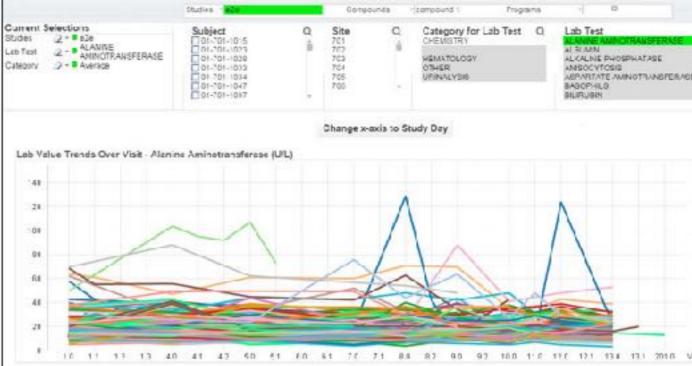
Design & Design Research

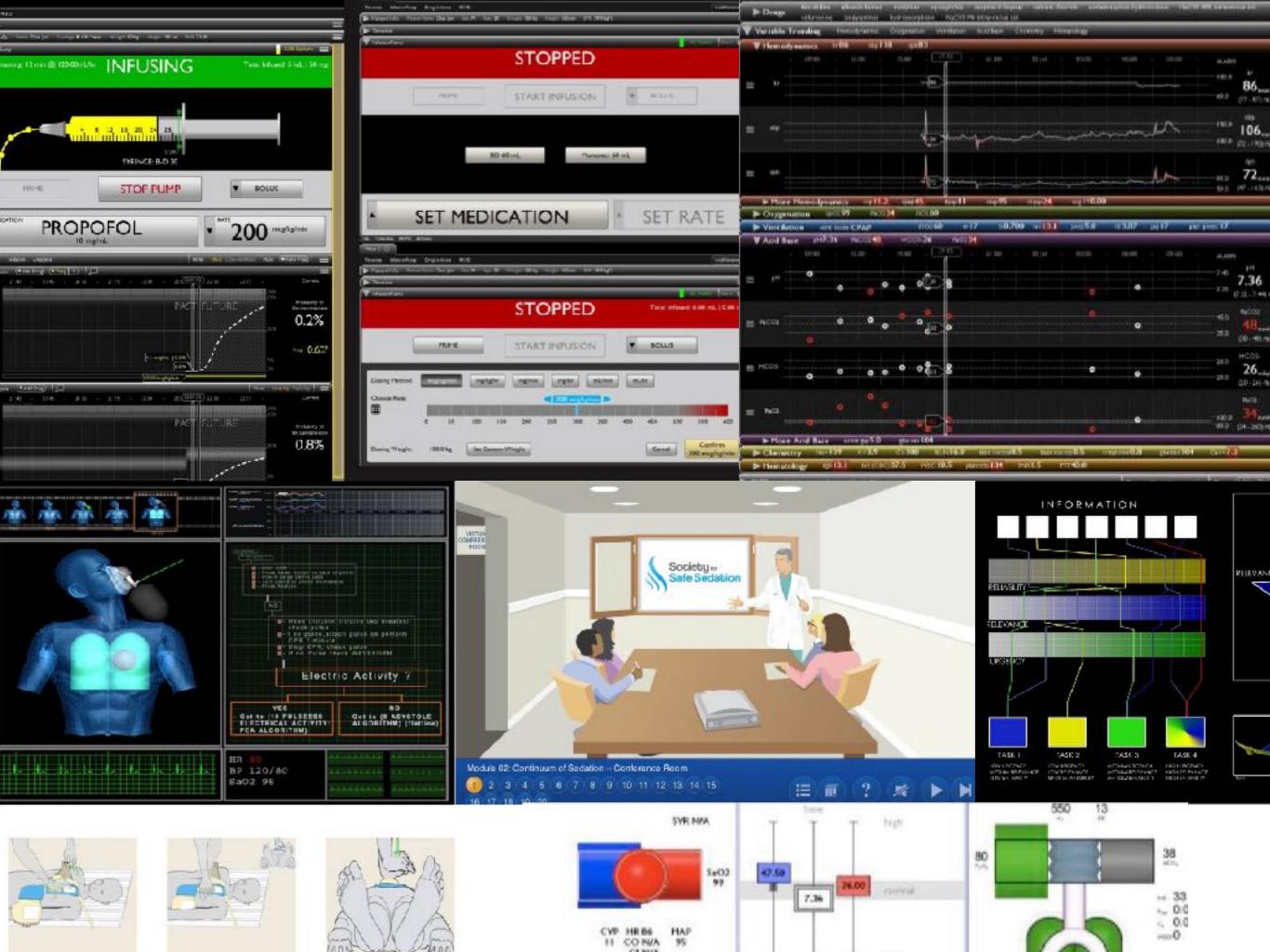
"To design is much more than simply to assemble, to order, or even to edit: it is to add value and meaning, to illuminate, to simplify, to clarify, to modify, to dignify, to dramatize, to persuade, and perhaps even to amuse. To design is to transform prose into poetry."

-Paul Rand

Jim Agutter agutterja@design.utah.edu 144 Sill Center What is the work we are engaged in?

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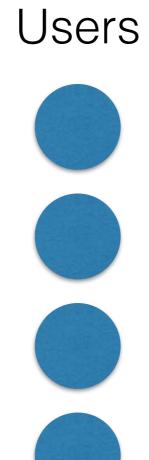




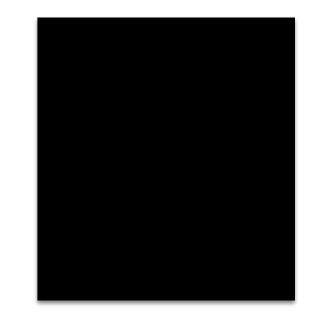
Who is this work for?

