize files mainly in two different ways: “long-term” organize, and “short-term” organize.

I observed many students’ laptop files and analyzed their important folders, to see how they displayed information in a specific folder and test them if they could be easy and quickly to find a correct file to use.

I found the specific area based on students current important folder which has the strong relationship between long-term and short-term organize. It could be focused on organizing files to apply for jobs.

From my research, I found our personal career files will be saved and improved in our each career stage with different experiences in different years, different job titles, etc. There’s a challenge to organize the files with the same name, but slightly different in content, such as resume and cover letter. Orgalinked is a desktop app to support your Mac. It has a new handy place to help people who are preparing to apply for a new job to organize different versions/types of resume, cover letter, and portfolio link, then select a correct file to apply for jobs.
Mermaid: Topic and Activity Provider in Social Occasions

Zyi Yang

Process

Ideation, Interview and Codesign: Based on the literature review, I proposed two designs. Then, I invited five participants to do the interview, followed by a co-design session.

First Round Iteration: Synthesizing all these factors, I proposed the Mermaid as a solution for people who experienced difficulties in making social bonds in meet-ups. I tested a paper prototype on three people.

Second Round Iteration: In this round, I fixed the two flaws and one ignored need identified in the user testing. Then, I presented the digital prototype to my informants.

Outcomes

Mermaid is an app aimed to facilitate the social meet-ups. For meet-up organizer, he could create a meet-up, choose the location, time and purpose of it. He can also add available coupon to activities. During and after the meet-up, the organizer will receive data about the meet-up. Attendees can choose people he wants to chat with, and get recommended topics and activities. Afterwards, he can easily access their facebook/LinkedIn accounts.
“Storytelling is claimed to be more effective in language teaching because it is fun, engaging and highly memorable, raising learners’ interest in listening to stories, as well as in speaking, writing and reading about them.”

-- Kim, M. (2010). “The Effects of Storytelling on Adult English Language Learners”
Interaction Design

Using Storytelling With Home Robots to Help Adults Learn English

Karima Yulia

Process

Interview
Many Indonesians who come to the US with their spouses are struggling in English. However, going to a class or practicing at home could be challenging because of family responsibilities.

What-Ifs & Participatory Design
Based on the insights, it’s best to embed the learning into daily activities, especially when it involves children. Home robot & storytelling concepts stood out the most during the participatory design session.

Experience Prototyping
Both concepts then combined into one: storytelling using home robot. The picture above shows a low-fi prototype used to test the experience. The final version of the robot is shown below.

Outcomes

Choose reading by oneself or practice speaking with the robot
Practice to improve pronunciation
Learn new words as reading

Why home robot? The voice interface of home robot forces users to speak in English which helps them at acquiring the English language faster. Moreover, research shows that the personality of a home robot could motivate people to learn. Reading stories is an integral part of their daily activities, so, why not augment storytelling so that they would be able to learn while telling stories to their children? The home robot won’t replace English tutor, but it is a way for parents to practice and gain their confidence in speaking while they’re at home. Users can learn pronunciations and the meaning of words as they tell stories. They can also practice by listening to the robot, repeating the sentences, and getting feedback.
Since my target users are designers, I conducted several interviews and participatory design sessions to understand what they think about their design tools and environment. Using different materials like candles and magnets, I crafted an interactive prototype to do the first round of evaluation.

To simulate the experience, I used a printed 3D model and a mini projector to create an experience prototype and conducted the second round of evaluation.

DMarker is a modular digital marker paired with a marker box which is also a duo-projector. The projector can project interactive whiteboards on both table and wall simultaneously. Different module of the marker can be customized into different functions like timer, recorder, scanner...Embedded with cloud sharing technology, multiple users can sketch together even if they are in different locations.
Design for Future Vehicle: Let the Drivers Enjoy Autonomous Driving

Mingyuan Zhang

Process

Interviewed with drivers to know more about their attitude towards autonomous driving and their expectations about autonomous driving experience.

Conducted contextual inquiry sessions with drivers to observe their behaviors and thoughts in different driving scenarios. Try to find much more interesting parts about driving.

