HCD process

1. Introduction & project context

The project aims at building modern dorms by using technology that emphasizes providing collaborative spaces for collaborating through high-technology tools. The online courses, in-person workshops, and websites are created for the process. Project mandate involves the establishment of a hybrid residence hall at the institute with startup incubator. It focuses on developing technology for promoting community building in campuses. The project stresses on designing personal spaces and for promoting healthy relationship among students by promoting social interaction. The drivers of the project include the provision of high-quality service, strategic management of resources, knowledge management, assurance of profitability, flexible resources and controlling project cost. The project is important because it provides better growth opportunities to the students who are associated with dormitory life. The project is currently at the ideation phase that stresses on visualizing and brainstorming. It will discuss all the possible solutions for resolving the issue of creating interactive dormitory life.

1. Research approach/ methods

User stories

James: dormitory life is boring when you don’t have access to computers and technological tools. When I play games, I get chances of interacting with others that lead to overall development.

Mark: computers are not only for gaming or fun I use it for learning some professional skills.

Goals

The goals focus on managing events in residence halls, promoting a friendly environment, creating interactive workspaces, creation of social networking features and residential life. The project also aims at the creation of recreational areas for attracting students.

Competitive analysis

The competitive landscape emphasizes building state-of-art residence hall by installing computers and ICT technologies. Providing access to the computers and technologies will help the students to establish professional skills. The spaces will allow the students to work in the form of groups. The integration of ICT technologies will provide a competitive edge.

Question storming

The survey is conducted by targeting the users (students at campus) of the project. To assess the preferences of students regarding dormitory life they are asked questions about the facilities. The responses reveal if the students are willing or not for the adaption of new technologies and the dormitory project (Brandon, Hirt, & Cameron, 2008).

* Do you think that dormitory life can be improved by providing access to technologies?
* Building open spaces will improve student interaction?
* ICT technologies will provide learning opportunities?
* Are gym areas important for community building?
* Will technology develop professional skills?
1. Results report

The findings of the report depend on the answers of the survey participants. The results depict that the majority of the students are familiar with the significance of ICT technologies. They accept the positive role of these technological tools and believes that it would provide them with better learning opportunities. It was surprising to know that not all students were familiar with the positive role of ICT technologies. Around 45% of the students does not believe that it improve learning opportunities for the learners.

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| Questions  | Yes  | No  |
| Do you think that dormitory life can be improved by providing access to technologies? | 60% | 40% |
| Building open spaces will improve student interaction? | 55% | 45% |
| ICT technologies will provide learning opportunities? | 50% | 50% |
| Are gym areas important for community building? | 70% | 30% |
| Will technology develop professional skills? | 64% | 46% |

Issues encountered

The idea of implementing digital technologies in college spaces depends on users’ response. Although technology enhancement is linked to the development of the future opportunities but its implementation demand acceptance from the users. Lack of knowledge about the advantages will undermine its adoption.

4. Persona

Human-centered design (HCD) is used for the creation of interactive dormitory life project. The project relies on human needs for the provision of effective solutions for the problems encountered by users in the dormitory life. HCD provides the criteria for understanding the challenges and proposing solutions to people in real lives. These designs are based on human perception and more specifically on responses of the survey participants (DAM & SIANG, 2017).

Stakeholders

The stakeholders of the project include the investors, employees, students, university administration and the dean. The project has incorporated the group of students who are having dormitory experiences.

1. Preliminary recommendations

The technology design offers the opportunity for developing learning environment and possibilities of promoting individual competencies. The new technological possibilities will provide effective learning by adopting linear communications. Potential ideas will provide more innovative solutions. Making the environment friendly will encourage students to spend time on learning the use of technological tools. Creating collaborative spaces will encourage students to learn professional skills and competency. The evaluation of the ideas will permit the designer to propose the most appropriate solutions for the end-users. Considering the costs of the project will provide a complete picture of the cost and benefit analysis. The creation of prototypes assists the designer to use creativity for the creation of the final product. The analysis of the prototype helps in finding the impacts of the project on the users and is also effective for determining their needs (Hennick, 2015).

1. Conclusion

The Human Centered Design focuses on developing community building in campuses. This will provide better growth opportunities to the students in dormitory lives. Building personal spaces will promote the creation of an interactive environment where users will communicate with each other. The recommendations suggest using prototypes for evaluating the benefits of the technology design. It is crucial to find alternatives for the current model.

References

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