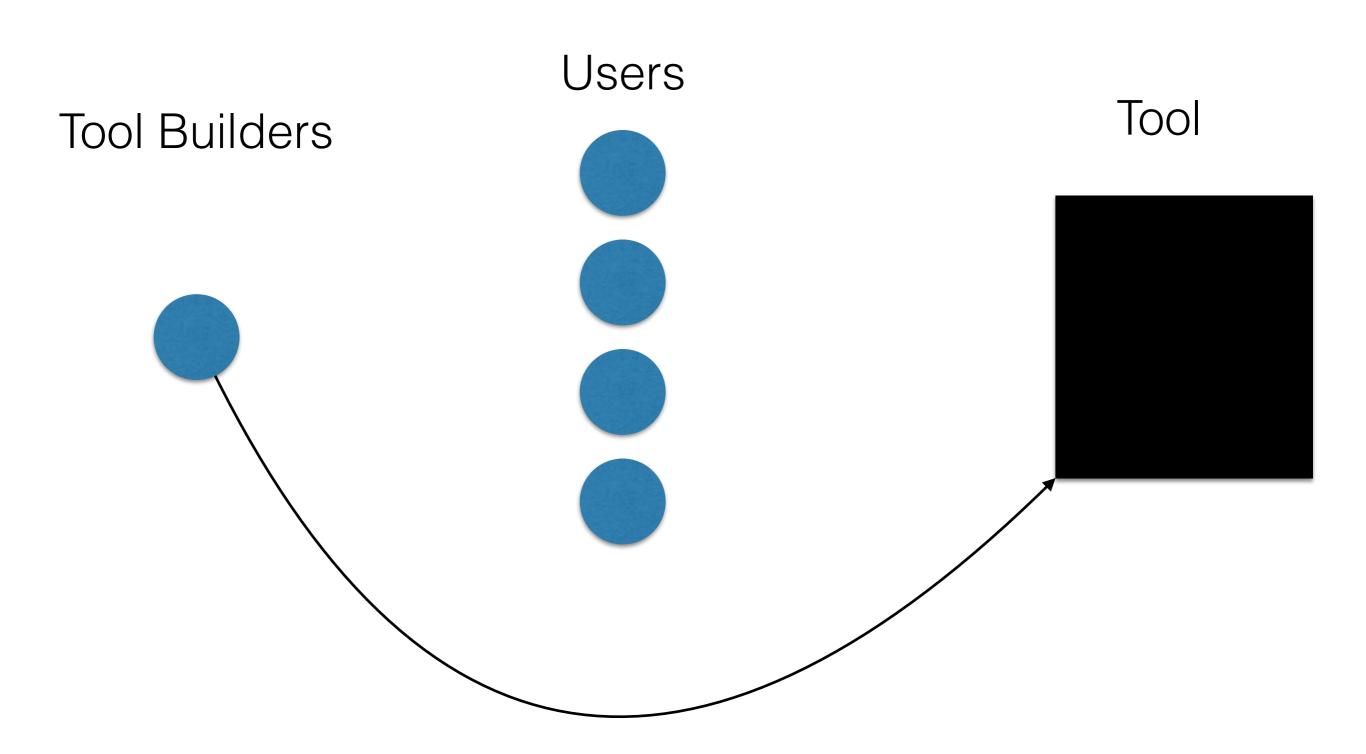


Tool Builders

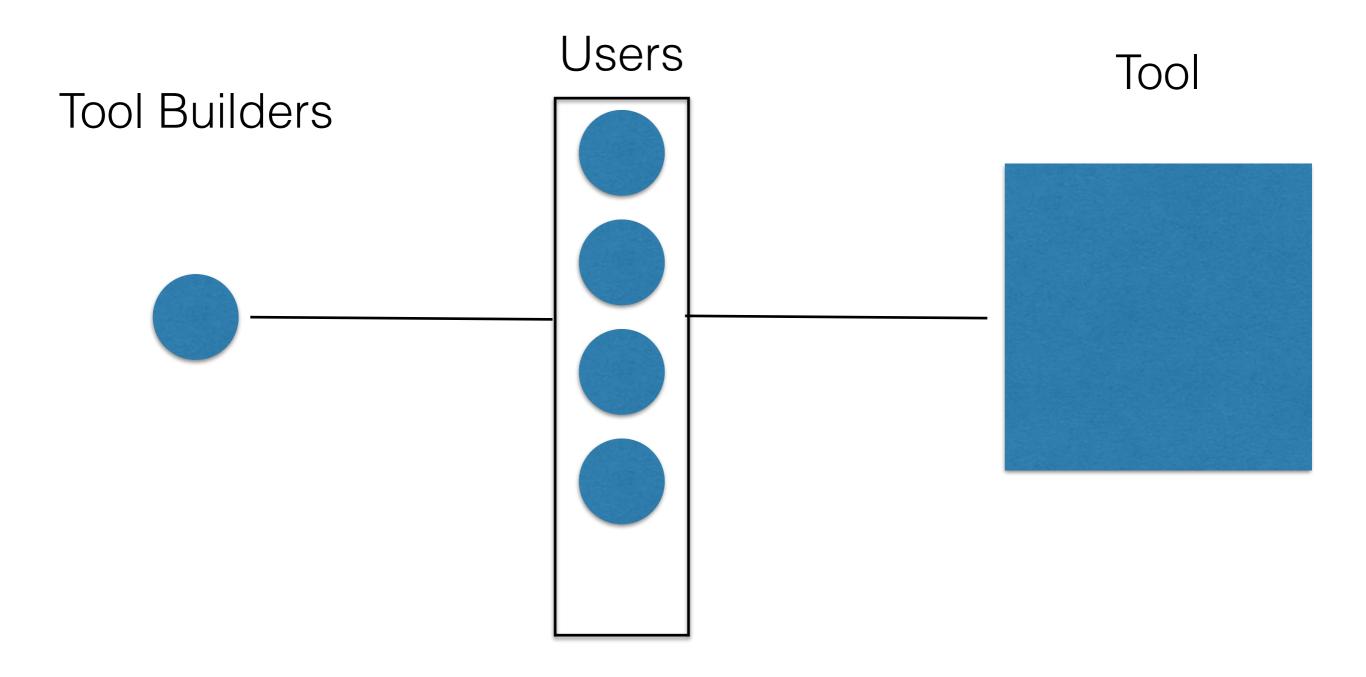




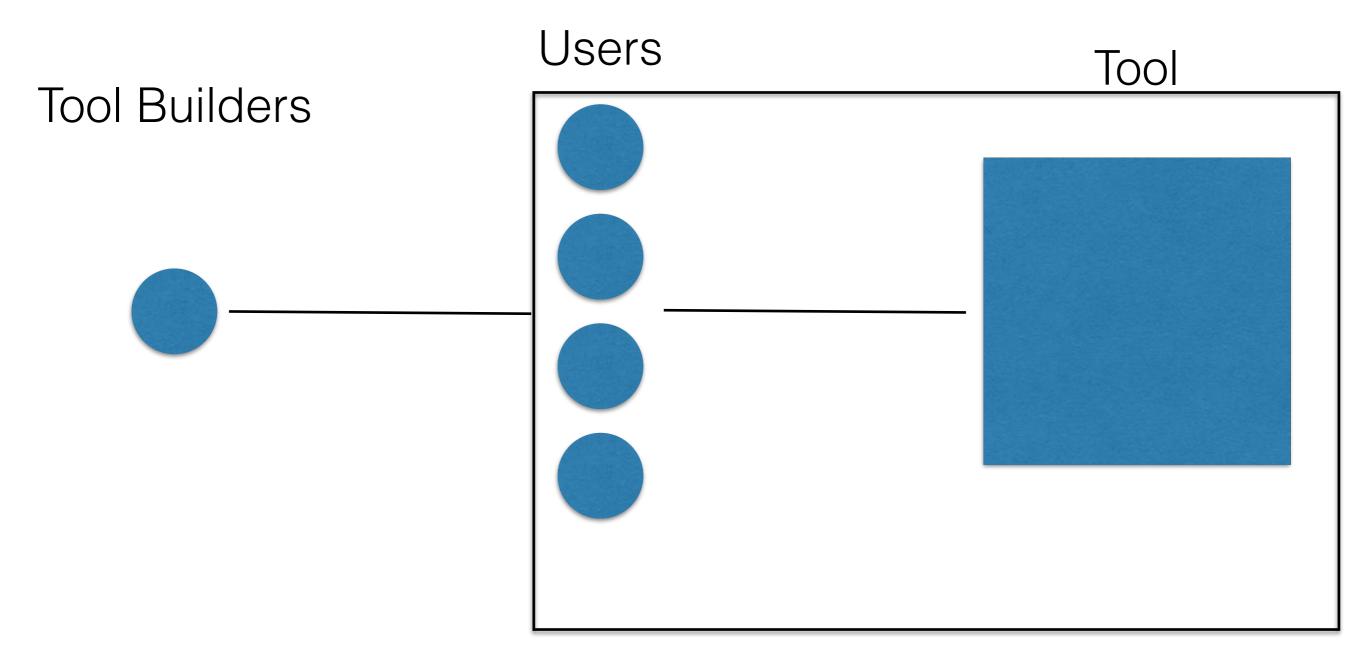




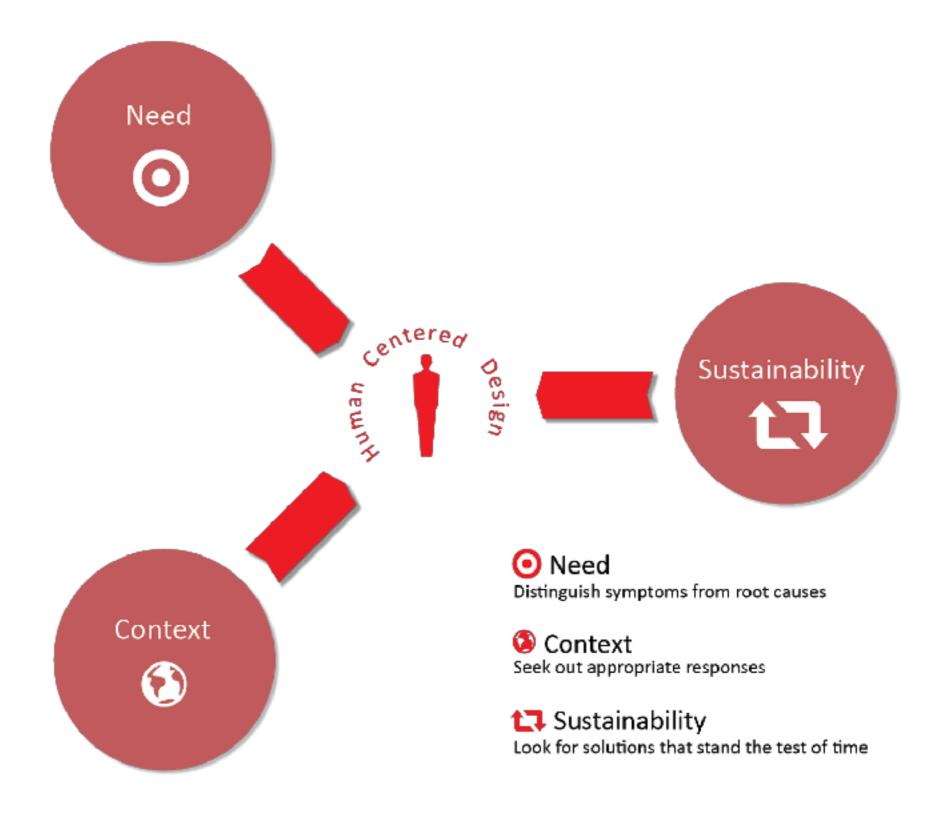
Human Centeredness



Human Centeredness



Design Research

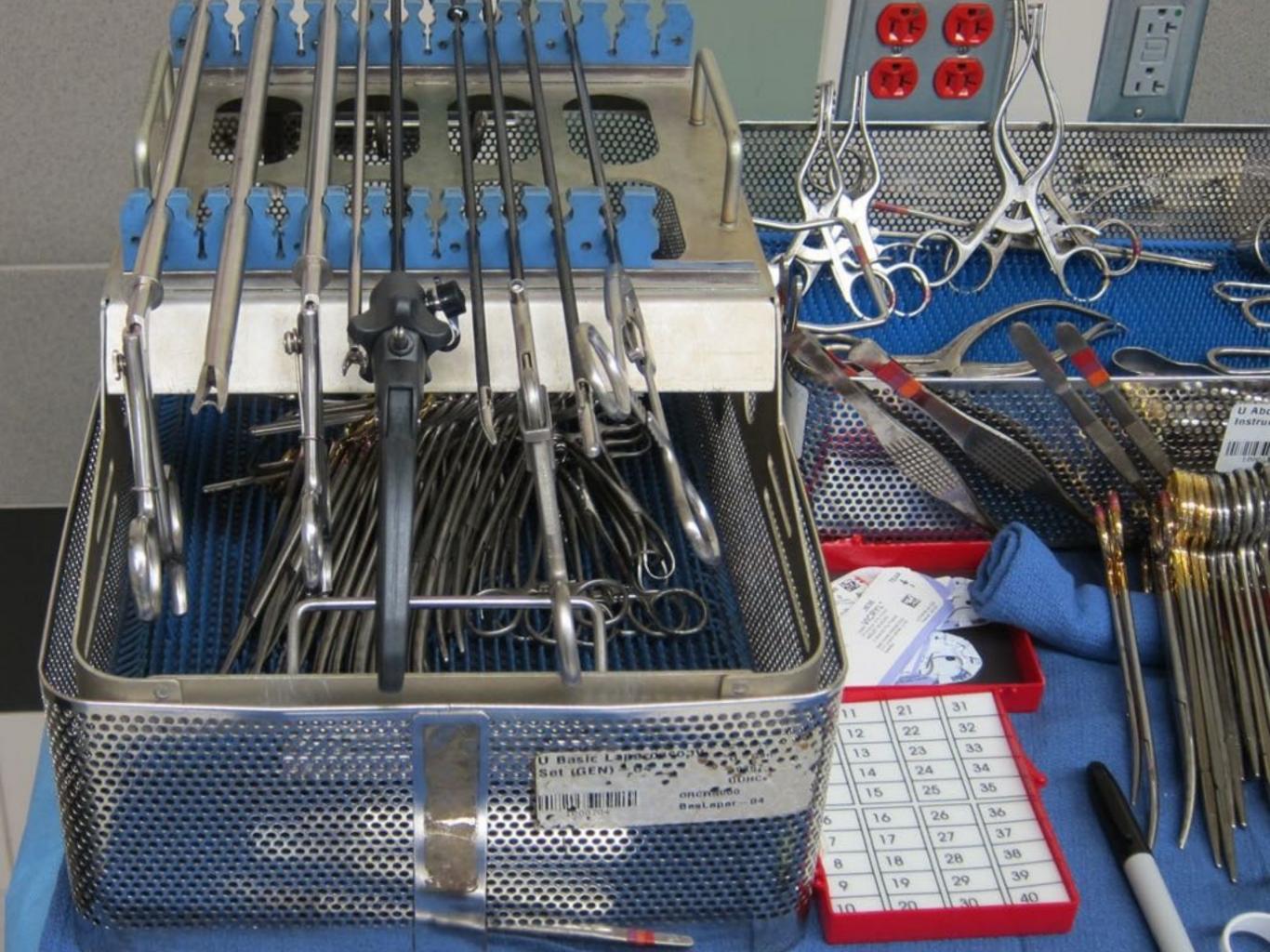


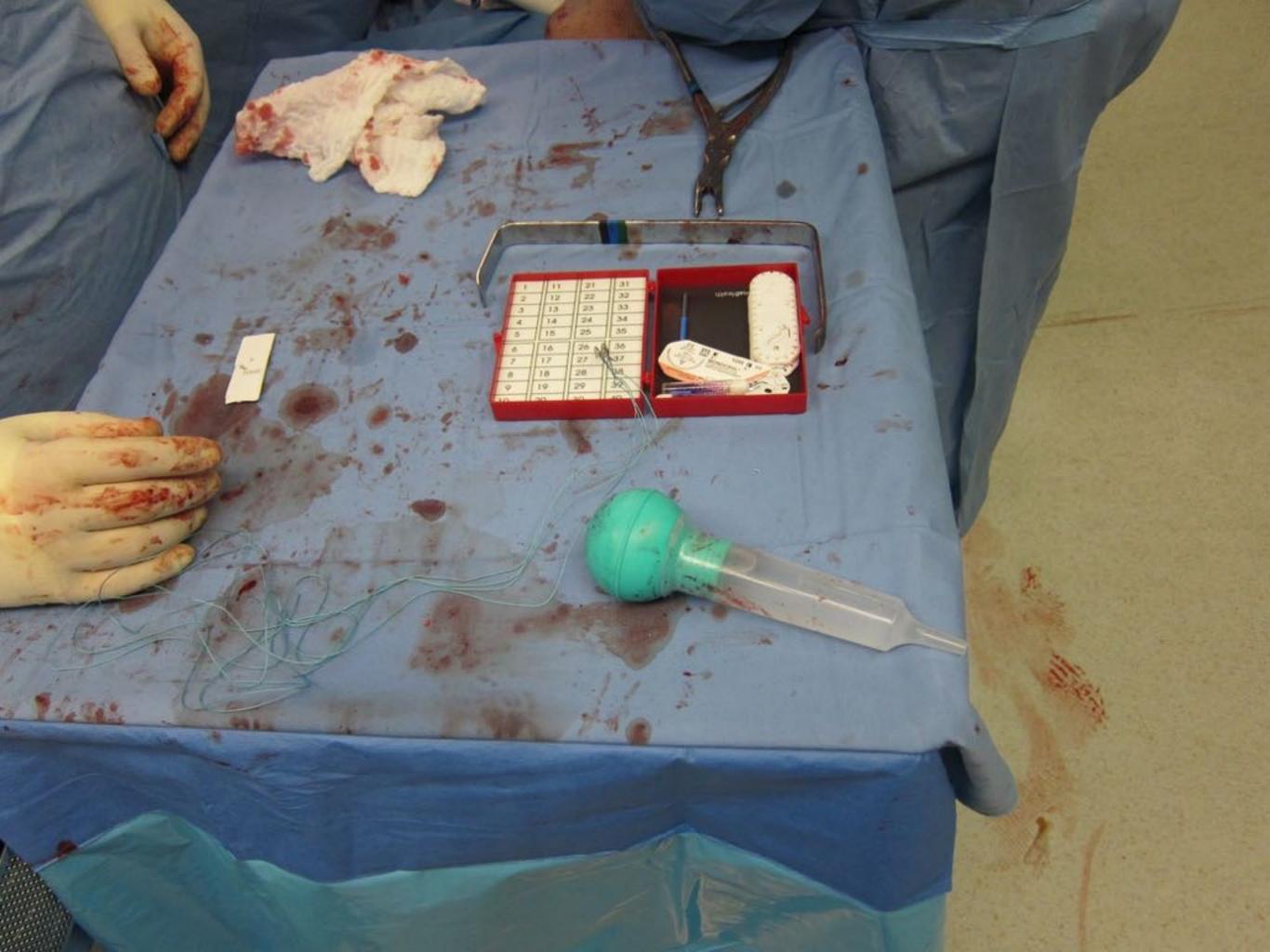


SURGICAL TOOLS

ADAMRICF117@GMAIL.COM







So why Design Research?

In the broadest sense of the word, the definition of research includes any gathering of data, information and facts for the advancement of knowledge.

The strict definition of scientific research is performing a methodical study in order to prove a hypothesis or answer a specific question.

methodical study to prove a hypothesis or answer a specific question.

a way of knowing

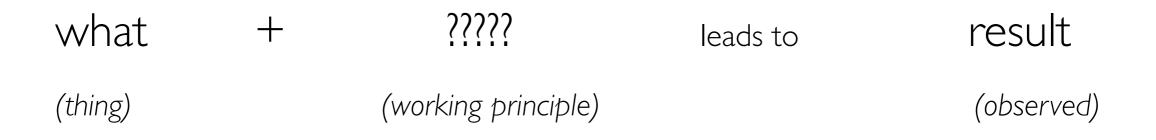
REASONING

what+howleads toresult(thing)(working principle)(observed)

DEDUCTIVE REASONING

what+howleads to????(thing)(working principle)(observed)

INDUCTIVE REASONING





mak∙ing /ˈmākiNG/ •

noun

- the process of making or producing something.

 "the making of videos"
 synonyms: manufacture, mass-production, building, construction, assembly, production, creation, putting together, fabrication, forming, molding, forging
 "the making of cars"
- 2. informal

money made; earnings or profit.

What is Design?

Tangible, creative manifestation of an idea through an intentional process that is to be consumed by humans that blends both the emotional, and cultural with the scientific, and rational.

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vise for Improvement	July 12	July 28	Principal	Coscue for Imprimement	July 52	3vly 18	A) School	•
				-				and a

actual soft solutions



a way of doing



Bringing something into the world

INDETERMINATE

- No definitive conditions or limits
- No exhaustive list of operations
- Depend on the perspective of the solver or user
- Nested problems (more complex)
- Are always unique
- Solver takes ownership of the solution
- Supports human activities

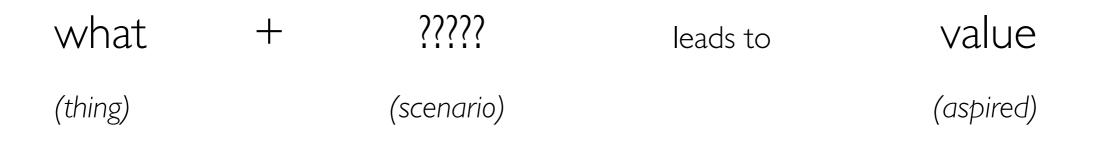
ABDUCTIVE REASONING



ABDUCTIVE I REASONING

??????+howleads tovalue(thing)(scenario)(aspired)

ABDUCTIVE 2 REASONING



ABDUCTIVE REASONING

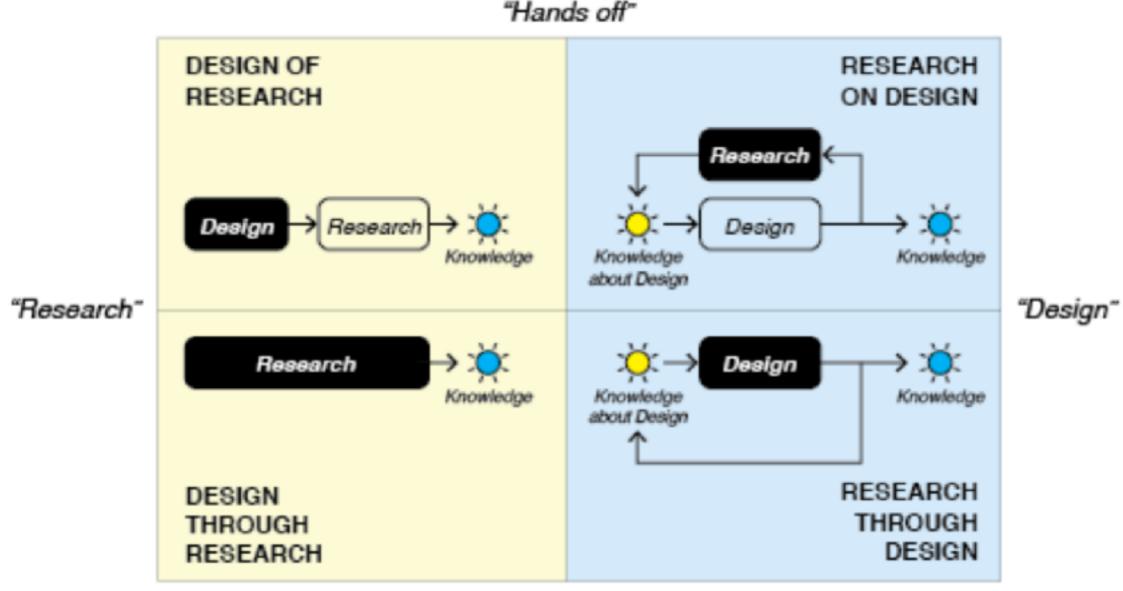


a way of knowing through doing

What is Design Research?