After the research, I analyzed all the data collected during the process and summarized the research results to some insights which will make the drivers enjoy their driving experience.

Outcomes

This guide system would be installed in a small projector and displayed in the windshield of the autonomous vehicle. While the car is driving by itself, the system can provide different tasks like how to make a perfect turn and how to achieve efficient gas assumption for the driver to choose. The whole system can help the driver to find out much more interesting part about driving with the guarantee of safety provided by the autonomous driving system.
User Research for Design

Arjav Badjatiya  Sarah Ng
Emily Baumgartner Naveen Sreenivasan
Ian Bever Andrew Tatge
Margaret Criqui Daniel Thompson
AnnaRose Girvin Eric Van Scoik
Brant Hughes Sean Warsaw
Sarah Kiner Cheryl Wellum
Stephy Mathew Yiying Yang
Anish Nangia Nicholas York
A collage of natural luxury and biomimetics that evokes the similarities and illustrates the differences between luxury in nature and nature-inspired design. Note: Most images are licensed under CC Zero. For others, details and links can be found at https://iu.box.com/s/f1628lyq89ofckwipka471slynoohs
Designing with Nature: Biomimetics and Natural Luxury

Arjav Badjatiya

Process

Biomimetics utilizes nature as inspiration for design. While researching biomimetics and nature, I began to appreciate natural luxury, which involves the aspects that are exotic, astounding and irreplaceable. So, I designed and implemented toolkits in order to externalize the way people view nature and its abundant luxuries. I collaborated with a biochemist, artist, travel enthusiast and a greenhouse supervisor, operationalizing each participant’s perception of the natural world using my toolkit. Overall, these activities brought forth unique insights about the possibilities and wonders of nature.

Outcomes

My “Inspiration-in-a-Box” consisted of objects like a biomimetic dome and other nature-inspired designs as well as information to empower people to design with nature.

I was astounded by what I learned about designing with nature. Our human-centered technology simply cannot beat what nature does best: seamless transfer of energy; the ability to die and become sustenance for a new life; the act of endless replication; communal intelligence; transparency of life and the ability to create and destroy entire ecosystems. By keeping these findings in mind while designing with nature, we can build better and learn from an entity 3.8 billion years in the making.
Decoding Designers: Building Awareness and Appreciation

Emily Baumgartner

Process

Ultimately, I aspired to understand how User Experience Designers make sense of their perspective, practice and how they define their purpose within the professional design world. I hope to demystify the tacit design knowledge or “designerly thinking” that exists within one’s perspective; to develop its credit in the past, the present and its consequence in the future. “Designerly thinking” is unique in its nature from designer to the next. These particularities go unnoticed and unappreciated - fed by assumptions and generalizations. I want to change the world’s view of design by fostering appreciation for its value and advocating for the potentiality that design has to offer.

I focused my research on Senior User Experience Designers, guided by insights gathered from several interviews. Based on these insights, I identified an opportunity to create an “Inspiration-In-A-Box” to further mature the design field.

12
Interviews with Senior User Experience (UX) Designers

8
Transcripts of 1-hour remote interviews

4+
Toolkit Activities Designed

3
Participatory Design Evaluation Sessions

An attempt to gain a more inclusive understanding of design:

Interviewed 10 Senior UX Designers spread across 5 U.S. states
Interviewed a Senior UX Designer from Florianópolis, Brazil
Interviewed a Senior UX Designer from Rome, Italy

Outcomes

Overall, my project was brought to life by the rich experiences and perspectives of the User Experience Designers themselves. Gaining insights about the culture of design in an industry setting played a major role in the credibility of my project. I ventured to distinguish between evident knowledge and the undefined inspiration by which we cognize the existence of design. I consider the idea of design meaningless without the embodiment of the designer, for it is this meaning produced by designers where valuable opportunities to exist.
Are our online personas more than we really are?
Quantum Personae and Social Media: Identity, Introspection, and Interaction

Ian Bever

Process

Our various tangible and digital selves have a complex relationship; this relationship is further complicated when we interact with others in-person and over digital intermediaries. I conducted primary & secondary research to ascertain how individuals relate to themselves and others through social media use and how they form perceptions. I then designed concepts that build upon the barriers and pitfalls that current systems permit.

