

Human Computer Interaction (Hindi mein)

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Iterative design and Evaluation

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Hello everyone, main Navodit aur aaj hum janenge iterative design aur evaluation ke baare mein. Toh iterative design ek aisa design methodology hai jismein ek cyclic process follow hota hai jiske andar designing, prototyping, testing and analyzing ke baad hum us design ya product ko aur refine karte hain. Is design methodology ko aur achhe se samajhne ke liye hamare paas ek activity hai jismein hum ek mascot ko design karenge for a Gen AI chatbot. And us design ke kuch criteria ko humein follow karna hai. Pehle toh woh design cute lage. Secondly woh design kaafi simple ho aur easy to read ho. Uske baad woh ek companion ya pet ka feel de user ko aur uska look and feel futuristic hona chahiye. Par activity shuru karne se pehle aaiye aapko dikhate hain ki drawing tool ko Adobe Express mein kaise access karna hai. Toh top left corner mein jo plus icon hai us pe click kijiye. Popover ke search bar par search kijiye draw aur pehle option ko click kijiye. Yeh aapko direct karega Adobe drawing tool ke editor pe. Toh yahan par hum dekhenge ki Adobe Express ke drawing editor ke center par ek blank canvas hai. Jahan hum apne pehle conceptual sketches ke shuruwat karenge. Iske liye hum Express drawing ke symmetry tool and pencil brush ki help se initial rough kuch sketches banana shuru karenge. Symmetry tool ki madad se hum quickly kuch iteration sketch kar lenge jismein hum different-different shapes aur sizes ke saath play around karenge. Kyunki jo mascot ka design hai woh cute hona chahiye. And iske liye hum ek baby ke body ke proportion se inspiration lenge. Jismein ki character ka sar thoda bada hoga as compared to the body aur body ke parts and limbs woh thode chhote dikhenge. And hum yahan pe combine karenge different geometrical shapes but basic shapes. Kyunki basic shapes ko read karna aur unko samajhna kaafi easy hota hai human eye ke liye. Second criteria hai hamara ki character cute dikhna chahiye. Toh uske liye hum ek pet ka inspiration lenge like a dog or cat jo ki hamare mascot ka look and feel define kar payega. And last sketch mein usko boxy hi rakha hai so that it resembles a futuristic robot like structure. And uski wajah se humne usmein antennas bhi add kiye hain. Toh last mein saare sketches ko thoda refine karne ke baad yeh rahe hamare initial rough concepts aur sketches. And ab aaiye hum apne sketches aur designs ko is mascot design ke sketches ko evaluate karte hain. So hamare paas various combination of shapes, size, proportions sab available hai in initial sketches mein. But pehla wala thoda bada lag raha hai. That head is too big. Second one thoda baby type ka lag raha hai human baby. Third one kuch zyada hi simple humne design kar liya hai. But this one is perfectly fitting with the description. Toh chaliye is sketch ko is concept ko aur refine karte hain.

And hum is image ko jo humne download kiya hai last sketch ka usko drawing tool mein jo image option hai usse hum import karke le aayenge. And usko thoda sa scale up bhi kar lenge taaki jo hamara rough sketch hai woh overall canvas par poora spread ho paaye. And jo image layer hai Express drawing mein woh hamesha background mein lie karti hai. So that koi bhi uske upar draw ya paint karke apne sketch ko aur update kar paaye ya upgrade kar paaye ya refinement pe work kar paaye. So yeh refinement ek achha example hai iterative design methodology ka jisse jo design ya product hota hai refine ho ke har iteration mein improve hota hai. Toh chaliye ab hum is sketch ko evaluate karte hain. And usko import karne ke baad canvas pe hum mark out karenge ki kaun se areas better lag rahe hain. Kaun se areas pe humein kaam karna hai. So for example yeh jo detail part hai that can be simplified. Jo arms ka design hai usko hum simple round shape mein bhi kar sakte hain. Aur mascot ke visor ko hum speech bubble ka shape bhi de sakte hain kyunki yeh mascot ek chatbot ka mascot hai. So it will improve the design. Toh yeh raha hamara final design aur isko download karke import kar lenge aur hum revisit karenge iske design ko and phir se hum refinement pe kaam karenge jo comments humne add kare the woh add in karke woh edit karke yeh raha hamara final design final sketch. So ab is sketch ko hum download kar lenge and dobara hum us sketch ko canvas par leke aayenge jisko humne background color ka change karke black kar liya hai ab opacity down karke hum start karenge final rendering ka kaam so is process is activity ke through humne jaana ki iterative design ke methodology mein kaise revisit karna padta hai baar-baar apne design ko, apne concept ko usko test out karna padta hai. Each stage pe humein back jaake phir se humein apne idea ko evaluate karna padta hai ki woh final jo description humein mila hai aur jo aim hai project ka uske saath align ho raha hai ki nahi. And har stage par humein kuch new feedback milta hai, new idea milta hai jo ki improve karta hai hamare design ya product ko aur yahan pe bhi humne is chatbot ko waise hi develop kiya hai after going through multiple stage of iteration jismein humne sketch banaya ya sketch ko develop kiya and us final development ke baad hum usko ab render kar rahe hain aur yeh hai apna final design for a mascot jo ki hai Zeni chatbot ke liye which resembles a companion a pet of that user. So is activity mein Adobe Express drawing ke various features ko use karte hue humne iterative design ke baare mein seekha hai jo ki web design se leke software development sab jagah use hota hai aur yeh designer ko allow karta hai ki har stage mein feedback ko incorporate karein, adjustment karein aur more effective design produce kar paaye jo ki har designer ka ek aim hota hai. Thank you.