A strategic and methodical study to gain insight and answer specific questions during the process of design addressing indeterminate problems.

Research through Design



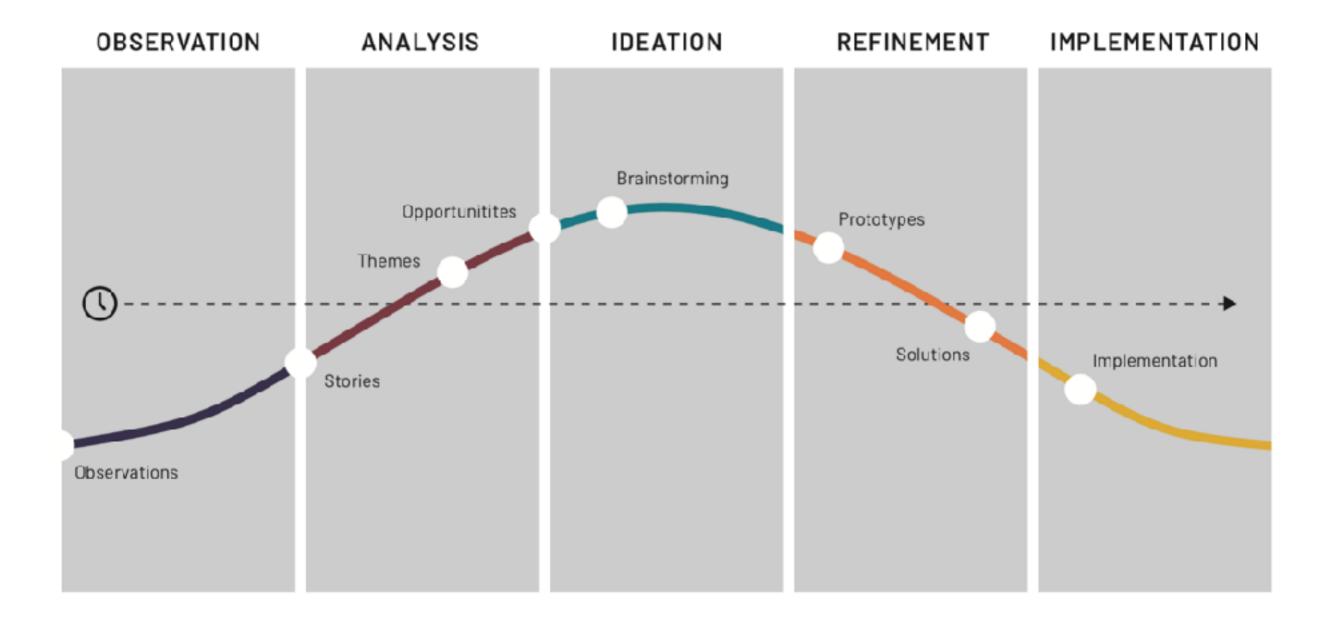
"Hands off"

"Hands on"

What is Design Research?



Stages of Design



Stages of Design



Observation

Collecting Materials

The action or process of observing something or someone carefully in order to gain information.



Analysis

Finding Potterns and Insights

Estailed exemination of the elements or structure of something, typically as a basis for interpretation.



Ideation

Solution Exploration

The formation of ideas and concepts.



Refinement

Narrowing Ideas and concepts

The improvement or clarification of something by the making of small changes.



Implementation

Communication

The process of putting a decision or plan into effect.

OBSERVATION

Defined as:

- The action or process of observing something or someone carefully or in order to gain information. "She was brought into the hospital for observation."
- A remark, statement, or comment based on something one has seen, heard or noticed. "He made a telling observation about Hugh."

Approach

The observation phase focuses on accurate need assessments and developing a holistic understanding of the problem. Students build an understanding of the problem by cataloging environmental factors, understanding stakeholder perspectives, and researching multidisciplinary applications of related concepts. It's a Look, Listen and Learn phase. This is accomplished through a variety of activities that are focused on deep learning and seeing. We utilize three different perspectives in these activities. We use a first-person perspective to immerse ourselves in the experience. We employ a second-person perspective to learn from another. We use a third person perspective to understand what others are saying about the experience through literature reviews.

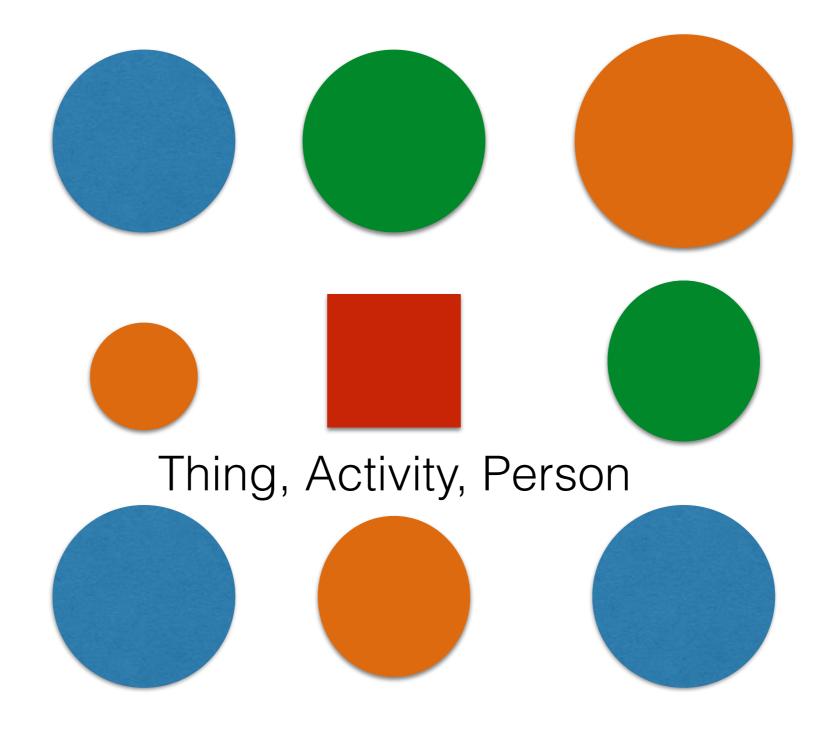
Outcomes

Rich and robust set of materials and data to understand the issue from the three perspectives. A repository of data that can be used throughout the process to validate, relate, and connect with the design work.

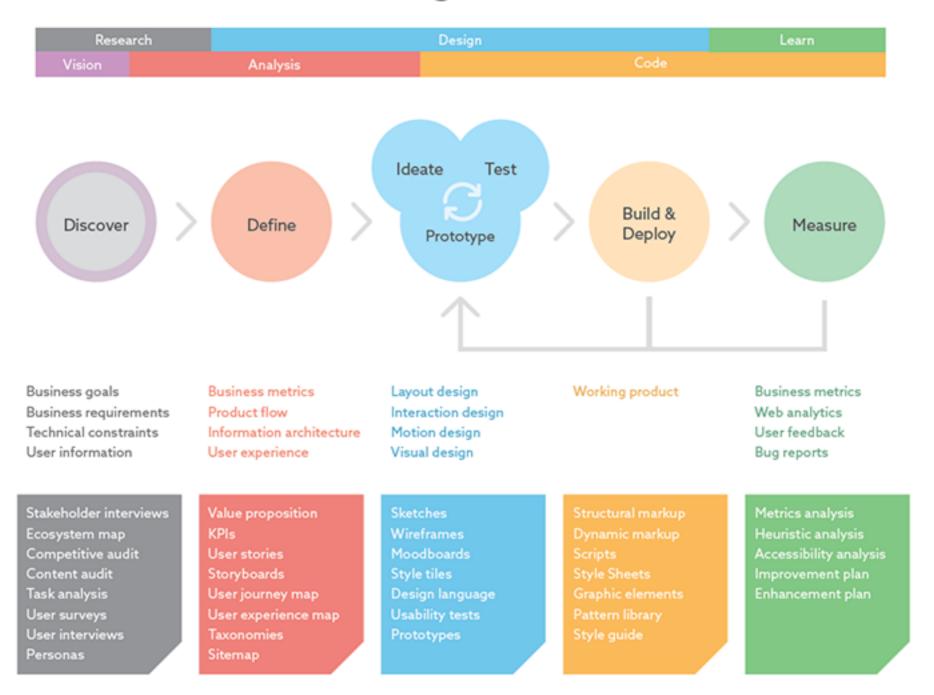
Methods

Timeline (First person) Artifact Gathering (First person) POACE (First person) 5 Human Factors (Second person) Stakeholder Map (Second person) Sticky Note (First person) Literature Review (Third person) AEIOU (First person)

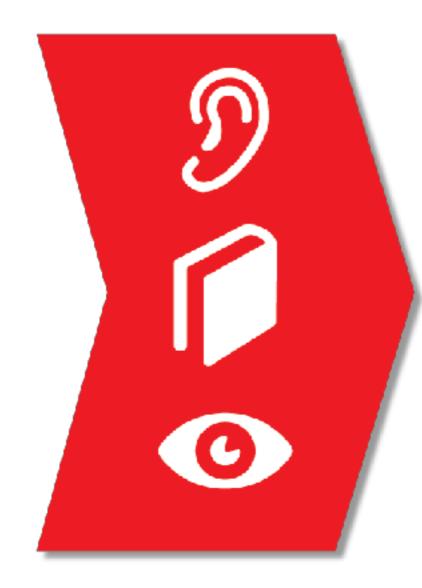
What is the goal?



UX Design Process



How do you do it?



First person

Second person

Third person

THE USER EXPERIENCE

NO Wa bler

id Design t

CONTEXTUAL INQUIRY

MARY BETH PRIVITERA

Jesion Methods

FOR MEDICAL DEVICE DESIGN

A

h for Driving Innovation

Collecting, Analyzing, and Presenting Usability Metrics

> TOM TULLIS BILL ALBERT

> > MIA

JOEL KATZ

Designing Informat

Human Factors and common sense

Universal Methods of Design

Bella Marti Bruce Haningt

Contents & design phases **00000**

	INTRODUCTION	6						27. Design Ethnography	60	U	0		Θ	G
01.	A/B Testing	B	0	0	0	0	0	28. Design Warkshops	62	0	0	0	0	0
02.	AEIOU	10	0	0	0	0	0	29. Desirability Testing	64	0	0	0	0	0
03.	Affinity Diagramming	12	0	0	0	0	6	30. Diary Studies	66	0	0	0	3	Θ
04	Artifact Analysis	14	0	0	0	0	0	31. Directed Storytelling	68	0	0	6	0	Θ
05	Automated Remote Research	16	0	0	₿	0	6	32. Elito Method	70	0	0	0	0	0
06	Behavioral Mapping	18	0	0	0	0	0	33. Ergonomic Analysis		0	0	0	0	0
07.	Bodystorming	.20	0	0	Ø	0	0	34. Evaluative Research		0	0	0	0	0
08	Brainstorm Graphic Organizers		0	0	₿	0	0	35. Evidence-based Design	76	0	0	0	0	0
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14.	Collage	.34	0	0	6	0		41. Flexible Modeling	88	0	0	0	0	Θ
15	Competitive Testing	36	0	0	6	0	6	42. Fly-on-the-Wall Observation	90	0	0	0	0	0
16	Concept Mapping		0	0	0	0	0	43. Focus Groups	92	0	0	0	0	0
17.	Content Analysis	.40	0	0	0	0	0	44. Generative Research		0	0	0	0	0
18	Content Inventory & Audit	.42	0	0	0	0	0	45. Graffiti Walls			0	0	0	6
19	Contextual Design	.44	0	0	0	0	0	46. Heuristic Evaluation			0	0	0	0
20	. Contextual Inquiry	.46	0	0	0	0	0	47. Image Boards	100	0	0	0	0	0
21.	Creative Toolkits	.48	0	0	Θ	0	6	48. Interviews	102	0	0	0	0	0
22	Critical Incident Technique	.50	0	0	0	0	6	49. KJ Technique	104	0	0	0	0	0
23	Crowdsourcing	.52	0	0	6	0	6	50. Kano Analysis	106	0	0	0	0	0
24	Cultural Probes	.54	0	0	0	0	0	51. Key Performance Indicators	108	0	0	0	0	0
25	Customer Experience Audit	. 56	0	0	0	0	0	52. Laddering	110	0	0	0	0	0
26	. Design Charette	. 58	0	0	₿	0	0	53. Literature Reviews	112	0	0	€	Θ	0

RESEARCH METHOD

45 Graffiti Walls

Graffiti walls provide an open canvas on which participants can freely offer their written or visual comments about an environment or system, directly in the context of use.

The graffili walls method encourages participation through natural means of facilitating casual, anonymous remarks about an environmental space, system, or facility carge formal paper is temporarily adhered to a wall or other surfaces, with markers feel to a string or otherwise made readily available for open-ended comments to be posted. The paper may be left blank, or a quiding question-may be posed otherst comments on a particular theme. Depending on the environment, the materials are typically picited in an interdonally casual way.