Outcomes

My research culminated in a collection of design concepts that enhance the functions of social media by further involving the metacognition of identity as it relates both to social interactions and sense of self. Through embedded introspection or cognitive offloading, these designs augment current systems to navigate between fluctuating identities & meaningful social interactions to reinforce relationships.

For example, certain barriers in facilitating these interactions continue to exist within the hegemony between digital and co-present interaction. Creating systems that foster complementarity between digital & copresent interaction can resolve these barriers, while continuing to reinforce relationships remotely when copresence is not a possibility.
You Are Here: Understanding Local Context for Effective Political Action

Maggie Criqui

Process

Outcomes

The outcome of my Capstone is a collection of insights and recommendations I can hand over to local activist groups. Additionally, I made a toolkit of 4 activities for these groups to use. The toolkits have two overall objectives: allow the group to understand their community to take targeted and more effective action and allow group members to evaluate and articulate their skills so they can take action more aligned with their skill set to increase volunteer retention.
User Research for Design

‘Toughen Up Cupcake’: Addressing White Fragility Through Design

AnnaRose Girvin

Process

Informed by Robin DiAngelo’s notion of White Fragility, I created design probes to provoke white centrality and white privilege. Using these probes, I interviewed several undergraduate males and co-designed magic machines to improve equality on campus. I analyzed their responses using fifteen categories from DiAngelo’s framework.

Outcomes

From this analysis, I validated a sense of white fragility and entitlement to racial comfort. To think through complexity, I developed a series of juxtapositions and designed ten objects that challenge racial comfort in white majority users.

<table>
<thead>
<tr>
<th>Deliberate inclusivity</th>
<th>Dequalification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Silencing minorities</td>
<td>Expecting cross racial trust</td>
</tr>
<tr>
<td>Celebrating history</td>
<td>Delegitimizing by segregation</td>
</tr>
<tr>
<td>Admiring hair and loving its difference</td>
<td>Calling someone out as different or not ‘normal’</td>
</tr>
<tr>
<td>Recognizing socio-economic differences</td>
<td>Assuming class differences based on race</td>
</tr>
<tr>
<td>Empathy and white guilt (awareness)</td>
<td>Slacktivism and narcissism</td>
</tr>
</tbody>
</table>

Images on left page: 1. Car that sidesteps police bias for citizen safety. 2. White proxies to save money on car and housing negotiations. 3. Toy that educates people on sociohistorical context. 4. Electrifying hair. 5. Inverting the Newspaper. 6. Microaggression radio turned off by protest. 7. Balloon that incentivizes escaping racial echo chambers. 8. Eavesdropping educational book that won’t close. 9. Colorblind toy that mimics that frustration with unrecognized racism.
I interviewed 5 gamers about their experiences playing their favorite video games. Using a sensitizing toolkit made up of words related to sustainability issues, participants mapped their gaming experiences to real-world social and environmental issues.

Participants were then sent home with a brief assignment, to play their favorite games and document their encounters with social and environmental themes. The following week, we came together as a group to design a game that embodied these themes.

My research uncovered a number of challenges game designers face when trying to represent issues of social and environmental injustice in games. However, games did prove to be a fruitful space for exploring and discussing issues such as natural resource management, violence, racial intolerance, and economic inequality. Several concepts emerged from this study, including those pictured above. On the top right is a reimagining of a traditional MMORPG wherein the creatures that players fight to gain experience can go extinct if they are over-hunted. On the left, a fantasy epic war story is told from the point of view of a widow and her children, representing the realities faced by women and children during wars.
Joining the Movement Against Domestic Violence: An Activist’s Take on Democratizing Design

Sarah Kiner

Process

Joining a local organization, my main goal was to sensitize myself to better understand the domestic violence epidemic from within a community of activists and experts.

Becoming a part of the local DV community, through Crisis Line volunteering, allowed me to gain trust from the employees and volunteers, leading to candid interviews beyond how the organization worked.

