You have ten seconds at the exhibition entrance

A visitor remembers a work by its image. Later, they will need the room number.



Field Notes
Studio 4

☆

RETURN VISIT
Studio 4?

At the entrance

Field Notes · Studio 4. A friend is already moving towards the next room.

After lunch

The visitor remembers the image. What would let them find Studio 4 again?

Design the part that happens over time

At the caption station, a visitor wants to read the artist’s words while a friend waits. They can change the type size.

CAPTION CONTROL
Standard type

ACTION
Enlarge text

RESULT
Larger caption

Before

The caption is set in small type. The visitor has one hand free.

Action

They choose Larger type with one tap.

After

The same caption is larger. A long sentence now takes more lines.

What can a still image tell us?

A visitor and a friend are reading together. What does the screen show, what can they do, and how does it feel to finish?

SCREEN
Two type sizes

ACTION
Change size

LATER
Read together

Interface

The caption screen shows the artist’s note and a Larger type control.

Interaction

The visitor changes the size and looks for the same sentence.

Experience

Can both people read it while standing together at the rail?

San Francisco, 9 December 1968

Douglas Engelbart and the SRI team publicly demonstrated NLS, a system for working with information on a screen.



SCREEN

Point to a word

What to watch

One hand moves a mouse on the desk. A marker changes position on the screen.

Why it matters

The person can refer to a particular place in the material they are editing.

Move the pointer. Then change one word.

Motion helps identify a target. Acting on that target can change the document.



Document

Meet at the north entrance.



Target

Point at north. The sentence still reads north.



Edit

Replace north with east. Read the sentence again.

Predict where “People” will take you

A single linked word appears below. Form a prediction before opening it. Then check the evidence on the original pages.

LINK
People

PREDICTION
What might open?

CHECK AFTER
Heading + one detail

Read

The link is labelled People. Imagine finding that word on a project overview.

Predict

Privately name one thing you expect to find after opening it.

Verify

After the reveal, compare the destination heading and one entry with your prediction.

What does pointing mean here?

A similar movement can prepare an edit or follow a reference. The target and the current task give it meaning.



Editing a sentence

Target a word, select it and replace it. The text changes in place.



Reading a project page

Activate People. The reader arrives at a different document.

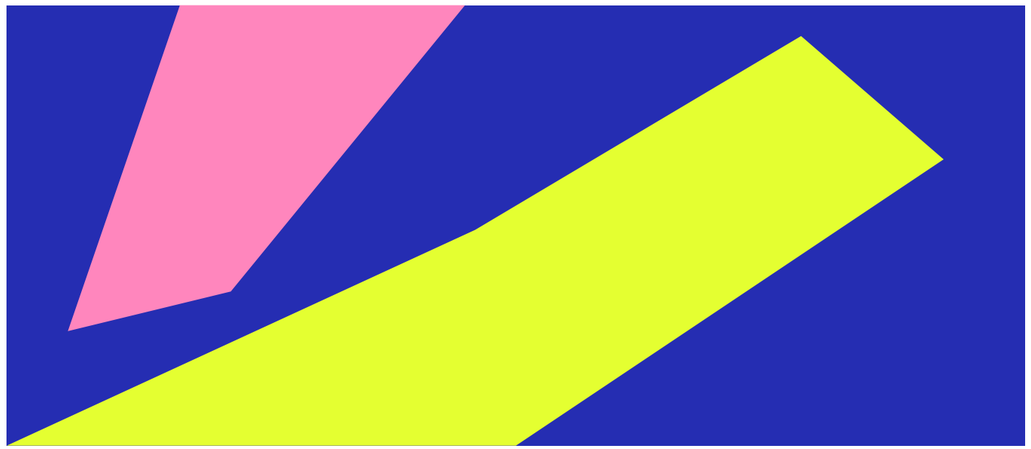


Design question

What can the visitor predict before acting, and what can they verify afterwards?

Field Notes ☆

You want to find this work after lunch. Predict the very next thing you would see if you touched the star.



Field Notes ☆

Exhibition card

Field Notes ☆

Wall label

Studio 4 · Ground floor

One star, three possible consequences

A rating, a personal list and an editorial badge call for different design decisions.



Rating

The visitor gives Field Notes four stars. Other people might see an aggregate.



Personal list

Field Notes is added to My visit. The visitor can retrieve this work.



Editorial badge

The exhibition team recommends this work. The star may simply be information.

Change the cue. Keep the action.

A fair comparison holds the work, the goal and the response constant while changing the visible invitation.



Version A

Field Notes · Studio 4. Control: ☆



Version B

Field Notes · Studio 4. Control: ☆ Save work



Same in both

After activation the work is added to My visit.

The second tap changes the story

An action may succeed while leaving the visitor uncertain. A second attempt can reverse the first.

BEFORE THE FIRST TAP
My visit: empty

0 s · Before

Field Notes is absent from My visit.

BRIEF MESSAGE
Added to My visit.

