



John Wayne Hill
I590 | Experience Design | Spring 2010
Self Reflection

Overall Reflection

In reflecting on my group's experience design project, I find myself very satisfied. I feel strongly that my team did a great job and came out with a strongly designed experience. Some factors that I believe contributed to my team's success is that we meet often, respected each other, communicated well, and we were all passionate about making a great Mars Experience.

Disability Prototyping

When looking to prototype a disability, our group first decided to prototype three different types of disability. We really wanted to get some great insights that would prove useful in our final design. After deciding upon what three disabilities we wanted to prototype (Cataracts, Arthritis, and ADHD), we talked about which person would experience which prototype. I ended up experiencing ADHD. As I didn't know much about this disability at first (besides common knowledge), I first decided to do a little research. After gathering some knowledge about this disability and sharing it with the group, our team then started to talk about how we would prototype each disability. For my disability, we decided to have a movie that I very much like (Star Trek, 2009) in order to constantly attract my attention. In order to make sure that I would be distracted, we also decided that I would wear headphones during the experience so that I could hear the audio of the movie as well. While prototyping this disability I found it difficult at times to concentrate. I also found that I had trouble talking to my teammates and listening when they talked. I often found that I had to give my mind extra time

to catch up to the task at hand, even if that 'task' was a distraction from my main task of the group meeting. I found that I was also planning out what I would say much more than usual. Furthermore, I was surprised to find that moving around (fidgeting, shaking my feet, etc) and standing helped me to concentrate better. During the entire experience I was always very conscious of my actions and how my group members perceived me.

Experience Prototyping

Once my group had settled upon the idea of Life on Mars as our museum exhibit, we started exploring this problem space through bodystorming. This allowed us to get real and interact directly with what we might prototype. It allowed us to think through the design physically and truly understand the design and the flow of the experience. We wanted to focus on visitors having a true "an experience" as Dewey described it. This meant that we needed to have a clear beginning, middle, and end. Furthermore, it meant that our visitors needed to undergo something. Bodystorming and iterating over our prototype several times really allowed us to create the experience that we wanted. While testing our design with users, we also came to understand what their expectations were for our design. This allowed us to continually align our experience with the users expectations so that we could fulfill a visitors "contract of expectations" as Falk and Dierking explain.