Outcomes

My research on domestic violence changed the way in which I view the world and design for it. The user-centered design (UCD) methods that are routinely used in our field do not fit this complex global socio-cultural epidemic—an opportunity for innovation. I made an Inspiration-in-a-Box to help DV employees stay encouraged, even on the hardest days.
Understanding Workplace Productivity Through Decision Making Using Conversational Agents

Stephy Mathew

Process

To understand factors affecting workplace productivity and the dynamics involved in designing for such a space I conducted interviews and toolkit sessions with participants who have been in the workforce long enough to be able to analyze their work life balance, environment, culture and work structures. Interviews and conversations that took place involved asking participants about their everyday lives and how they schedule menial tasks. The second half of the interview involved asking participants to map bigger life decisions they made and to analyze circumstances that brought them to that point in their lives.

Outcomes

Specific user groups- in this case a community of people that work together often tend to develop their own unique style of communication. This depends on supervisors, mentors, employees, the kind of work, the structure of the day, the physical structure of the space and coworkers among other things. Each of these factors can be embodied into digital technology that can be developed to address these issues, understand the process and workings of this group and design communication tools that best facilitates the needs of this group to improve productivity.
Building a Learning Mindset

A Methods Toolkit

This toolkit is designed to develop a learning mindset within Agile teams. This toolkit helps teams document their assumptions and design experiments around them.

GUIDELINES
1. Each card in this set represents one activity. There is a recommended order in which these activities should be done (mentioned at the top of each card).

   1. 2. 3. 4.

2. Activities can be done individually or as a team exercise.
   A) If done as a team, give 10 min between each activity for team members to share and discuss.
   B) If done individually, allow team members 6 min to share proposed experiments and 15 min for the team to give feedback.

A set of four method cards that guide an Agile team through various activities aimed at capturing assumptions and designing experiments.

Thinking Across Products

A Methods Toolkit

A set of three methods cards that help two Agile Teams collaborate and generate ideas around creating a more holistic experience for their users.

GUIDELINES
1. Cards 1 highlights the preliminary methods teams can use to narrow down the products/features they will focus on.

2. Cards 2-3 provide instructions on how to conduct the ideation activity based on the area of focus participants have decided on.
One-on-one workshops & Interviews were conducted with 6 participants - working in different roles (Design, development, business and management).

Based on data collected, exemplar collection and secondary research, first iteration of method cards was created.

Methods cards were presented to the participants in a co-design workshop. Participants tried and tested the activities. They iterated on the first version of the method cards.

Outcomes

1. When asked to visualize the Agile Process, team members did not understand where testing or research would fit into it. While teams definitely have uncertainty about the assumptions they are making, they do not know how to document or test for them.

2. Agile teams are often siloed - focusing on their individual products and losing focus from a more holistic user experience. On an organizational level, there is a need to promote teams to work with each other and create solutions across products.
Smarter Communities: To Build, Empower and Increase Access

Sarah Ng

Process

**Mapping Toolkits & Interviews**
I worked with some of my participants in the Evergreen village to work on two types of mapping that coincided with their movements in the city, as well as daily activities to find ways of making a community smarter. In it, we attempted to talk about breaking points in the construction of the home and ways to resolve it.

**Walking and Object Probe**
My participants took me around their homes and pointed out alternatives that they have used to deal with problems related to a sustainable home.

Outcomes

**Designing for Access**
1. Allowing bottom-up movements to be flexible (e.g. time and cost), while maintaining an overarching value system.
2. Creating a knowledge-sharing economy
3. Facilitating creative exploration through building for both individuals and family.

**Kits that Aid in Actionable Exploration for Communities**
Based on some of the research that was done, communities related to each other based on the value that they held, rather than geography. The kits help with providing knowledge of resources for smarter lifestyle based on need; prototyping products and scaling up utilizing affordances; replenishing the kit and sharing it with like-minded members of the community.
User Research for Design

Advertisement Framework for VR: Creating UX Guidelines for a Better Ad Service Experience

Naveen Sreenivasan

Process

Ads are the necessary evil we encounter daily on digital platform. To understand how ads are disrupting user flows, I conducted a series of interviews with ad framework experts, online users, the underserved ad user base and also recorded survey feedbacks from 57 participants.