The method can be used almost anywherk but it is particularly useful in an unservenents or for situations in which it may be challenging to collect information through traditional methods such as intervew or observation; for instance, where respect for privacy or personal behavior; may preent an ethical issue. The method has been used effectively for design research projects or public tathrooms, electing candid feedback on behavior; and perceptions of ourset spaces, specific issues, such as candidator, and desires for change. The method is also effective here owing to the natural context of graffit in guildic bathrooms.

Photos of each graffiti wall should be taken at require daily intervent, as the paper may often deteriorate, or may be mistaken for vandalism and removed by maintenance staff, depending on location. The graffiti wall staff a nemoved at the end of the study and can be analyzed as a research artificit, for ingenitors, comparison, consultation with "walts" collected from other locations, and content analyzes.

Grafifti walk are a low cost and time-efficient method with which to-easily collect information from a range of participants, typically requiring to-more materials than large-format paper and pens, and a camera for documenting results. Limitations of the iherhold are that there is title cantoo see who participates in the method, and a tack of clear involvedge about who has contributed by the information material collected. However, as an informal method transputed with other reason of exploratory research, grafits walk are ideal for collecting baseline information and guiding design implication.

Attuded	Qualitative Qualitative	Inspeating Adapted Produces	Exploratory demonstree Evaluative	Purticipatory Characterial Self reporting
-	network of Design			Depart review Design process

Further Reading

Hannington, Bruces, "Welfholds in the Making A. Perspective on the State of Human Research in Decept," Decept States 19, 10, 4 Ukutume 2000s





Grafits walks are an ideal method for capturing informal spinions

about an environment directly in the

context of use. Here the method has

been used effectively for research

on perceptions and attitudes about

public bathrooms, by facilitating

an opportunity for participants to -

express themselves. Walls collected

compared and consolidated to look

for common themes and patterns.

from various locations can be



See and 20 Exploratory Research • ST Observation • 92. Unoblivative Measures

**

Behavioral	Quantitative	Innovative	Exploratory	Participatory
Attitudinal	Qualitative	Adapted	Generative	Observational
		Traditional	Evaluative	Self reporting
				Expert review
160 Universal I	Methods of Design			Design process

Examples



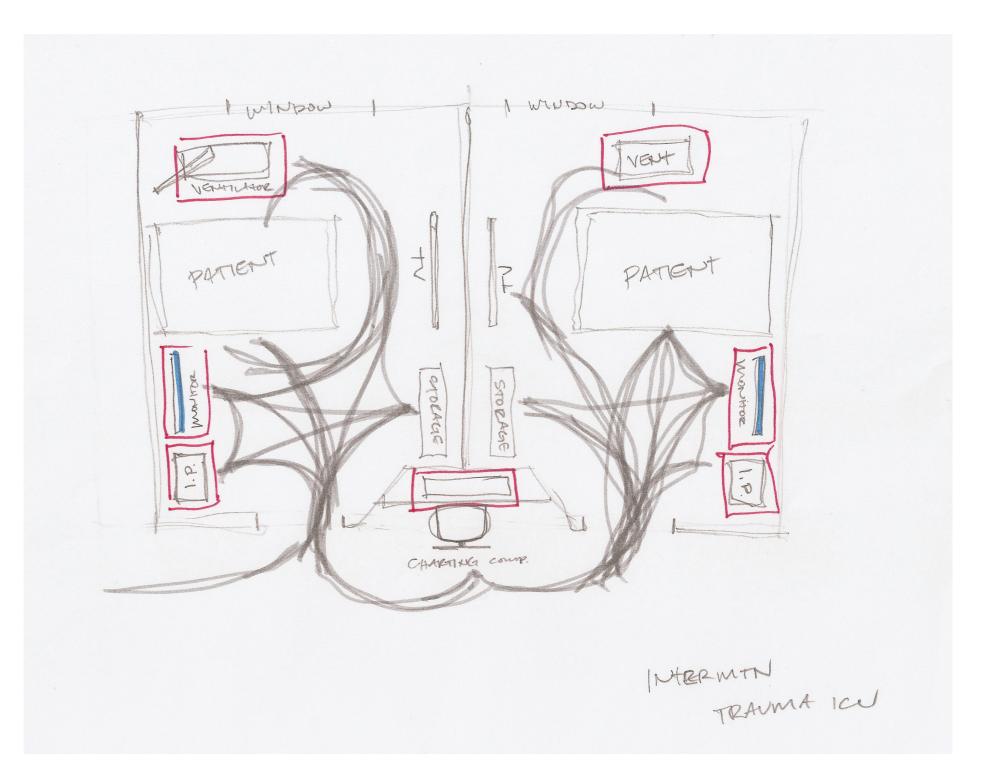
INTERACTION DESIGN IN THE ICU PROCESS :

RESEARCH SYNTHESIS DESIGN VALIDATION CONCLUSION

RESEARCH Contextual observation



RESEARCH Workflow Mapping



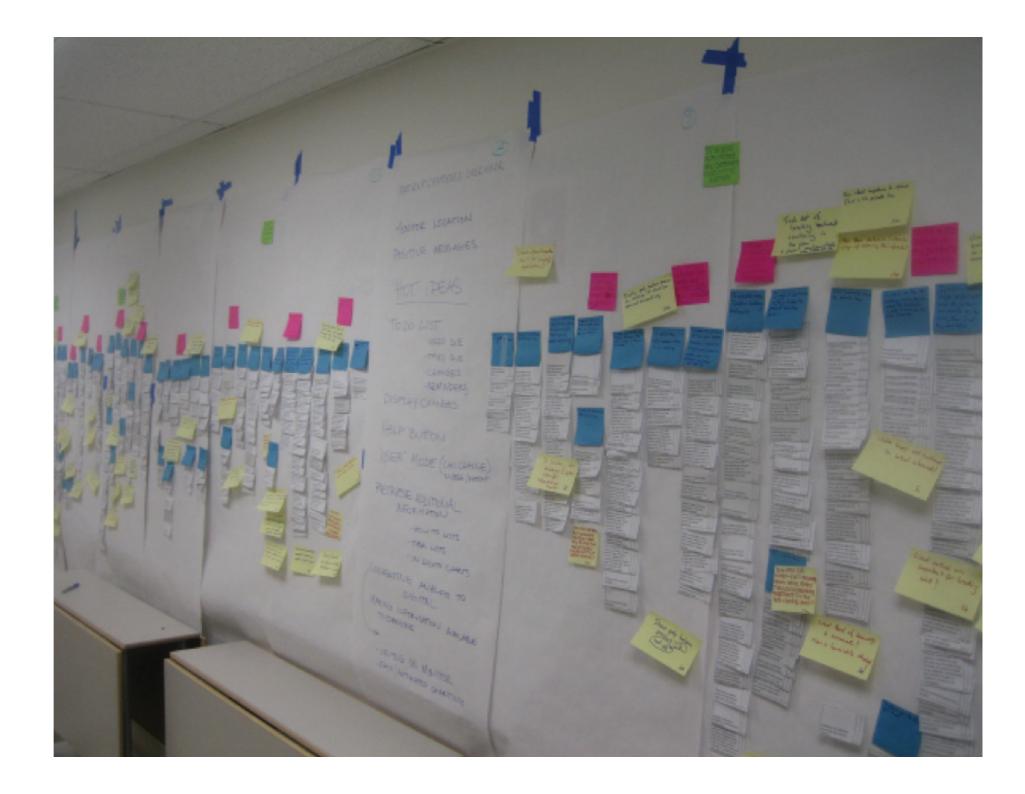
RESEARCH DOCUMENTATION

un10	Checks urine output	0	R	Monitoring	Urine Output
un10	Check urine output	0	R	Monitoring	Urine Output
un10	Checking Vitals on Computer (assessment): upates Vitals by clicking at top of column.	0	0	Organization	Charting
un10	Number for pain ranking are subjective, but he charts it anyway.	0	0	Organization	Charting
un10	Notes on chart that patient said she was in pain but didn't want pain meds.	0	0	Organization	Charting
un10	Emar: Charts Heparin. Marks time and where med was administerd (on body).	0		Organization	Charting
un10	Charts assessment	0	0	Organization	Charting
un10	Gets syringe to suck air out of the IV line.	0	R	Organization	Equipment
un10	Computer said that he needed to give the patient a med but it conflicted with a med the pharmacy had just ordered so he marked the old med as not given and made a note of why it wasn't given.	0		Organization	Medication
un10	Check s sliding scale on computer to see what level of insulin patient needs with her blood sugar level.	0	0	Organization	Medication
un10	Double checks (assistant's) written chart to make sure the patients blood sugar level was correct in the computer so that he knows he is getting the right amount of insulin.	o	0	Organization	Medication
un10	Goes to med room to get insulin.	0	0	Organization	Medication
un10	Prints off information about all of the meds that need to be administered throughout the day, and keeps notes on that paper	0	R	Organization	Pocket Notes
un 10	Gets out notepad to write down temp.	0	R	Organization	Pocket Notes
un10	Writes down urine output	0	R	Organization	Pocket Notes
un10	Notes urine output on paper.	0	R	Organization	Pocket Notes
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un 10	Assessment: tells patients he is going to listen to her heart. Gets out stethoscope. Listens to heart. Asks her easy questions, what hospital she's in and what month it is. Listens to lungs, bowels, pupils, fingers, pulses. Replaces sheet on patient. Takes temperature.	0	R	Task	Assessment
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un10	Goes to the computer to chart. Charts insulin.	0	R	Task	Charting
un10	Flushes out the IV: Gets the syringe with saline, plugs the IV line and injects the saline. Screws off Syringe, throws it away, resets the IV.	•	R	Task	Flush Out IV
un10	Oral care: (every 4 hours when patient is sedated). Gets pack off the wall. Silences ventilator, raises to 100% oxygen, explains what is going on to the patient. Cleans around tubes and inside the mouth, alarm sounds and he asks patient if he is in pain. Resets alarm. Turns off feeding tube (which can choke patient when oral cleaning is going on). Throws away tooth brush. Lets patient know that he is going to sution out his breathing tube.	0	R	Task	Oral Care
un 10	Patient asks for apple sauce, nurse remembers her diet restrictions (didn't pass swallow test), he offers to get her some nectar.	0	R	Task	Patient Comfort Measures
in10	Knocks on patients door, tells her they only had apple. Pours it into a cup. Looks for a spoon but cannot find one. Looks in food room for spoon. Didn't know where to look. Finds one and brings it to patient. Starts raising the bed up, explaining to her that she has to be at 90 degrees to drink liquid. Tries to feed patient but she doesn't want him to. Hands cup to husband.	•	R	Task	Patient Comfort Measures
un 10	Nurse walks into the room to check out respiratory tubes.	0	R	Task	Patient Comfort Measures
un10	Nurse gets washcloth for RT.	0	R	Task	Patient Comfort Measures
un10	Repositioning patient: Finds nurse to help reposition patient, put on gloves, unstrap patients arms, lower bed so that it is totally flat, pull patient to one side and remove pillows that were underneath him, lay patient flat again. Inform the patient that they are repositioning him, push patient to other side, move around pillows, tied straps back down.	0	R	Task	Patient Comfort Measures
n10	Aske patient if he is het and whether or not he wonte a coal work shith	•	R	Task	Patient Comfort Measures
un 10 un 10	Asks patient if he is hot and whether or not he wants a cool wash cloth. Leaves to go get a washcloth from the linen room. Grabs washcloth and enters the room. Family is praying so he leaves the room. Returns when the family is finished. Gets washcloth wet, places it on patients forehead and walks out.	0 0	R	Task	Patient Comfort Measures
un10	Suctioning: lets him know what he is doing. Pushes button down, suctions. "Sorry". States he'll moisurize patients mouth, asks if he likes that, asks if he would like to be suctioned out again, patient say yes. He does it. "Sorry".	0	R	Task	Suctioning

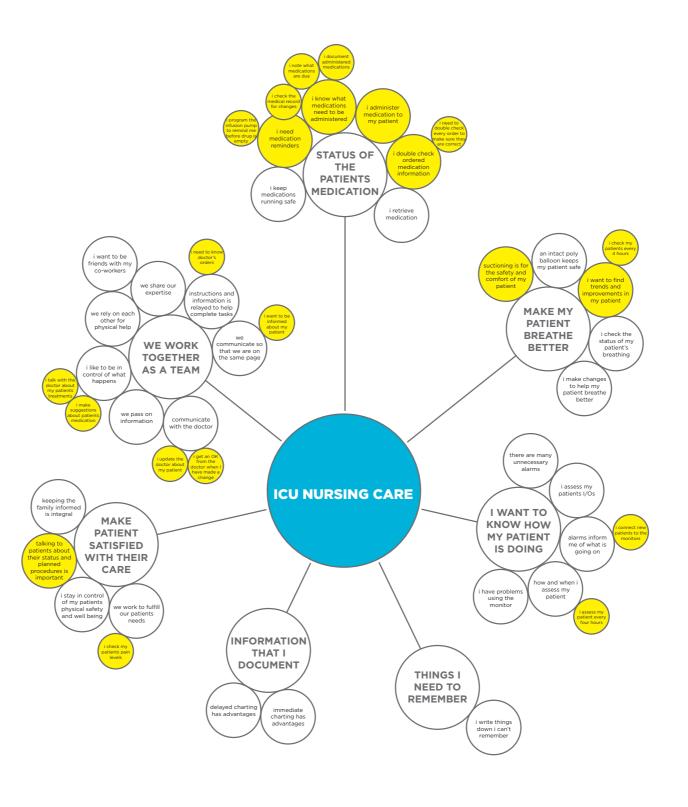
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un 10	Nurse walks into the room to check out respiratory tubes.	0	R	Task	Patient Comfort Measures
un10	Nurse gets washcloth for RT.	0	R	Task	Patient Comfort Measures
un10	Repositioning patient: Finds nurse to help reposition patient, put on gloves, unstrap patients arms, lower bed so that it is totally flat, pull patient to one side and remove pillows that were underneath him, lay patient flat again. Inform the patient that they are repositioning him, push patient to other side, move around pillows, tied straps back down.	0	R	Task	Patient Comfort Measures
n10	Aske patient if he is het and whether or not he wonte a coal work shith	•	R	Task	Patient Comfort Measures
un 10 un 10	Asks patient if he is hot and whether or not he wants a cool wash cloth. Leaves to go get a washcloth from the linen room. Grabs washcloth and enters the room. Family is praying so he leaves the room. Returns when the family is finished. Gets washcloth wet, places it on patients forehead and walks out.	0 0	R	Task	Patient Comfort Measures
un10	Suctioning: lets him know what he is doing. Pushes button down, suctions. "Sorry". States he'll moisurize patients mouth, asks if he likes that, asks if he would like to be suctioned out again, patient say yes. He does it. "Sorry".	0	R	Task	Suctioning

