

While everyone is joining, please fill out a brief poll on HW2 at: <https://pollev.com/jbell>

# CS 4530

# Software Engineering

## Lecture 9 - Requirements and User Centered Design

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# Zoom Mechanics

- Recording: This meeting is being recorded
- If you feel comfortable having your camera on, please do so! If not: a photo?
- I can see the zoom chat while lecturing, slack while you're in breakout rooms
- If you have a question or comment, please either:
  - “Raise hand” - I will call on you
  - Write “Q: <my question>” in chat - I will answer your question, and might mention your name and ask you a follow-up to make sure your question is addressed
  - Write “SQ: <my question>” in chat - I will answer your question, and not mention your name or expect you to respond verbally



# Today's Agenda

Administrative:

HW3, Project pitch due Friday

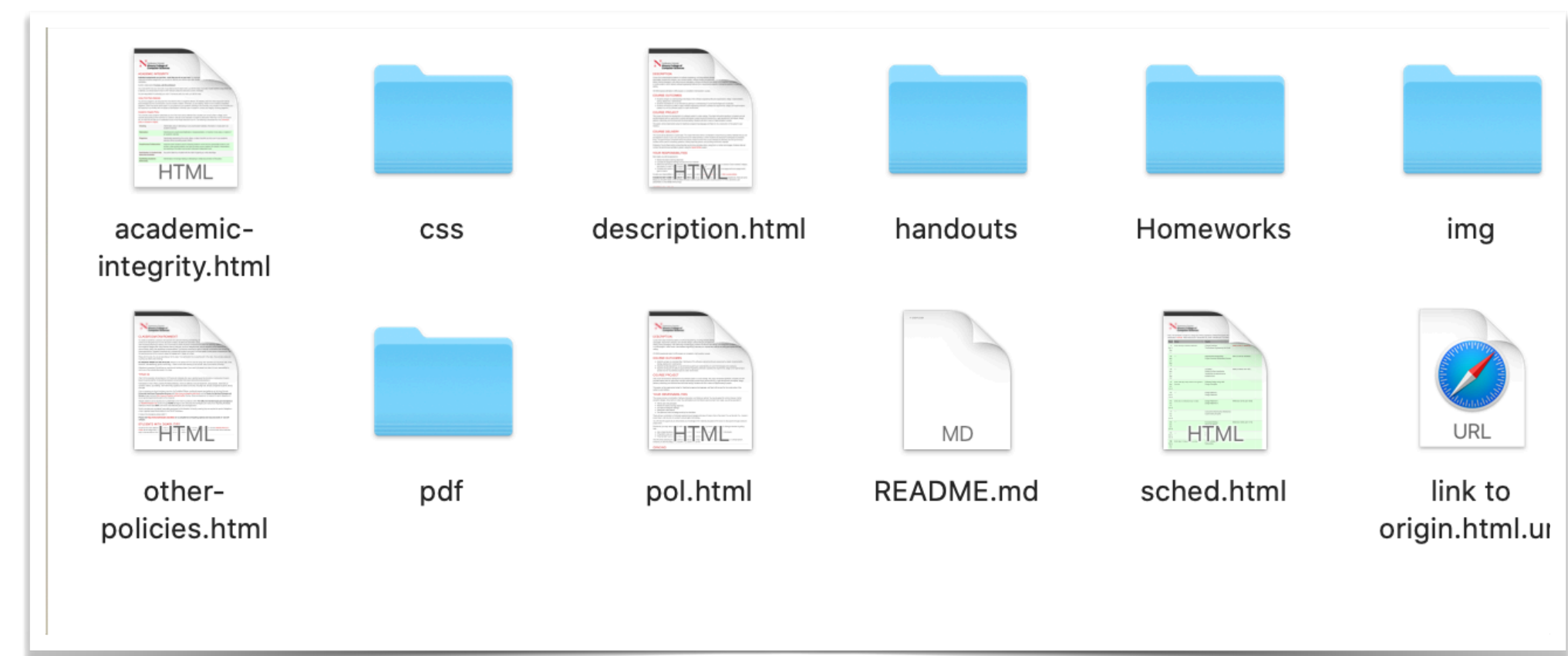
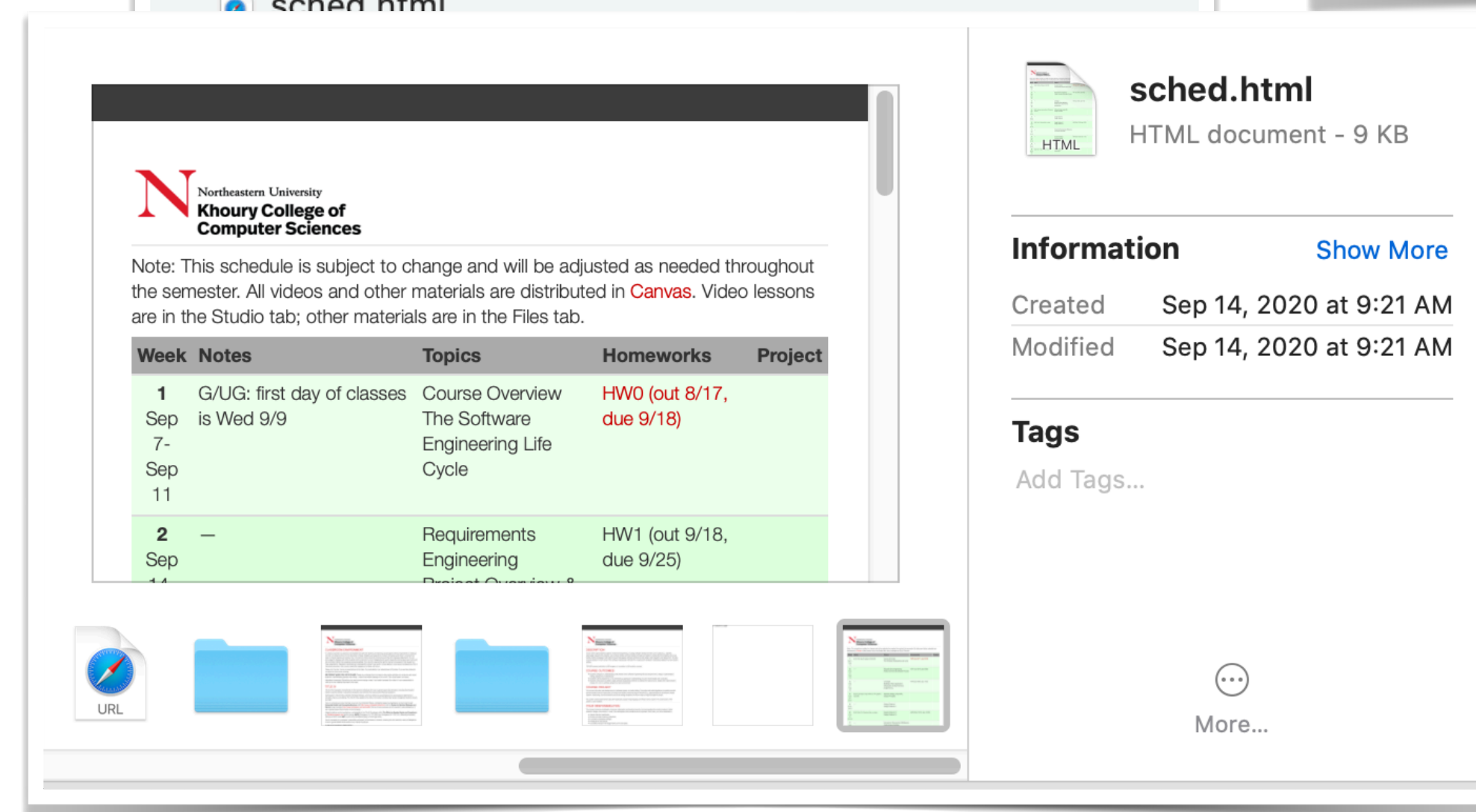
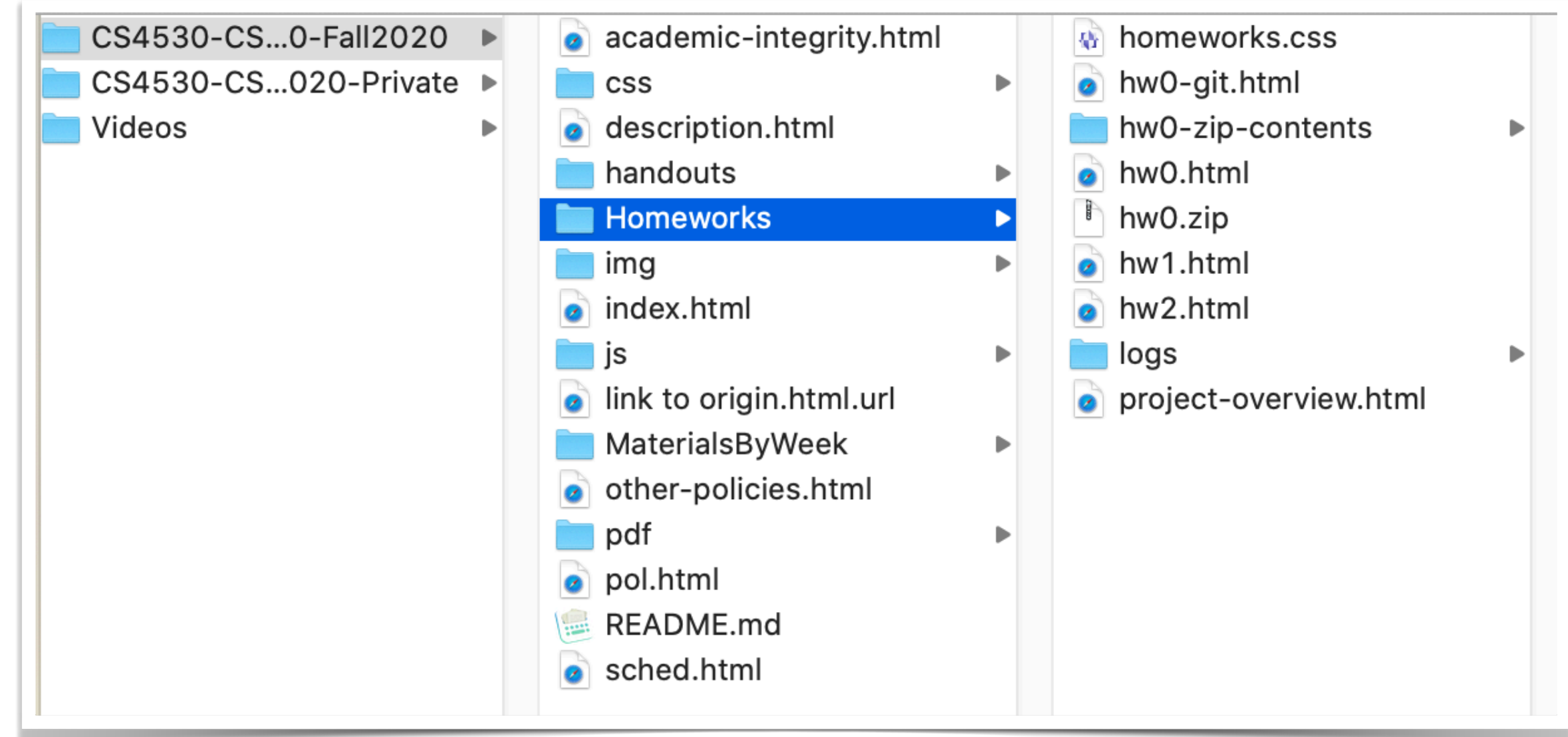
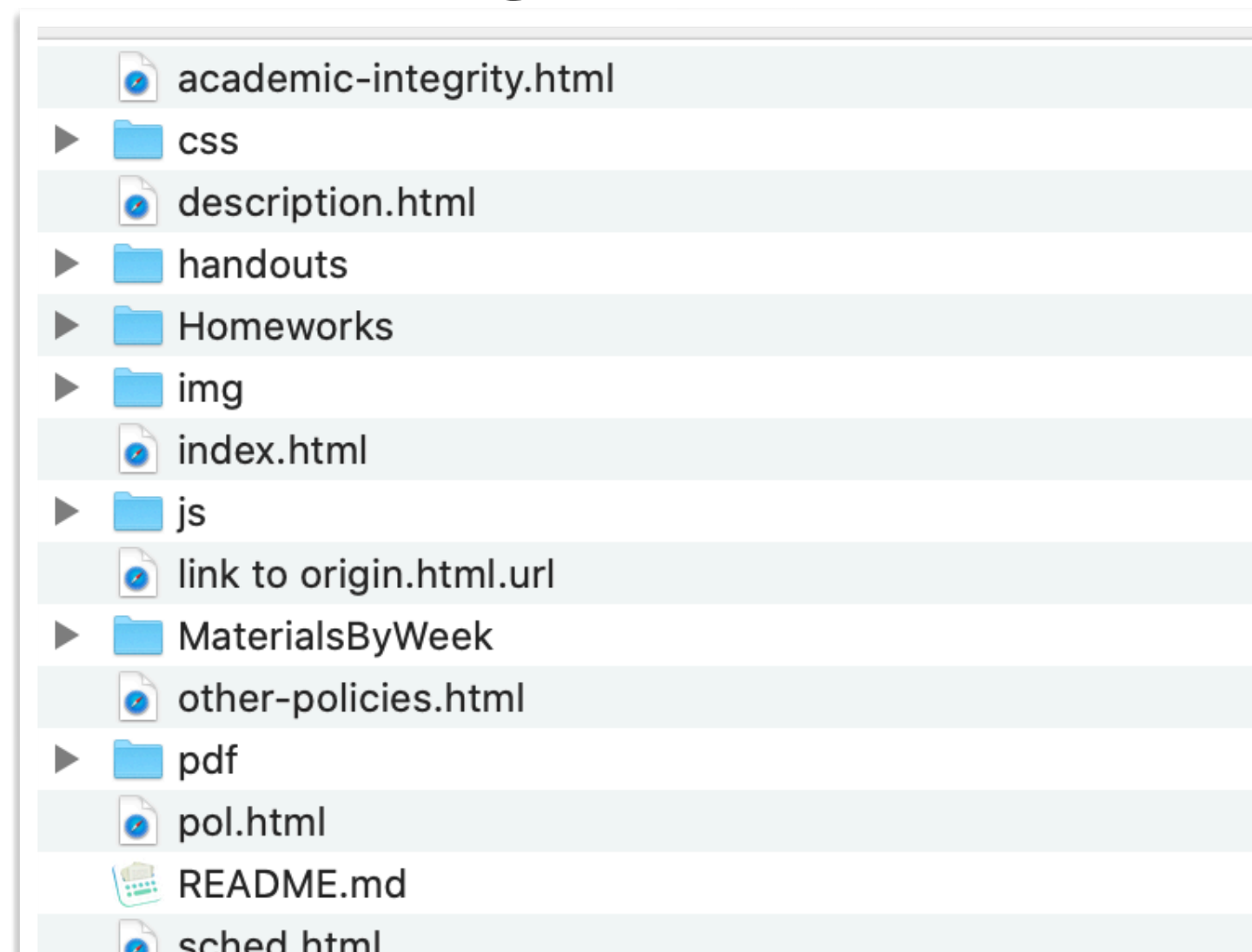
Today's session:

Discussion: Conceptual Design

Activity: User Centered Design

# Different Designs for the Same Problem

Key idea: design alternatives



# Conceptual Design: Show and Tell

**Apple Knowledge Navigator - 1987**

[Knowledge Navigator Conceptual Video](#)

# Design Activity: Covey.Town Rooms Service

**Conceptual design: the room metaphor, the user experience**

<https://neu-se.github.io/CS4530-CS5500-Spring-2021/Activities/activity6-1>

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