In order to test the ad framework’s impact in virtual reality, I attached ads to VR prototype and studied common behavioral patterns and the impact on users through user testing. Further to study inclusivity, I tested the same with senior citizens and physically disabled users.

Based on the user insights from interviews and prototype testing, I designed a toolkit for VR developers/designers to test how they integrated ads into the virtual environment they created. I conducted a series of participatory design sessions and built guidelines based on the feedback.

Outcomes

The usability study helped me in creating UX guidelines based on 3 factors: 1. Accessibility and Inclusivity - Taking into account, the problems of physically challenged users, highlights the importance of audio, text and hardware limitations in the VR advertisements. 2. Interference of ads with app experience - The location and size of the ads layout in the VR needs to be considered to avoid making users bring ad blockers to VR environment. 3. Impact of ads on users - Bringing in marketing research and considering user interaction with ads help advertisers in making more impact in lesser time. The study report shows how the guidelines were framed based on the testing.
Could public spaces adopt calm technologies to improve the work of City Council? With this question in mind, two representatives were interviewed to discover opportunities for improving the Council. Latter sessions were semi-structured around worksheets, sharing technology exemplars, and evaluating design proposals.

Other activities included touring the Bloomington council chambers and offices outside meeting hours, an interview with a former executive director of a non-profit (who negotiated the purchase of a historic firehouse from a city council), and over 11 hours of in-person observation of city council meetings.

Calm technology often requires users to understand the meaning behind simple stimuli. Using calm technology in public spaces, where the meaning of such stimuli doesn’t exist yet, would require public education to create that shared understanding. The complexity and specificity of council issues creates another challenge for using Calm Technology in civic contexts. Scenarios and an inspiration kit were designed to explore these issues and to encourage representatives to imagine how technology might address their challenges in the coming decades.
Many students of color believe Indiana University does not care about them. There is a disconnect between students and the university that results in feelings of isolation. I did interviews with students, staff, and diversity offices to get a holistic understanding of who and what contributes to the experience minorities have on campus. From sketching, affinity diagramming and journey mapping, I identified key design opportunities focusing on transparent communication and building empathy between stakeholders.

Though many of the issues uncovered through research were complex and vast in scope, several key interactions were identified that occur between the students and the university where UX could positively impact the students’ experience. Concepts were designed to improve how students interact with faculty, administration and diversity offices in different spaces on campus, as well as a toolkit to inspire stakeholders to implement their own solutions.
Cut along the outer lines, fold along the dotted lines, and the side pieces to construct the top of a paper box to keep Speculator in.
My capstone started out as an attempt to create a speculative design over the course of the semester. This proved incredibly difficult as I learned more about it.

The project flexed inward and became about developing a methodology to understand/develop/utilize speculative design for use in a more practical design process.

Different iterations were tested with designers working on their own projects. Changes are still being made to the method – what’s pictured here is not the final box.

The field of speculative design seeks to ask questions, as opposed to proposing solutions. All design is future-facing; in order to create something you must first imagine a future in which it exists. Speculative design stretches this idea further by imagining possibilities for design within futures alternative to our own.

In many ways speculative design is still looking for where it fits into a design process. Speculator is a proposed method to help bring speculative design to design teams. It is a series of steps to help a design team create speculative design concepts in an effort to gain insight into the ideas behind their design.

The version pictured is not the final design. If you’d like to see how it turned out, visit ericvanscoik.com.
To investigate the issue of discrimination between users on the Airbnb site, I began by looking at societal influences that impact the perceptions of and behavior toward people from underrepresented populations. I also performed content analysis a randomized sample of reviews, to gained a better understanding of how language builds barriers or bridges between users.

