



MS topics 2017-2018

Prof. Dr. Suzanne Kieffer

Web & Information Systems Engineering (WISE) Lab

Vrije Universiteit Brussel, Belgium

Suzanne.Kieffer@vub.be

Comparison of prototyping techniques

- Make **an inventory** of prototyping techniques and identify their characteristics: visual refinement, interactivity, depth, width, data model
- Make and inventory of **their scope, their purpose within the design process and their interrelations with other UX methods**
- Define **a prototyping reference model**
- **Evaluate** their relative efficiency according to their main purpose by conducting an **eye-tracking analysis of their use by visual designers**
- Case-study group: InfoVis students, academic year 2018-2019

User Experience (UX)

- **UX methods that increase organizational efficiencies**
 - Define a UX process reference model
 - Estimate the level of complexity of UX methods
 - Measure the costs of UX methods (function point?)
- **Integration of UX methods in software development models**
 - Software development models: waterfall, V, spiral, agile
 - UX processes: user-centered/participatory design, usability engineering
 - Comparison: past, present, future

Empowering patients with heart failure conditio

- **Development of a mobile app**
 - Market research
 - User requirements analysis (personas)
 - Architecture design (parameters, treatment, lifestyle, education)
 - UI/UX Prototyping and testing
- **Formative UI/UX testing**
 - Case-study with 3-4 patients
 - Usability and UX measures (success rate, satisfaction, trust, fun...)
 - **Data collection with smart objects (scale, watch...)**