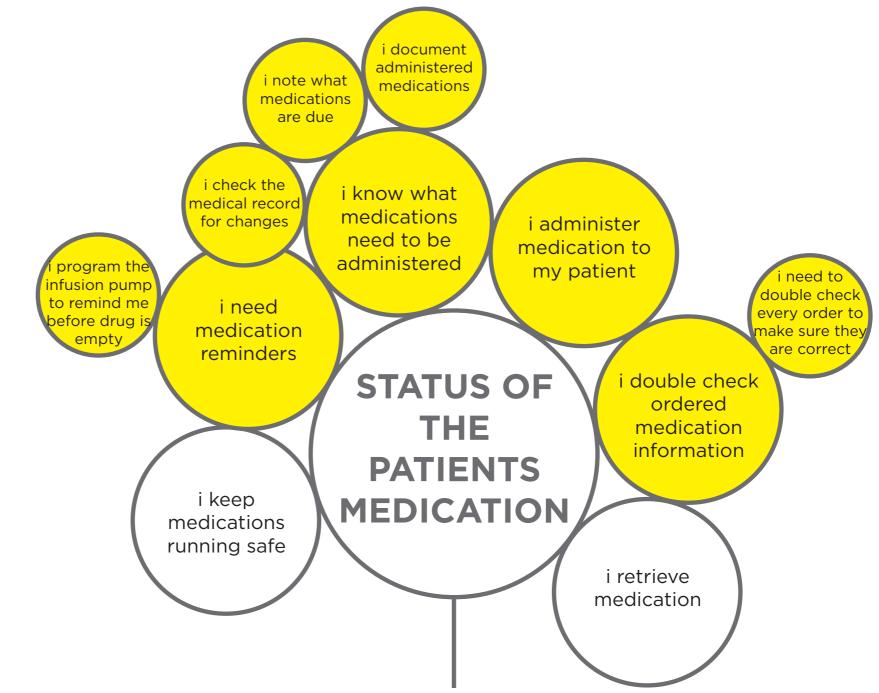
SYNTHESIS Affinity Diagram



SYNTHESIS Affinity Diagram



SYNTHESIS Affinity Diagram



SYNTHESIS BROAD SCOPE

AT HOME

names of dr/nurse severe alarms uploaded photos uploaded messages alarms (severe) video mail pictures (default or customized) links to information on diagnosis videos messages from family

dr & nurse's name super simplified waveform/value

positive messages

meal information

patient/family mode

normal vitals trends family contact info alarms (severe) emphasis on specific vitals medical mode

nurse mode communication family contact help buttons/menu to do list electronic charting normal vitals

how to list

current medication

alarms patient history mode

configuration/override

SYNTHESIS NARROW SCOPE

nurse mode

current medication

time left/flow more information about med protocol specific orders compatibility new medications changes arrival of med

communication help

call for help by function nurse, RT doctor order meds send messages doctor next shift nurse, RT

connect to emergency contacts

see others contacting you

patient history

medication history allergies procedures performed lab results previous assessments visual history (wounds)

normal vitals

trends suctioning/intubated specific vent check lab results (recent) w/ time see select values in other rooms

electronic charting

automatic charting vitals, trends confirmation of auto chart similar look/format to paper charting write on screen charts meds assessments

family contact information

names pictures phone number email

mode configuration

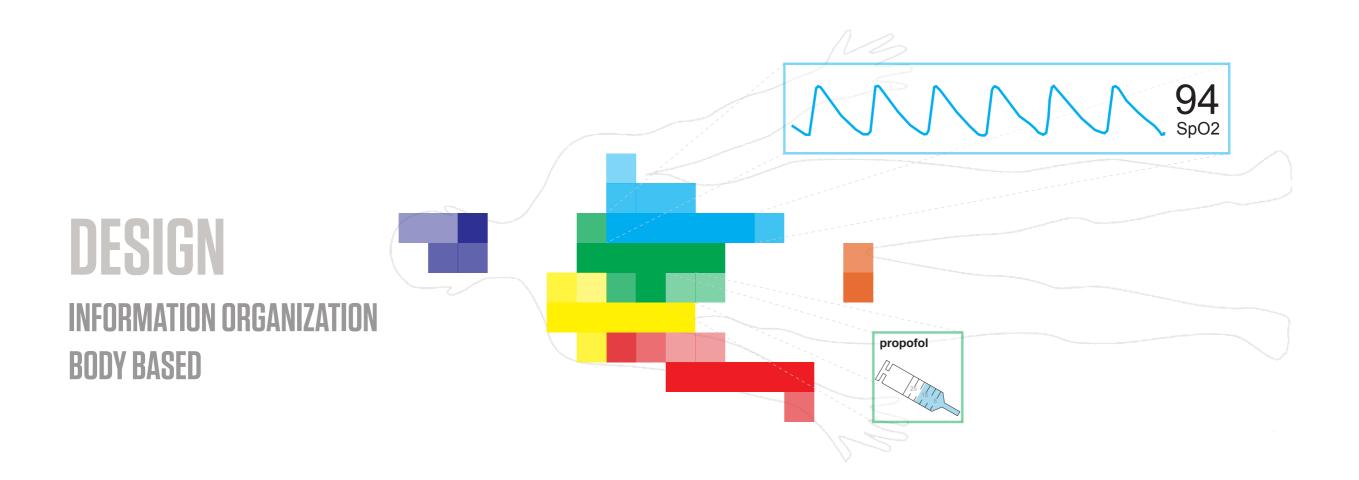
configures own screen overrides family mode or medical mode

to do list

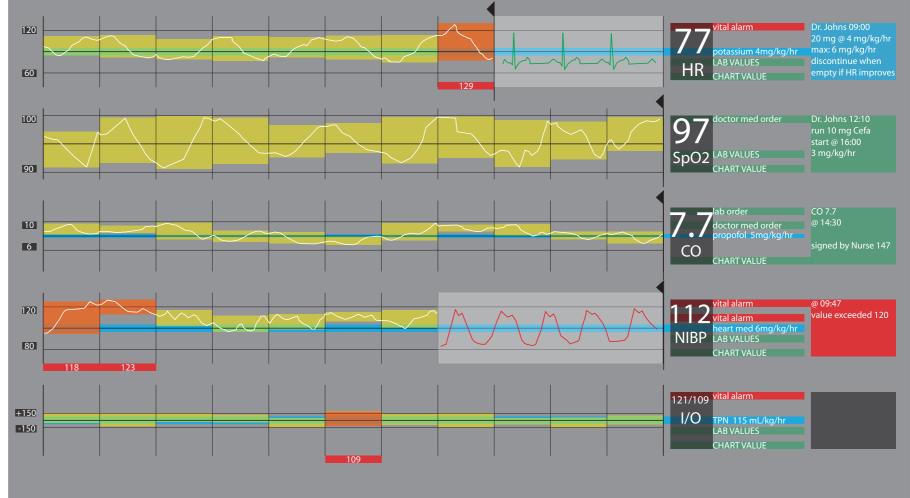
reminders organize list prioritize sort check off turn optional tasks on/off see required tasks only remove items w/ or w/o reason task completed, should I cha

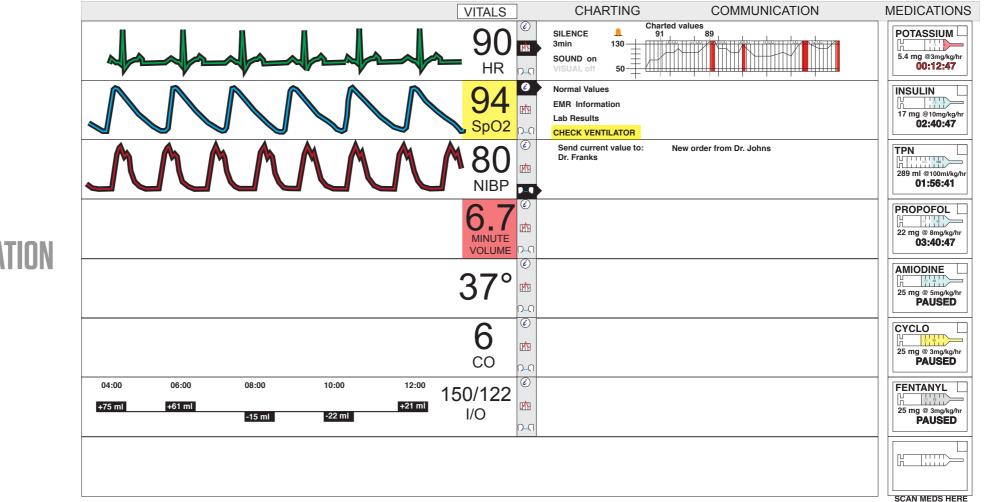
task completed, should I chart doctors orders - send response other orders suctioning/procedures leave note for self (audio) prepare list for next nurse request additional information different views (by task, source)



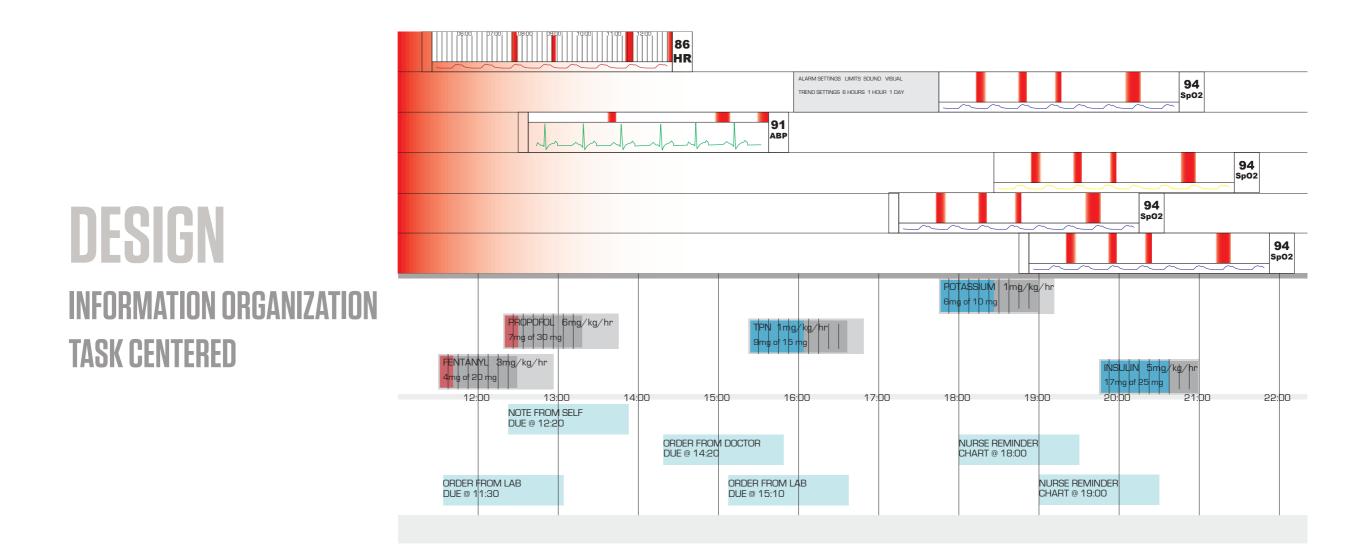


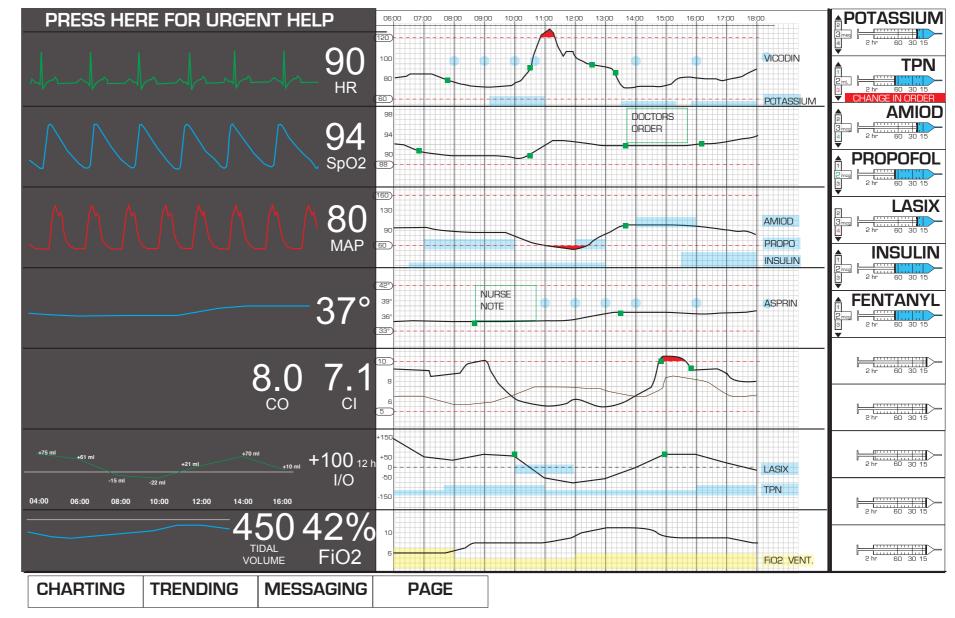
DESIGN Information organization Trend centered