Language used in reviews are largely subjective, so no concrete examples of bias were identified. Given the social pressure that interviews sometime create, I felt that interviews might not elicit stories of bias between users on the site, so I decided to abandon traditional research methods. Instead, I broke my project into three dimensions: what people see, what people say, and how people behave. I conducted task-based studies with users to assess the impact of Airbnb’s current strategy to prevent discrimination and I designed a board game to create dialogue about the social and economic impact of discrimination in society and to give players a chance to explore their own biases.
Today, online genealogy services have made family research more accessible than ever, resulting in its enormous popularity; however, innovative and interactive technologies are creating a divide amongst young and old amateur genealogists. Above are two focus groups in which we explored the struggles and needs of users with varying levels of research expertise. We examined both Ancestry.com and FamilySearch.org and discussed the problems in regards to navigation, ancestral name searches, communication issues, attaching names to the tree, hints/alerts as well as the future of genealogy, including more interaction, social media, and DNA research.

The focus groups lead to the development of many ideas (depicted in the leaves of the tree to the left.) However, three proposals in particular stood out: (1) the interactive mini-tree map & search recall omits the need for a second window view of the tree by providing a visual aid with highlighted descendancy. It also allows users to easily upload search information, switch from one ancestor to the next with a click, and recall last searches; (2) pre-tree possibilities would help avoid errors by temporarily attaching possible family matches (indicated with dashed lines around different colored tree tags) until verified with two sources; (3) the interactive memory board was everyone’s favorite, as it promotes family participation. Family is invited to comment on or upload audio, video, image, and text memories. Once attached to the family tree, all can interact with the media and see how each are related.
User Research for Design

Design for Children with Autism: Awareness, Empowerment, and Acceptance
Yiying Yang

Process

Observed two children with autism for three hours each, interacting with their therapists, learning Picture Communication System, and practicing life skills.

Interviewed one activist, two ABA therapy professionals, and two parents of children with autism, to learn about their experience at home, at the therapy center, and in the community.

Developed ten design concepts about bringing autism awareness and empowering children with autism. Gathered feedback from all previous interviewees to obtain insights.

Outcomes

A final report detailing the complete research processes, results, and insights. Ten design proposals, in the form of storyboards, illustrating how research insights can be used to generate design concepts. An “inspiration-in-a-box” communicating research insights in an inspiring way, to designers of public spaces, policy makers, and whoever may have an impact on shaping the community.
Designing for Compassion: Seeing Beyond Ourselves Through Design

Nicholas York

Process

Designing for compassion, we must understand compassion. Interviewing Buddhist clergy provided my definition of compassion. Compassion is understanding someone’s suffering and acting through skillful means. Conducting object interviews I explored how we connect through materiality. We create a life for that object through the object, subjects, and surrounding events.

Outcomes

By listening to the stories surrounding my interviewee’s objects, I discovered three binary sets. Each set: individualism/collectivism, past/present, tangible/intangible, represent common narrative themes that continued to arise. Breaking these binary sets and mixing pairs I was able to gather new insights. This method of mixing pairs, such as individualism with tangible, I was able to generate my design concepts.
Service Design

Kaustubh Barde
Tevyn Bell
Roosevelt Faulkner
Sanket Shukl
Nava Teja Tummalapalli
In this project, I reviewed the emergence of design systems on the web, and compared the current practice with the development of older systems that have endured over many decades through a comprehensive set of exemplars.

A thorough analysis of the current portfolio of Salesforce mobile applications helped me collaborate with product teams to identify core patterns and components, and assemble a process for design, research, and development.

Process

Outcomes

Design Systems are a culmination of people, processes, and shared assets that work together in an iterative cycle. The anatomy of Design System can be better understood using a service design methodology. Using stakeholder maps and service blueprints, I try to capture the complexity of this process in order to unify products, negotiate and align cross-team communication, and increase efficiencies in building products from design to implementation.

On the left: Evaluated the process/journey map with designers and researchers
I started with a design space related to the current consumer trend of conscience over convenience and my experience in the food service industry. I conducted interviews with rough prototypes to gauge potential users’ reactions and validate my value proposition. From this, I learned that people want to feel like their impact matters and they want the “warm and fuzzy” feeling of giving to be continual. I then built an outline of my service and started testing individual aspects of it to see what resonated with users most strongly.

