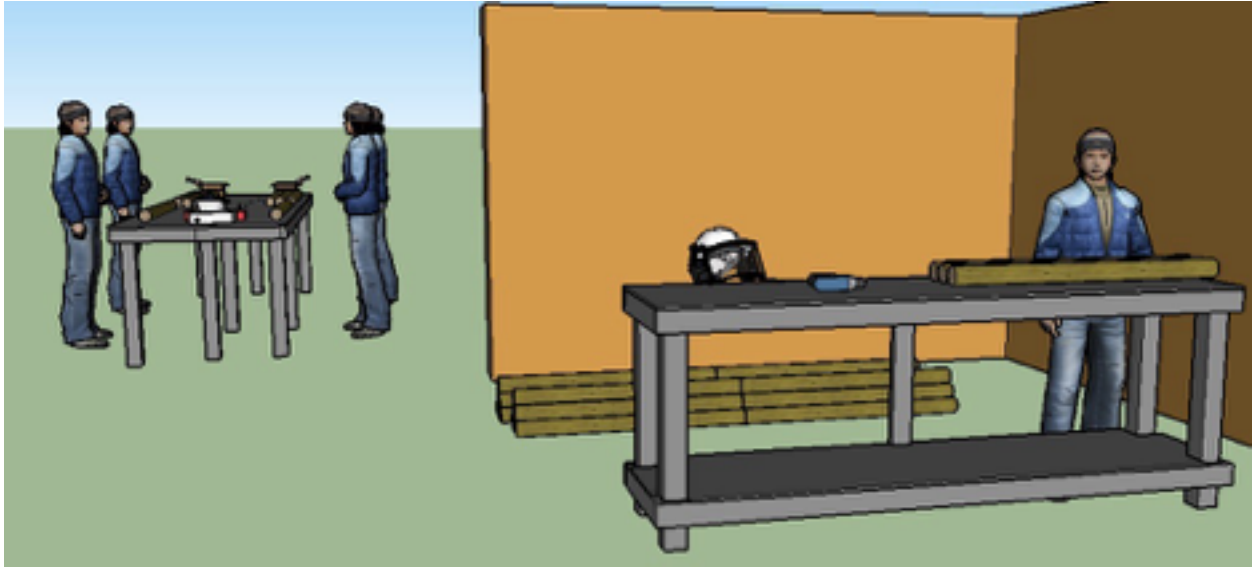


User Interface for setting up a workshop OP3

By Simha Bode

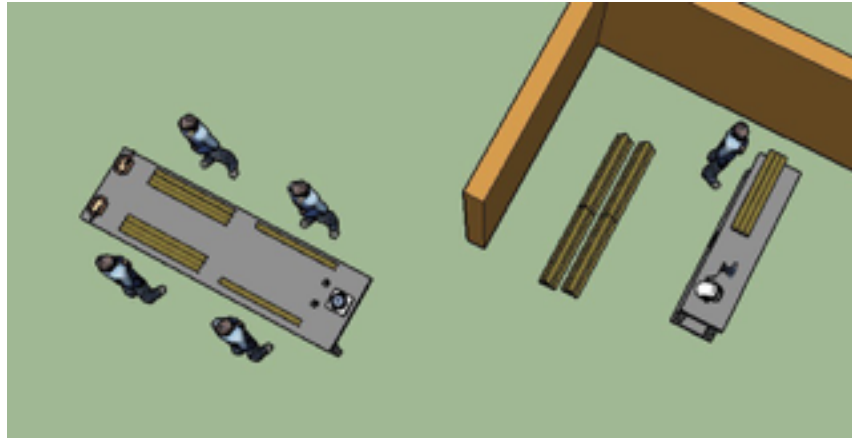


In this PDF I am showing how User Interface design principles can be used for designing and setting up workshops. I am using the example of a mushroom log inoculation workshop that I set up. See more details on that project in my Capstone OP2 in the right column of *1.6 Commentary and other projects*. The UI Principle of *Knowing the needs, goals and experience of users* can influence the way you set up a workshop, I touch on this later. Knowing participant goals will increase the likelihood that you fulfill them. I recreated the basic set up of the workstations on Google SketchUp. The clone-person in the foreground (of the image above) is the one who will be drilling the holes in the logs to be inoculated. I decided to set the drill station up here because; only one side of the table was accessible, it gave some distance and a wall to buffer the noise from the other participants, and it also had the best light. I also unloaded the freshly cut logs in a large pile directly behind the driller to make access easy. This is a UI Principle of best practices in usability patterns.

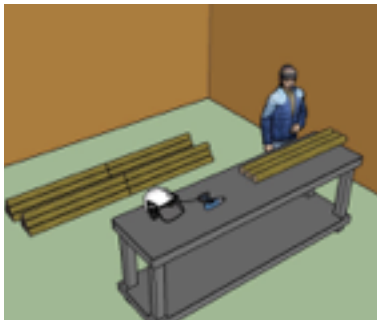


Inoculators and waxers

Driller



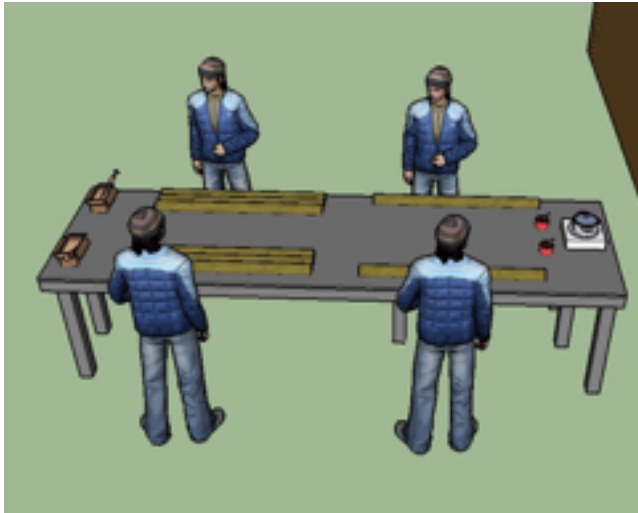
Giving each station and element within each station enough elbow room to move and yet close enough to make the process efficient is corresponding to the UI Principle of best practices *Using white space*. When something is too busy, whether its on your screen or in the room it make processes slower and less visible. For the UI principle of *Knowing your user*: you might consider putting something to stand on if the tables are too tall for some participants or give them hearing protection if they have sensitive hearing for example.



Having the appropriate tools and safety equipment is corresponding to a system maintenance UI Principle of *Feedback loops*. Through your experience of doing this you choose the tools and equipment that is suited for a beginner and the job. This is corresponding to the UI Principle of *Be forgiving - Keep it simple*.

When I was doing a demonstration I had the logs set-up as you see, with three logs together. This is to drill or inoculate the center log using the other two to hold it in place. After that one is done you shift the next into the center. This is a part of setting up the workshop and is also corresponding to the UI Principle of *Be forgiving - Keep it simple*.





Staying consistent is a UI Principle which can also be applied to workshop set-up. For example when you have rotating stations it is important that the participants keeps the consistency of the set-up for the next user. If they move a tool or change an organization which you explained, accidents happen or efficiency is lost. This principle is one that needs to be explained during demonstration. Using different walls to organize the logs so the various types of mushrooms are kept separate is one example of how this principle can be reinforced. Again, keeping it simple.

These are just some examples of how User Interface Design Principles can be applied to a physical design such as setting up workstations.