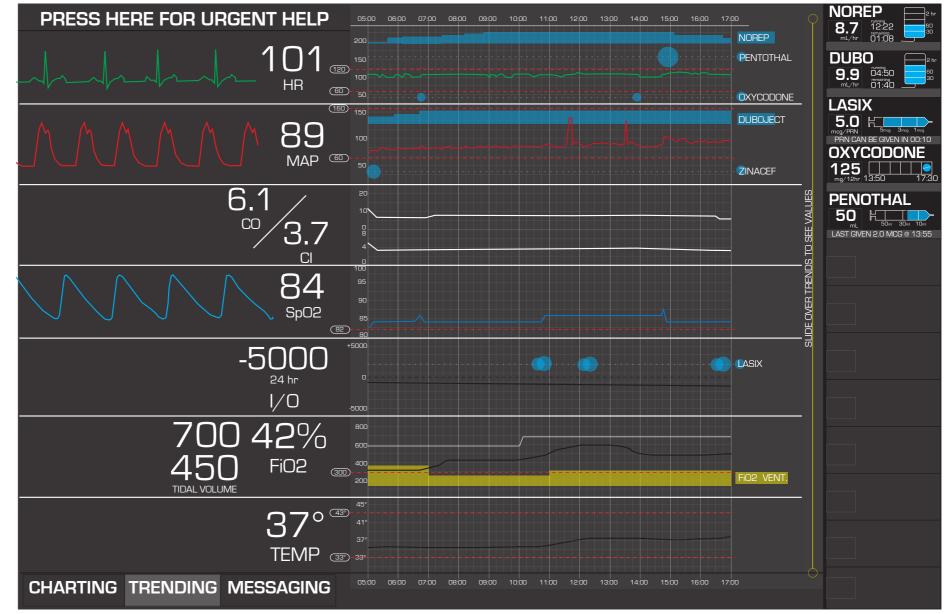


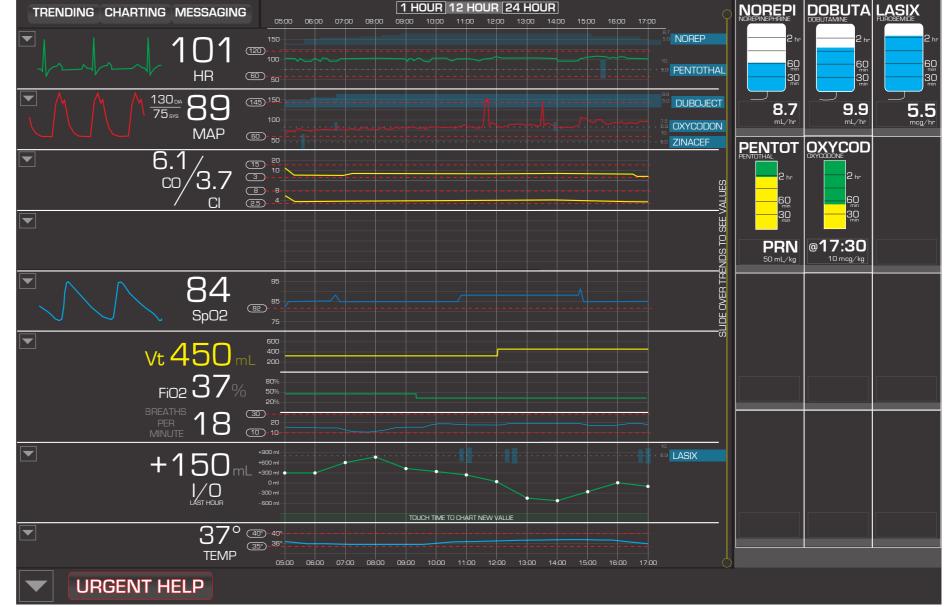


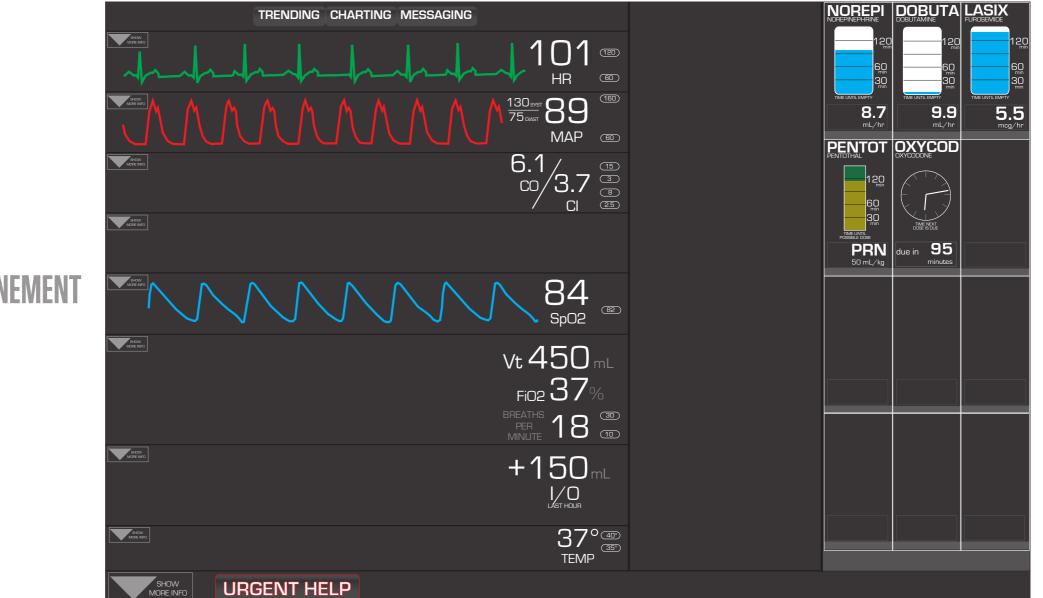
DESIGN INFORMATION ORGANIZATION MONITOR PLUS



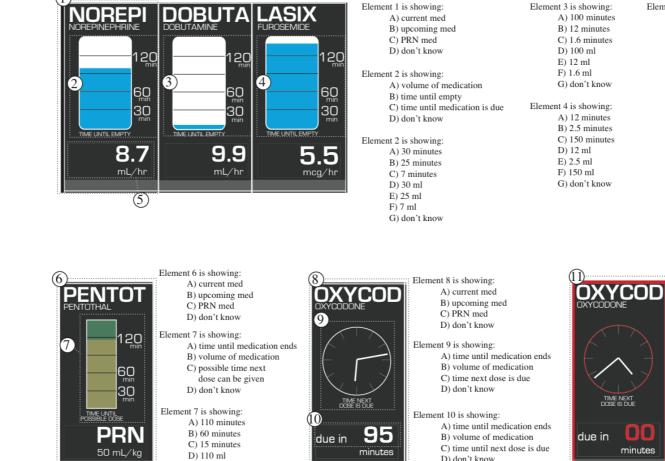








VALIDATIC **USABILITY & ACCURACY**



agree agree Element 11 is showing: A) med is due now B) recent order C) med is paused D) don't know

Element 7 is showing:

A) volume left

B) current rate

C) concentration

D) don't know

disagree

somewhat disagree neither agree nor disagree somewhat agree

agree

strongly agree

information presentation? Strongly dislike

What is your opinion of the

dislike

somewhat dislike neither like nor dislike

somewhat like like

strongly like

This presentation of information would help me do my job:

Strongly disagree

disagree

somewhat disagree

neither agree nor disagree

somewhat agree

strongly agree

I prefer this presentation of information over the presentation I currently use

Strongly disagree

How could this be improved to help you do your job better?_

E) 60 ml

F) 15 ml

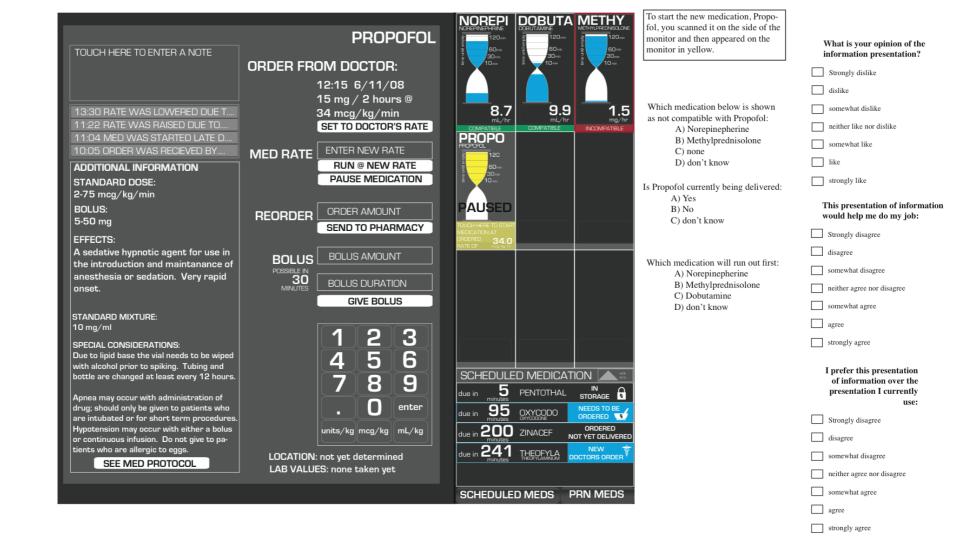
G) don't know

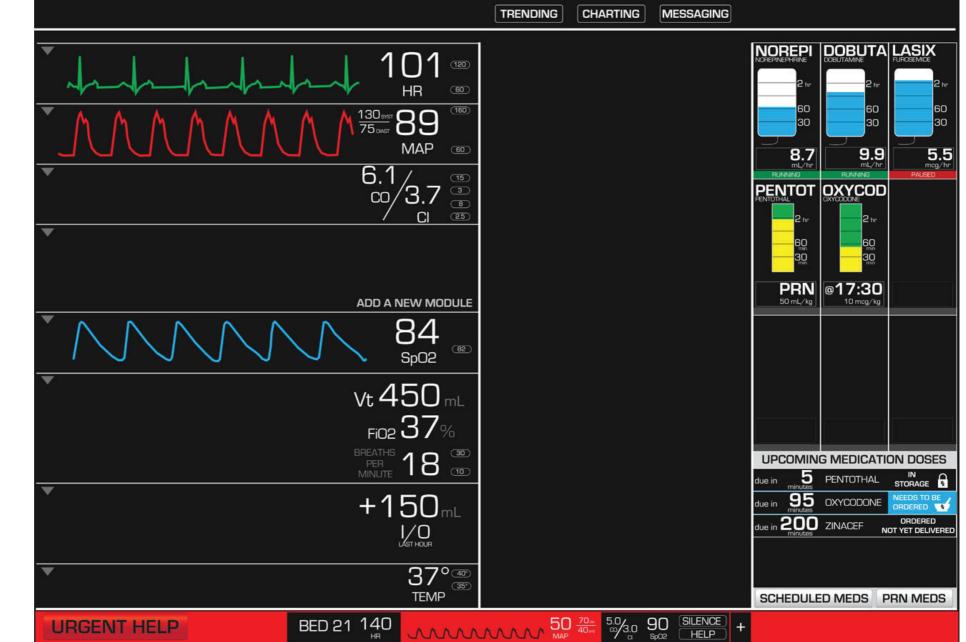
VALIDATION **USABILITY & ACCURACY**

	Element 1 is showing: A) currently running med B) scheduled med C) PRN med D) don't know Element 2 is showing: A) volume of medication B) time until empty C) time until medication is due D) don't know Element 2 is showing: A) 7 minutes B) 100 minutes C) 120 minutes D) 7 ml E) 100 ml F) 120 ml	Element 3 is showing: A) 7 minutes B) 100 minutes C)120 minutes D) 7 ml E) 100 ml F) 120 ml G) don't know Element 4 is showing: A) 7 minutes B) 100 minutes C) 120 minutes D) 7 ml E) 100 ml F) 120 ml G) don't know	Element 5 is showing: A) volume left B) current rate C) concentration D) don't know	What is your opinion of the information presentation? Strongly dislike dislike somewhat dislike neither like nor dislike somewhat like like strongly like This presentation of information would help me do my job: Strongly disagree
PRN MEDICATION Medication possible dose in ninutes OppAMINE IN MED Storage In Medication possible dose in ninutes OppAMINE IN MED Storage In Medication possible dose in ninutes OppAMINE IN Medication In Medication possible dose in ninutes OppAMINE IN Medication In Medication possible dose in ninutes OppAMINE NeeDS to Be Ordered U In Medication possible dose in ninutes OppAMINE NeeDS to Be Ordered U In Medication possible dose in ninutes Encolored New Doctores ordered In Medication B scheduled med A 0 minutes B 5 minutes B 5 minutes On't know D 3 minutes D 3 minutes D 3 minutes D don't know D 3 minutes D 3 minutes D 3 minutes Material is in Med Storage room parmacy D is is a new doctors order D 3 minutes D 3 minutes D is is a new doctors order D 3 minutes D 3 minutes D 3 minutes D is is a new doctors order D 3 minutes D 3 minutes D 3 minutes D and 't know D 3 minutes D 3 minutes D 3	due due due due Element A E C When do A B C	in 95 OXYCOD in 2000 ZINACEF in 241 THEOFYLAMIN	HAL IN MED STORAGE R ORDERED R ORDERED NOT YET DELIVERED	disagree neither agree nor disagree somewhat disagree agree strongly agree I prefer this presentation of information over the presentation I currently use: Strongly disagree Strongly disagree aisagree somewhat disagree neither agree nor disagree somewhat agree strongly agree

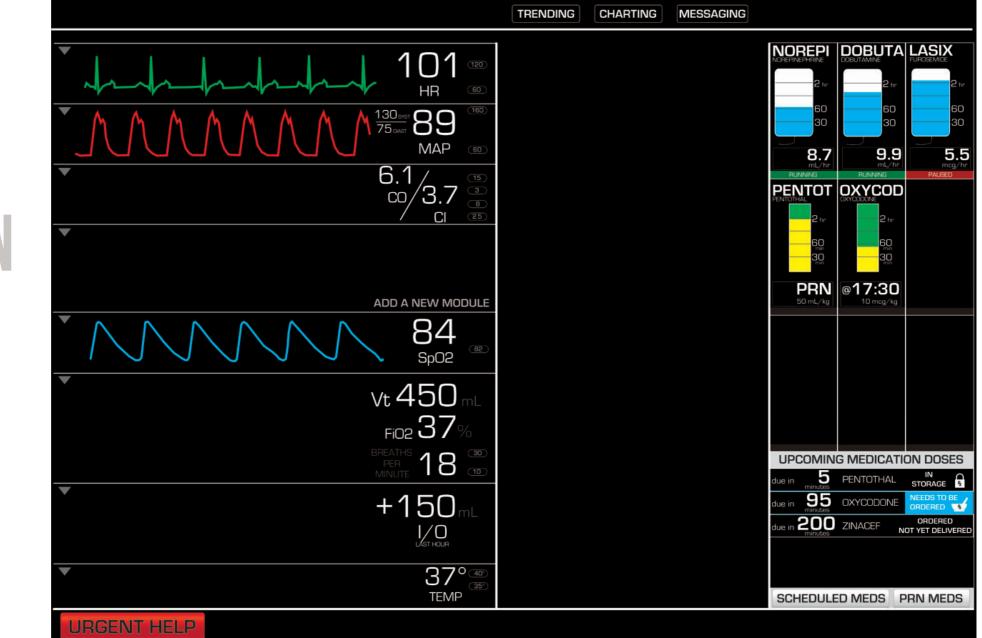
How could this be improved to help you do your job better?_