My final concept is a loyalty program for restaurants that allows their customers to donate a portion of their purchase to a charitable organization. The customer chooses an organization from a rotating list and links this choice with their credit or debit card. Whenever they eat at that restaurant, 1% of their purchase goes to that organization. When the charity list rotates, the customer receives a thank-you note detailing the impact of their donation.
Getting into Rhythm: Helping Couples Handle Career Relocation

Roosevelt T. Faulkner

Process

INSPIRATION
I found pictures that reflected situations, feelings, and actions when moving to a new city. This inspired me to look at the experience of relocating for work and what that means for couples.

INTERVIEWS
I interviewed mental health professionals, an HR manager, a career coach, and IU professors. There is a need but no formal office. There is a feeling that IU is indifferent to family needs.

CARD SORT
People talked candidly about losing community, scrambling for a plan B, having regret and, resentment, feeling left behind, and considering other jobs elsewhere.

JOURNEY MAP
This activity revealed peaks and valleys as it related to happiness, frustration, etc. It revealed key decision moments and opportunities for new touchpoints/ interventions.

BLUEPRINT
There are three areas for intervention: campus visit, accepting offer, and orientation. These touchpoints are for introducing realtors, campus resources, and activities.

Outcomes

This is a small scale intervention that leverages existing people and resources from the campus and the community. This includes time with a realtor during campus visits, assigning a faculty ambassador and, if needed, a career coach to assist with the partner’s career needs. Also, departments could schedule social events throughout the year to foster community and a positive work environment. These are small steps that can lead to happy employees.
Email

Sales Dept
Randy gets in touch

Physical meeting
Randy physically meets with user

User provides requirements

Phone Call

User further defines the requirements

Support email
support@client.com
Collaborated with the stakeholders to map the entire service by using service blueprinting method to fill up the entire wall. Collaboration was key, since it made sure every aspect of the service was captured.

Next, constructed a stakeholder map to understand the key influencers and mapped the features from the blueprinting exercise to the ‘Influence Matrix’ to set priority for the new features list.

Finally, used customer journey maps to start prototyping the ideal experience by making high fidelity interactive prototype.

The proposed new version of the GIS service offering of the startup now provides end to end service to the customers while also making better profit for the company. The new features implemented here cleanup all the design debt in the company and offer better integration for data collection and management, thus helping the company scale up and branch out its product offering.

On the left: Mapping end to end service with the Service Blueprinting exercise with stakeholders
**CURRENT SCENARIO**

- subjective
- not practiced much
- may not fit into Agile
- needs more time
- hard to find experts

How do we integrate designers (design knowledge) into a startup's typical organization structure?

**SERVICE OVERVIEW**

- **MENTEES**
  - Sign up on the platform
  - Share current problems in the project
  - Get methods to experiment with
  - Discuss with the author of method(s)
  - Learn new design knowledge

- **PLATFORM**
  - Knowledge by sharing the details of the project and what kind of UX problems come up in that area
  - Knowledge by sharing the outcomes of using design methods and processes

- **MENTORS**
  - Share experiences of being in the industry
  - Get matches for help from mentees
  - Accept invites that are relevant
  - Discuss knowledge and help the mentees
  - Increase popularity by advising
Recycling Design: Bringing User-Centered Design to Everyone

Nava Teja Tummalapalli

Process

The project transformed from “open source design” to “recycling design” and many others in between. It involved circles of — defining the problem space, finding new aspects, constraining, and redefining. Concepts were evaluated not only with the participants who are familiar with the subject but also the ones that only have a general idea. I interviewed two people who are working in this area and are acclaimed for their contributions to the open-source/startup community. I iterated upon the proposed service with the help of their feedback. The process of creating various service design artifacts uncovered new aspects that were overlooked before.

Outcomes

Recycling Design is a methodology that involves extracting design knowledge from one project and reusing it in another. It is powered by a community platform that enables innovators and entrepreneurs in transforming their products from feature-focused approaches to user-centered ones. Knowledge is generated at every touchpoint, stored in the system and provided intelligently to people who need it.
Mehul Agrawal
I want to create a better future through design.

Emily Baumgartner
As a designer I hope to create appreciation for meaningful experiences.

Bhavesh Anand
I want to have meaningful conversations. Design is the medium.

Tevyn Bell
I want to create value for myself by creating value for others.

Arjav Badjatiya
Design is adapting my process and exploration based on the needs of every design. I aspire to create humane and fulfilling experiences.

