


User Interface Software Project

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Contextual Inquiry

Content derived from Buxton, [Sketching User Experiences/](#)

Contextual Inquiry

- Similar to ethnography
 - Studies the user in place
 - Tries to capture the reality of his work culture and practice
- Different from ethnography
 - It is not open-ended
 - The investigator has a specific focus
 - Its goal is to
 - find the right design
 - design the right system



Contextual Inquiry

- Contextual Inquiry
 - Is like being an apprentice to the user
 - Go to their location
 - See their work place
 - See the objects they use
 - See the artifacts they create
 - Experience their communication patterns
 - verbal
 - non-verbal
 - Gather data



Contextual Inquiry

- The user is the expert and a partner to the investigator
- However, the investigator is not passive
 - Her goal is to understand what is going on.
 - Asking questions...
 - Questioning motivations...
 - Make sense of the actions is expected
- She must be ready to challenge her assumptions of understandings of the place, user and task



Contextual Inquiry

- Step 1
 - Data collection
 - Interviews
 - Photographs
 - Videos
 - Drawings
 - Sample collection



Contextual Inquiry

- Step 2
 - Data analysis
 - Sequential analysis of actions
 - Physical models of actions
 - Models of communication flow
 - Cultural insights
 - Artifact categorization

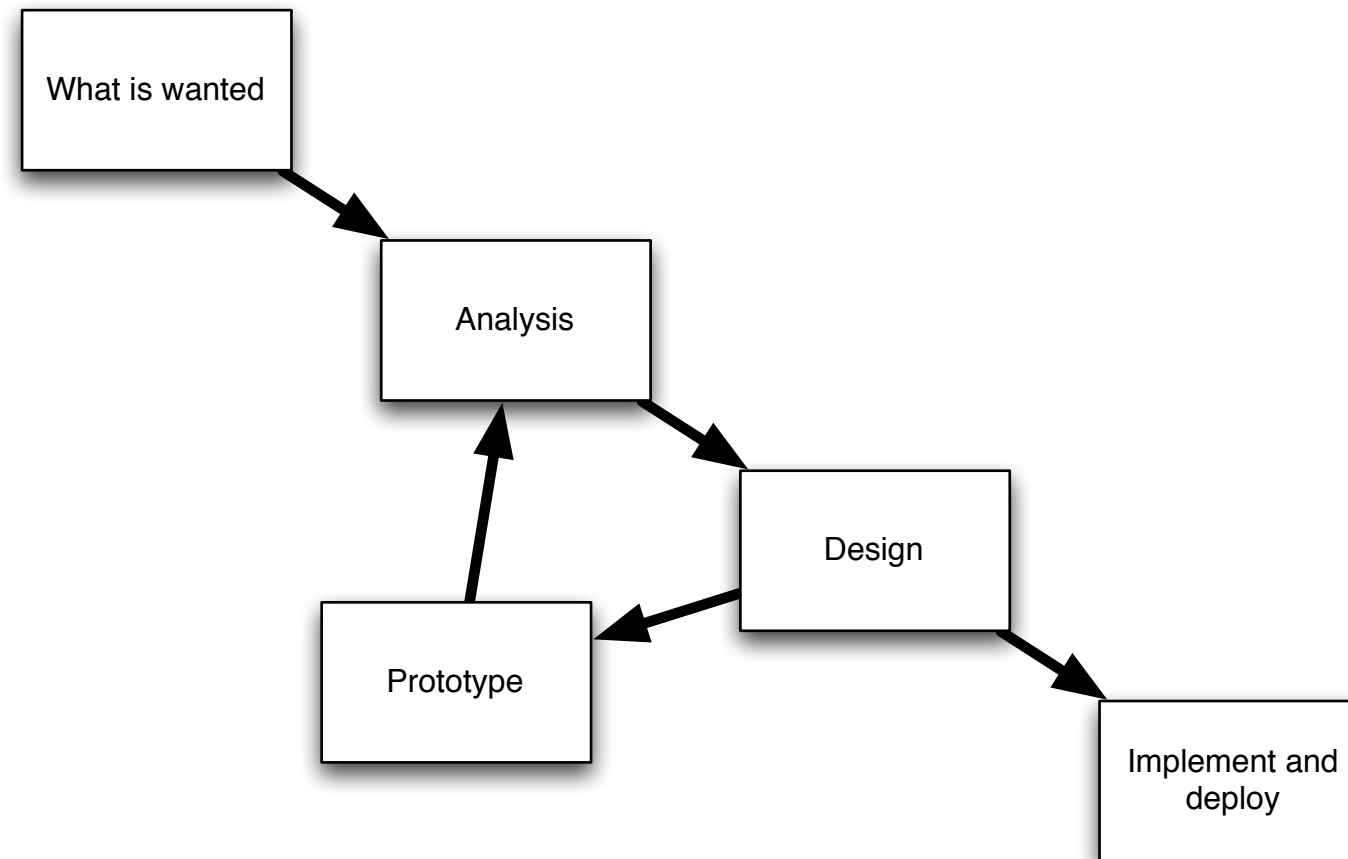


Contextual Inquiry

- Step 3
 - Outcome
 - Representation of the required task sequences, artifacts and communication channels that must be supported.
 - Understanding of physical and cultural constraints



Course Path



Course Path