VALIDATION USABILITY & ACCURACY



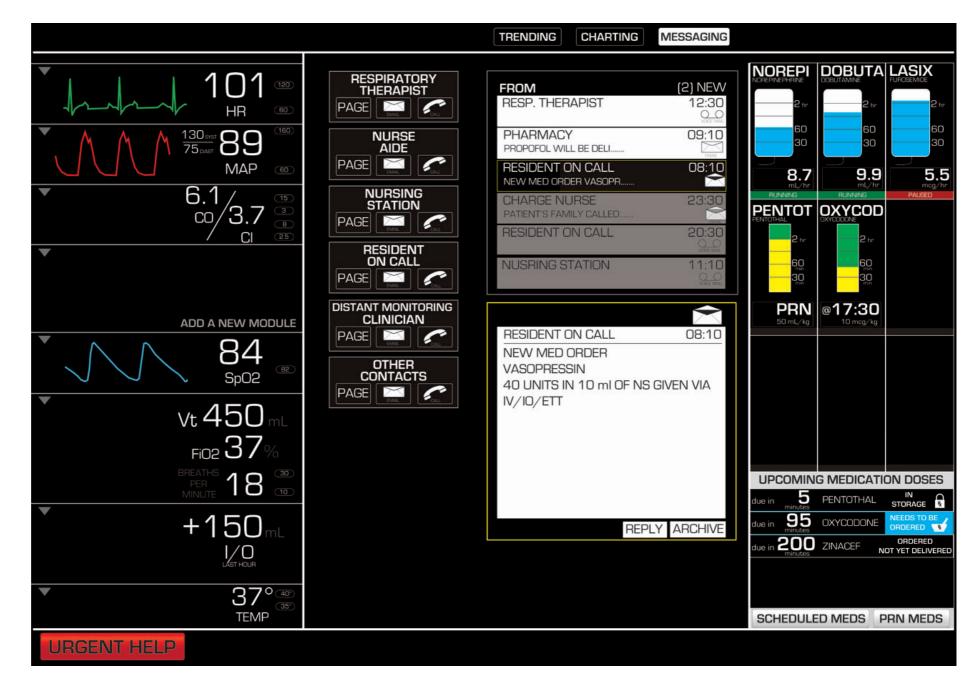


CONCLUSION Screen Builds

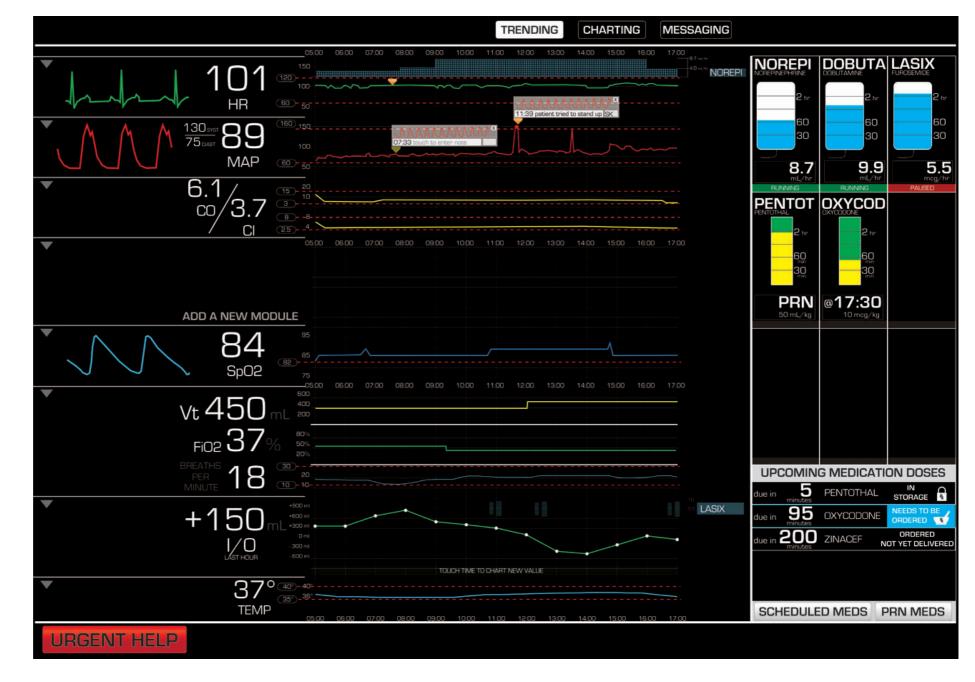


CONCLUSION Screen Builds

CONCLUSION Screen Builds



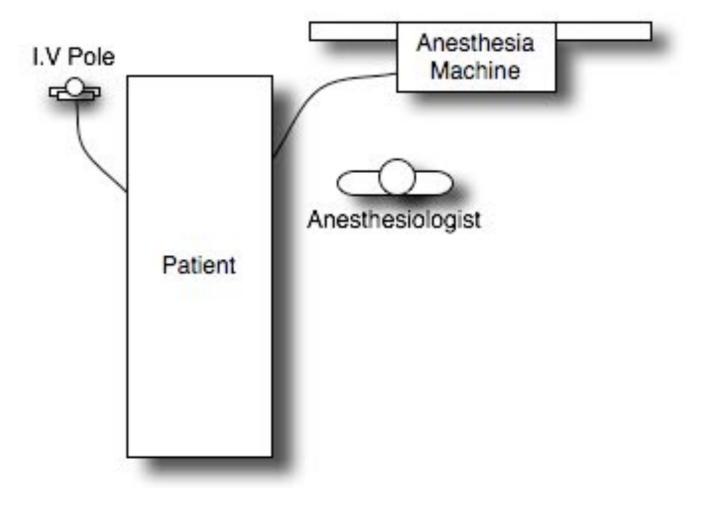
CONCLUSION Screen Builds



RESEARCH Contextual Observation



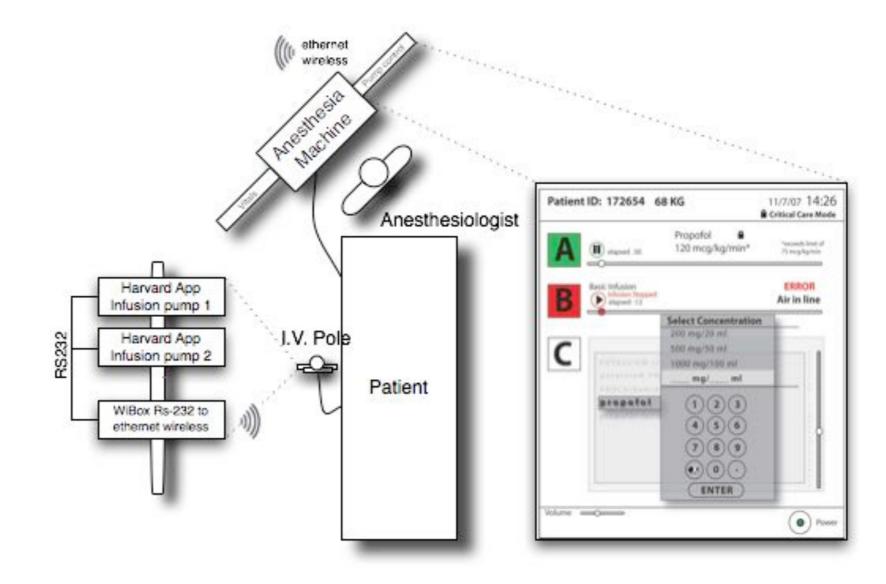
RESEARCH Environment Mapping



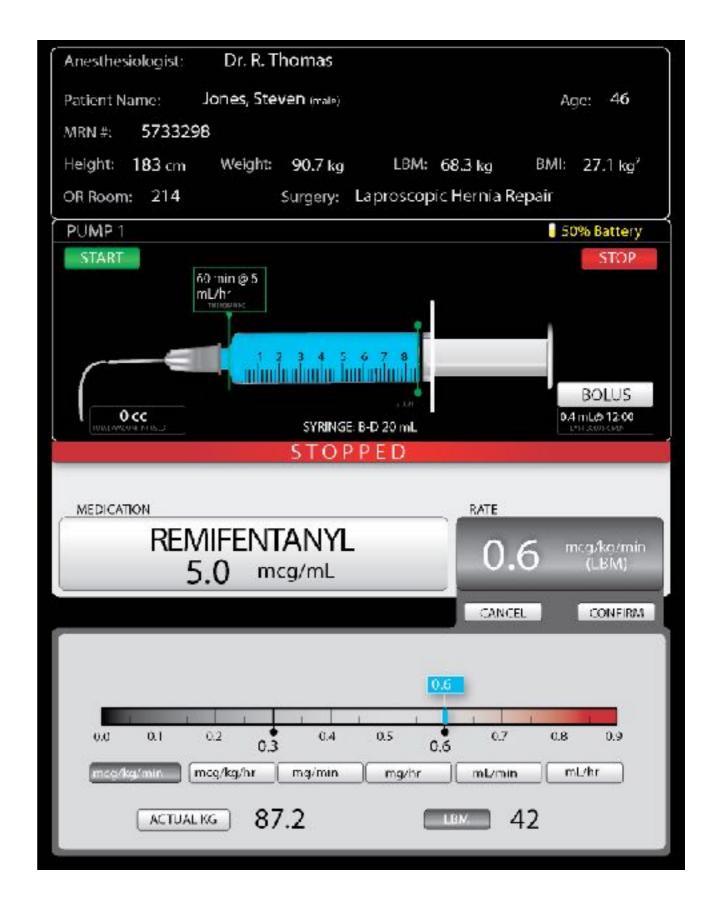
RESEARCH FMEA

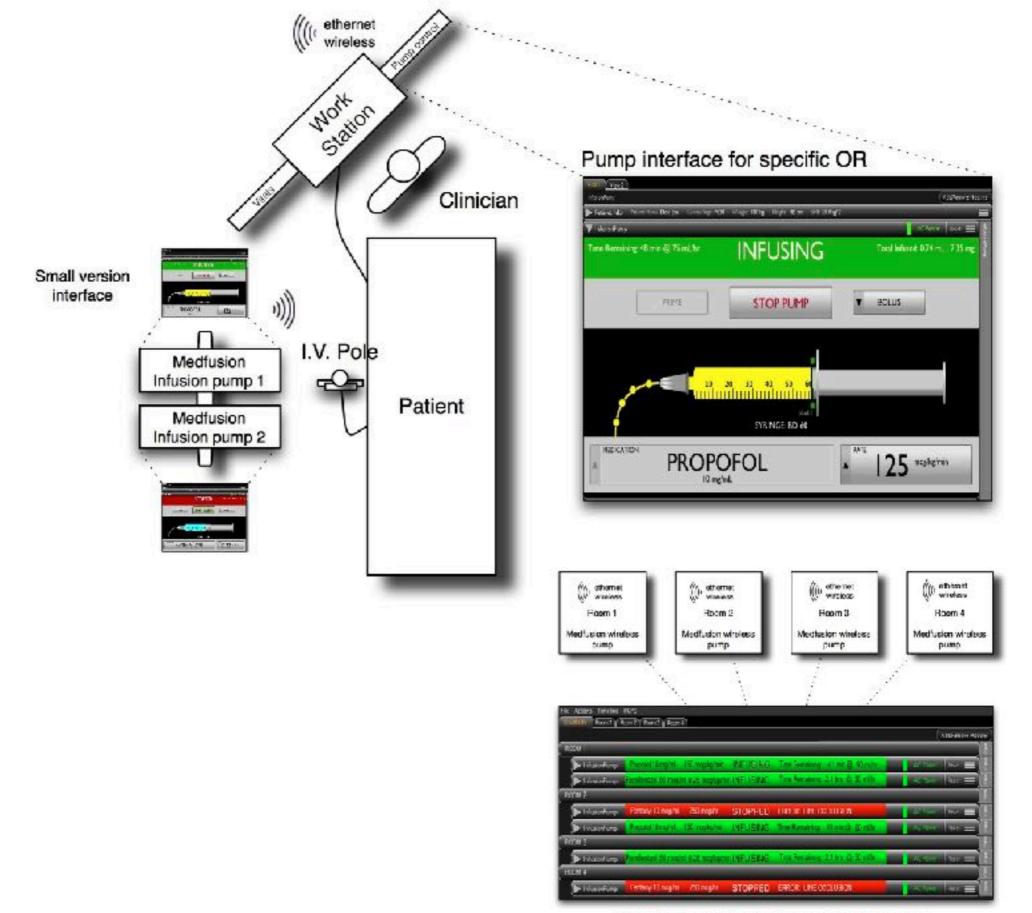
		t Step description t	Failure mode	Effects of failure	Couses (Mitigation strategies	Detailed explanation	Severity	Probability	Detectability	Priority
Step	3	Ivess Restart on the module	CO RECTOR NO	Martin and Martin	the state of the second second		the second state				
Fathenitheda			doer slove not know winthin a bolus doer will be infused due to pressure build up		 He Of Preduct's showing director a bolar does will be inadvortantly given one-the influence is restarted 		Parage will "back will" after an sociation alarm (to prevent a bolus does being given) only if a pressure sending loss has been used	2	z	3	8
	listis Med	ley - F - Plug the pump into mains power									
Step	1	Low battery alarm sounds									
FailumHode			Alarm sounds when user is busy with other tasks	Interruption of more important tasks	(1) Remaining bottery life is ranely diseleged on the screen; (2) No adjusted warring of lookattery.	Prominent display of battery ife remaining (percentage and time) on the second at all times	Very Low Bottery alarm sounds when there is < 5 mins of battery bla consuming	1	2	1	8
Step	2	Rug pump into mains power									
	Marie Med	loy-G - Replace an empty bag during an infus	ige .								
Step	1	Reas Pause on the module									
Step	3	Orange the bag									
Step Task A	-	frees Restart on the module	- A set of the set of								
Step .	startin Med	ley- H - Replace maintenance fluids during an Replace the fluid bas	minute on								
Step Step	1000	Press Pause on the module Replace the maintrearce fluid bag Press Restart on the module									
Step	- 2	Inter the fluid details into the record keeping		and the second se					100		
FailureHode			Transcribing error	incorrect or inaccurate details in the electronic record	Pump does not interface with record keeping system	Fung automatically enters patient information and infusion details into the electronic record		1	1	3	5
FailumHode			Reduntant step	Time warted	Pump does not interface with record arrange system			1	1	3	5
						The electronic record					
Step Step	211	Click on Pleasy ins/outs Click on the fluid currently being administe Press Record for the volume that has well									
Step Step Step Step Step Step	*****	Click on the fluid currently being adminste Press Record for be volume that has us! I Press Start Fluid: for the current bag Press Record Nonitor the patient									
Step Step Step Step Step Yask A	*****	Click on the fluid currently being adminste Press Record for the volume that has set Press Start Fluids for the current bag Press Record Nonitor the patient Nonitor the patient									
Step Step Step Step Yask A Step Step	*****	Click on the fluid currently being administe Press Record for the volume that has soil Press Record Nonitor the partient ler-1 - Stop an infasion Frees Channel Off betton on the module Remove the IV line free the module	been infused	0. 0							
Step Step Step Step Step	*****	Click on the fluid currently being adminish Press Record for be volume that has used frees Start Fluids for the current bag Press Record Nonitor the patient leve 1 – Stop an infasion Frees Channel Of botton on the module	been infused	Promotion improvement details in the	Purp does not interface with record	Pump advertationally extens palient				-	5
Step Step Step Step Step Step Step Step	*****	Click on the fluid currently being administe Press Record for the volume that has soil Press Record Nonitor the partient ler-1 - Stop an infasion Frees Channel Off betton on the module Remove the IV line free the module	been infused on (Centricity) Transcribing error	electronic record	Purge does not interface with record keeping system	information and infusion details into the electronic record		1	1	3	5
Step Step Step Step Step Step Step Step	*****	Click on the fluid currently being administe Press Record for the volume that has soil Press Record Nonitor the partient ler-1 - Stop an infasion Frees Channel Off betton on the module Remove the IV line free the module	been infused m (Centricity)			valormation and infusion details into		1 1	1 1	3	5 5
Shap Shap Shap Shap Shap Shap Shap Shap	2/3 2/3 2/3 2/3 2/3 1 2 3 3 3/3 3/3 3/3 3/3	Click on the fluid currently being administe Press Record for the volume that has set i Press Start Fluids for the current bing Press Record Sonitor the patient Set - Stop an infanite Ress Channel Of botton on the module Ress Channel Of botton on the module Stop the infanion in the record keeping syste Select the entry for the drug being infaced Stop the infanion Date the time that the infanion was supported	m (Centricity) Transcribing error Reductant step	electronic record	keiping system Punp does not interface with record	information and infusion details into the electronic record hump automatically enters patient, information and infusion details into			-		
Step Step Step Step Step Yask A Step Step FalleeMode Step Step Step Step Step Step Step Ste	2/3 2/3 2/3 2/3 2/3 1 2 3 3 3/3 3/3 3/3 3/3	Click on the fluid correctly being administe Press Record for the volume that has soil Press Record Monitor the patient level - Stop an infusion Press Channel Off britton on the module Record the patient level - Stop an infusion Press Channel Off britton on the module Stop the infusion in the record keeping ryste Select the entry for the drug being infused Stop the infusion Enter the time that the infusion was support Press Stop Press Stop	been infused m (Centricity) Transcribing error Reduction: step	electroxic record	keging system Purp does not interface with record keging system	information and indusion details into the electronic recent hump advanticably enters, patient, information and indusion details indu- tive electronic record		1	1	3	5
Shap Shap Shap Shap Shap Shap Shap Shap	2/3 2/3 2/3 2/3 2/3 1 2 3 3 3/3 3/3 3/3 3/3	Click on the fluid correctly being administe Press Record for the volume that has used Press Record for the correct lang Press Record Nonitor the patient Sev I - Stop an infeation Frees Channel Of betton on the module Sensor than IV line free the module Stop the infusion in the record keeping syste Select the entry for the drug being infeced Stop the infusion Enter the time that the infusion was supported by Press Stop	m (Centricity) Transcribing error Reductant step	electroxic record	Keging system Purp does not interface with record keging system (1) System On botton does not form purp off; (2) There is not indication of	information and infusion details into the electronic report Pump advantically enters patient information and induced details into the electronic record			-		0.000