Ian Bever
I want to design the experiences that make up a life, one endorphin rush at a time.

Kaustubh Barde
I believe in experimentation and exploration, collaborating with people around me, to craft designs with attention to detail.

Rishabh Bhardwaj
I want to be a maker in the field of Interaction Design.
Chetan Bhatia

I have a content-first view into design. With this philosophy, I address both the abstract and absolute at every stage of any design process.

Alexander Brown

Through design, I wish to better understand, work with, and create for others.

Margaret Criqui

Keep it simple—design to make a positive impact on the end users.

Roosevelt Faulkner

Designing is about engaging people in ways that lead to understanding what makes them tick, then creating something engaging and useful.

AnnaRose Girvin

I use design to understand the world around me. I experiment, reinvent, learn, and iterate.

Celia Grundman

To design is to be an optimist. I want to share that spirit with others and shake up the status quo.

Alice Gu

As designer, I turn everyday experience into design tactics; I listen to users and design strategically.

Ruby Ying Yu Hong

I believe design is to empathize the motivation behind users’ action and behavior and to go above and beyond their needs.
Design is about doing the best you can with limited knowledge, to make people’s lives better. It’s also about failing, and learning from your failures.

I want to thoughtfully create that what is needed more than what is wanted.

I want to be a wrench and break some stuff until the humans come back around. Then I’ll be a tool for repairing or building something new.

I want to stay humble and co-design with people who push me out of my comfort zone.

Design to me is to refresh the experience of old habits. I learn, I reflect, I create. I’m not perfect but I am always on the way to be.

Imagine people complexly and design for those complexities.

I stay passionate about design because little values created for each user can add up to something great!

I want to inspire and build products that add real value to the lives of people that use them. As a designer, I want to separate the signal from the noise of tech-centricity.
Daniel Newman

Through design I will dismantle individual and societal barriers to allow everyone to live to their full potential.

Sarah Ng

I want to design to empower a sense of appreciation for local craftsmanship, while having past, present and future coinciding on one medium.

Evan Russell

The beauty in design is its power to drastically improve someone’s life while being completely transparent to them.

Khushali A. Sandhi

I want to design experiences that are immersive, engaging, meaningful, and yet invisible. I want the users to feel Rockstar about themselves!

Sanket Shukl

I believe good design is simplicity in blending human cognition and technology to achieve meaningful interactions.

Rishabh Singh

As a designer, I want to use empathy to bridge the gap between business vision and user needs.

Naveen Sreenivasan

I want to convince users that they are designers too.

Prashanth C. Narayanan

I design to empower people by fulfilling their needs and helping them achieve their goals.
Shiyue Sun
I want to design technology that serves human needs by combining critical strategic thinking with visual design skills.

Andrew Tatge
I want to find a meaningful place to take a stand—and start digging.

Daniel Thompson
I will make a positive impact on the world through creative works of design.

Warshaw
I want to be the Maestro, creating products and services that are moving and evocative, challenging people to be more human-centered.

Nava T. Tummalapallli
Through design, I want to create memorable experiences for people who come in contact with my work.

Eric Van Scoik
I want to be helpful.

Jennifer Wang
I want to design with empathy, and deliver with heart. I am convinced that good experience design stems from the heart.

Cheryl Wellum
Design...a passion, an insight, an expression, a narrative, a call to action.
Yiying Yang

I want to collect stories of people’s life, their passions and desires. I want to tell stories of how design can make a change.

Design to me, is bringing delightful and intuitive experiences to people. I believe creativity comes from iteration. Design never ends.

Mingyu Zhang

I want to design things to make the living quality of individuals better, and to improve the relationship between humans.

Keep exploring, keep experiencing and keep expressing.

Mingyuan Zhang

Design is intentional change. I analyze an existing user experience to create an incredibly simple but powerful tool for the user.

Nicholas York

Design is a process that leads to an outcome. Products are a dime a dozen, the process is unique every time.
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2017 GRADUATE DEGREE BOOK
INDIANA UNIVERSITY
SCHOOL OF INFORMATICS AND COMPUTING

Design by:
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