Shap Shap Shap Shap Shap Shap Shap Shap	2/3 2/3 2/4 2/3 3 3/4 3/3 3/3 3/3 3/3 3/4	Click on the fluid correctly being administe Press Record for the volume that has used Press Record for the correct lang Press Record Nonitor the patient Sev I - Stop an infeation Frees Channel Of betton on the module Sensor than IV line free the module Stop the infusion in the record keeping syste Select the entry for the drug being infeced Stop the infusion Enter the time that the infusion was supported by Press Stop	been infused in (Centricity) Transcribing strat Reduction step i ed Oser does not keen here to power of	electroxic record	Reging system Purp does not interface with record Reging system (1) System On botton does not turn	information and infusion details into the electronic report Pump advantically enters patient information and induced details into the electronic record		1	1	3	5
Step Step Step Step Step Task A Step FaluetHote Step Step Step Step Step Step Step St	2/3 2/3 2/3 2/3 2/3 1 2 3 3 3/3 3/3 3/3 3/3	Click on the fluid correctly being administe Press Record for the volume that has used Press Record and the correct bag Press Record Nonitor the patient Series Channel Of betton on the module Record Annel Of betton on the module Record the IV line from the module Record the infusion in the record keeping ryste Select the entry for the drug being infused Select the entry for the infusion was expec- Press Stag Rep 1 - Preser off party	been infused en (Cantricity) Transcribing error Redundant step ed Ober decs nut knew here to power of party	electroxic record	Keging system Purp does not interface with record keging system (1) System On botton does not form purp off; (2) There is not indication of	Information and indusion details into the electronic model hung actionatically enters patient information and indusion details into the electronic record		1	1	3	8
Shap Shap Shap Shap Shap Shap Shap Shap	2 (3 2 (3 2 (4 2 (4 3) 3) 4	Click on the fluid correctly being administe Press Record for the volume that has used Press Record for the current larg Press Record Sonitor the patient Sev - 1 - Stop on infonion Record Channel Off botton on the module Senore the IV line from the module Sonor the IV line from the infonion was supported Press Channel OV bottom on *all* modules Sout down pump using main screen Press Options	been infused m (Cantricity) Transcribing error Redunizant shep r ed User does not know how to power of pering	electronic record Time wasted User can't turn all the pump	Keging system Putp does not interface with record keging system (1) Sustem On botton dos not form pump of, (2) Thore is ni inducation of here to barh off the during	information and industrial details into the electronic recent hump advantically enters, patient, information and industrial details into the electronic record		1	1	3	5
Shep Shep Shep Shep Yask A Shep Shep FallusMode Shep Shep Shep Shep Shep	2 (3 2 (3) 2 (3) 2 (3) 3	Click on the fluid correctly being administe Press Record for the volume that has soft Press Record Monitor the patient Press Record Monitor the patient Press Channel Of botton on the module Record the Infusion in the record keeping ryste Select the entry for the drug being infused Stop the infusion Forest the time that the infusion was support Press Stop Press Channel Of botton on *all* modules Shut down pump using main screen	been infused m (Centricity) Transcribing strain Redundant step ed Oper does not know how to power of pump coar can't navigae to the Operative menu	electronic record Time wasted User can't turn all the pump	Reging system Purps does not interface with record Reging system (1) Sustem On botton does not form purps oft; (2) There is no induction o has to barb off the purps (2)poors menuity available on all	Information and indusion details into the electronic model hung actionatically enters patient information and indusion details into the electronic record		1	1	3	8

SYNTHESIS Environment Mapping



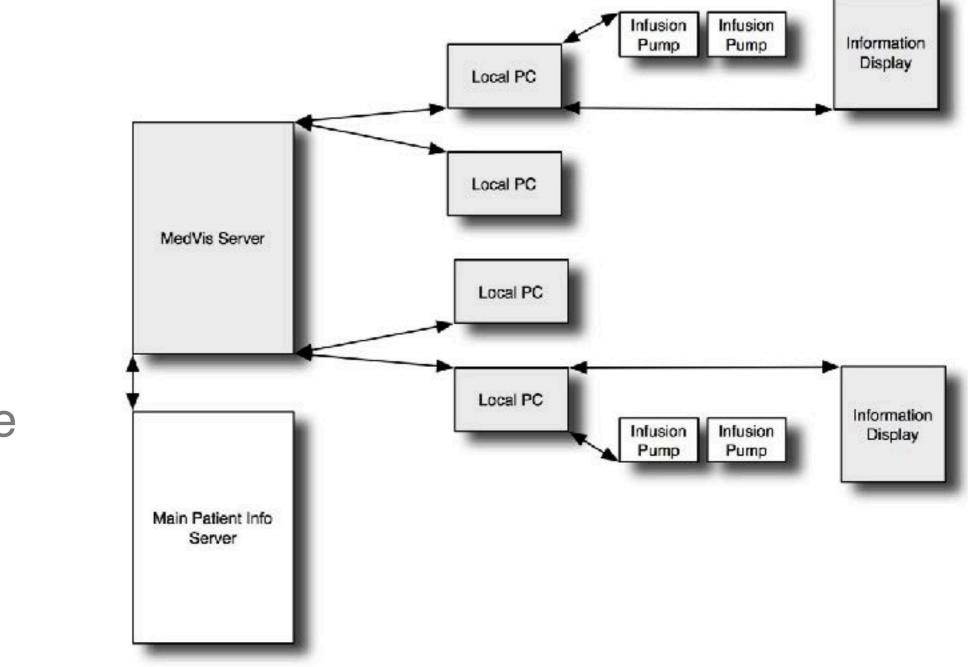
DESIGN 20 Iterations





Central Station summary view of all pumps in separate rooms

DESIGN Overall Strategy



DESIGN IT Architecture

Books

Developments in Design Methodology Nigel Cross Design Research: Methods and Perspectives Brenda Laurel Universal Methods of Design Bella Martin, Bruce Hanington 101 Design Methods Vijay Kumar 100 Things Every Designer Needs to Know about People Susan Weinschenk

Measuring the User Experience Tom Tullis, Bill Albert Seductive Interaction Design Stephen Anderson

Journals

The Design Journal, The Journal of Design Research, CoDesign, Design Science



Alena a maxim the survey a survey of Finate mantialing and a material theat intervestion

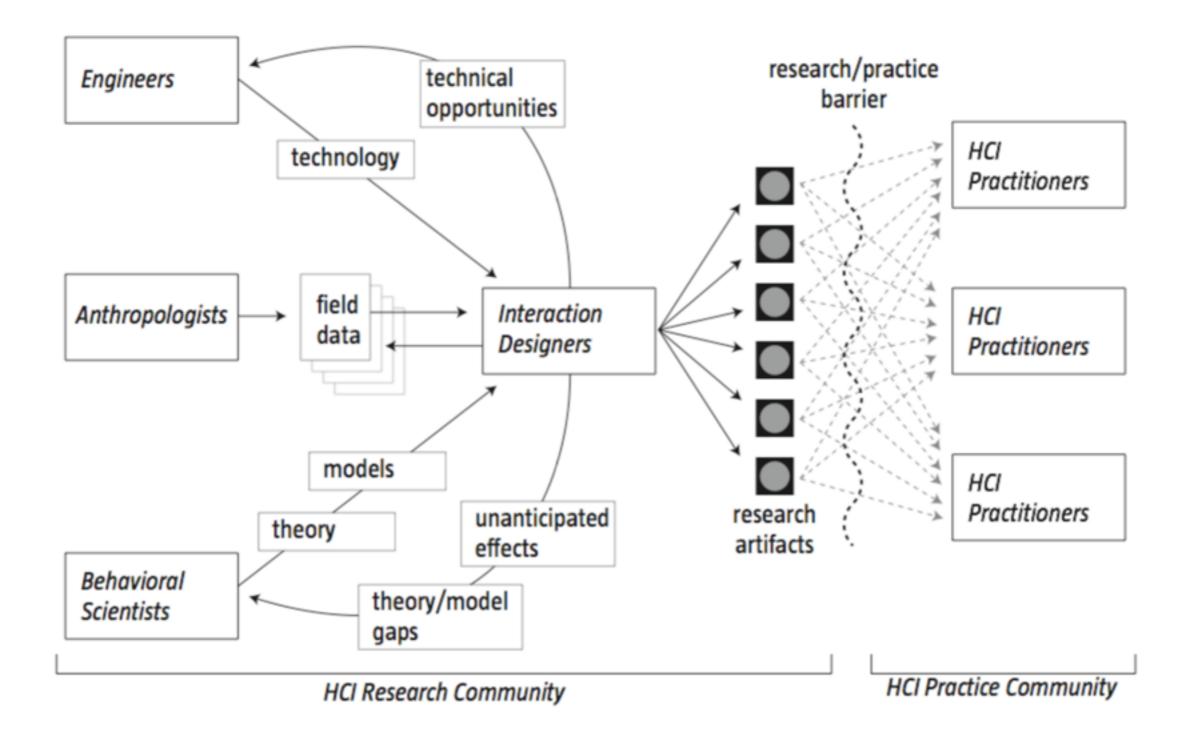
three main themes emerged. First, participants noted that interaction designers brought a process for engaging massively under-constrained problems that were difficult for traditional engineering approaches to address. Second, designers brought a process of integrating ideas from art, design, science, and engineering, in an attempt to make aesthetically functional interfaces. One described this process as similar to composing music or conducting a symphony, where the job is to bring out the richness in a range of voices to make a singular thing. Third, designers brought empathy for users as a part of the process. In addition to considering their needs and desires from an external-observer's perspective, designers worked to also embody the people they made things for. Using our model, interaction design researchers integrate the *true*

knowledge (the models and theories from the behavioral scientist) with the *how* knowledge (the technical opportunities demonstrated by engineers). Design researchers ground their explorations in *real* knowledge produced by anthropologists and by design researchers performing the upfront research for a design project. Through an active process of ideating, iterating, and critiquing potential solutions, design researchers continually reframe the problem as they attempt to make the *right* thing. The final output of this activity is a concrete problem framing and articulation of the preferred state, and a series of artifacts—models, prototypes, products, and documentation of the design process.

Research Through Design as a Method for Interaction

Design Research in HCI

John Zimmerman, Jodi Forlizzi, Shelley Evenson



Research

Practice

Understanding

Novel

Commercial

Refinements