1 s · Tap once

The list gains Field Notes. A brief confirmation disappears.

AFTER THE SECOND TAP
My visit: empty

4 s · Tap again

In this toggle design, the second tap removes the work.

Can you find it after lunch?

A successful tap serves a longer intention only if the visitor can retrieve the right work later.

SAVED WORK
Field Notes

Keep

The card now shows Saved.

ANOTHER WORK
Light Study

Leave

Another work is opened. The original card is out of sight.

FROM MY VISIT
Select Field Notes

Return

Open My visit, select Field Notes and find its room number.

State the intention without naming the control

The visitor’s purpose can survive a change of interface. It gives us a reason to choose between designs.

GESTURE

Instruction

Tap the star.

SHORT-TERM GOAL

Immediate goal

Keep this work for later.

LONGER-TERM GOAL

Visit goal

Find the work’s room after lunch and bring a friend.

Write down what the visitor did

An observation names a visible or audible event. A claim about someone’s reason needs separate evidence.

TWO TAPS

Observed

The visitor tapped the star twice, then opened My visit.

A HYPOTHESIS

Possible interpretation

They may have missed the first confirmation.

A QUESTION

Follow-up

“What were you looking for when you opened the list?”

What remains when the message goes away?

A brief response acknowledges an action. A visible state lets someone check the result later.

CONTROL
Save work

BRIEF MESSAGE
Added to My visit.

PERSISTENT STATE
Field Notes · Saved

Event

The visitor activates Save work.

Immediate feedback

A message reads “Added to My visit.”

Inspectable state

The work card reads Saved and My visit contains Field Notes.

Tell the interaction in one breath

A usable account connects what the visitor wanted, what they did and what changed for them.

1 →

Intention

“I want to return to Field Notes after lunch.”

2 →

Action

“I activate Save work beside its title.”

3

Effect and evidence

“It appears in My visit. I can reopen it and find Studio 4.”

15 MINUTES / STUDIO BREAK

Back at 15:45

After the break we will watch one action together.

Bring back

A sheet of paper and something to draw with.

Next

Meet in the same room. We will form pairs after the demonstration.

Watch my hand, then the list

Keep your eyes on the “Between Rooms” card. What could you write down before asking me what I thought?

WORK DETAIL
Between Rooms ☆

ACTION
Save work ☆

MY VISIT
Between Rooms saved ★

Before

The card says “Save work”. The exhibition list says “No saved works”.

Action

I activate “Save work” once.

After

The plus becomes a tick. The list reads “Between Rooms saved”.

What would you ask next?

A second tap could mean several things. Keep the visible event and your explanation on separate lines.

AN EVENT

What we can see

Two taps on the same control. The list is empty again.

TWO POSSIBLE REASONS

Possible readings

The visitor wanted to undo the save, or was checking whether the first tap worked.

A QUESTION

Follow-up

“What did you expect after the first tap?”

Interface walk · Round one

Work in pairs. Pick a nearby physical interface and a task someone can try here. One person acts and one observes.

Choose · 2 min

For example, ask someone to find a named room using a floor directory.

Try · 5 min

The observer gives the goal, waits and records the first cue, action and response.

Discuss · 5 min

Ask what the actor expected. Mark which words came from the actor.

FIELD NOTE

Goal

First cue

Action

Response

Interface walk · Change roles

Try a second situation on a device. Keep a similar intention so that the two interfaces can be compared.

Swap · 1 min

The first observer now acts. Choose a comparable goal, such as finding the same room on a map.

Try · 6 min

Record the first action, the cue that prompted it and an observable sign of completion.

Compare notes · 6 min

Ask what the actor already knew. Bring back one note from each situation.

FIELD NOTE

Goal

First cue

Action

Response

Draw an observed moment of friction

Reconstruct one real incident as a short scenario. Include the actor, their goal and a detail of the setting that changed what they could do.

1 →

Setting · 3 min

Which person, place and constraint mattered? Name the goal in the actor’s own terms.

2 →

Sequence · 7 min

Draw the cue, the action and what followed. Record one exact movement or remark.

3

Friction · 5 min

Circle the difficult moment. Separate the observed result from the cause you suspect.

Frame the same failure three ways

Keep one observed incident fixed. Write three different questions about it, then choose which one your evidence supports.

THREE QUESTIONS

Three frames · 4 min

Try finding the cue, understanding its meaning, and recognising the result. Write a different question for each.

ONE CHOICE

Choose · 4 min

Underline one question. Point to the action or words in your observation that led you to it.

ONE OBSERVATION

Share · 2 min

Read the selected question and its evidence aloud. Keep all three versions.

15 MINUTES / STUDIO BREAK

Back at 17:00

Keep both sketches. We will use a real moment of uncertainty to start the individual project.

Leave on your desk

Your two notes and the question you want to investigate.

Next

Choose a visitor and one action for your own prototype.

The brief · One visitor, one action

Design one digital interaction for the annual exhibition, or choose another setting with an equally precise user and task. Each person develops their own project.

Situation

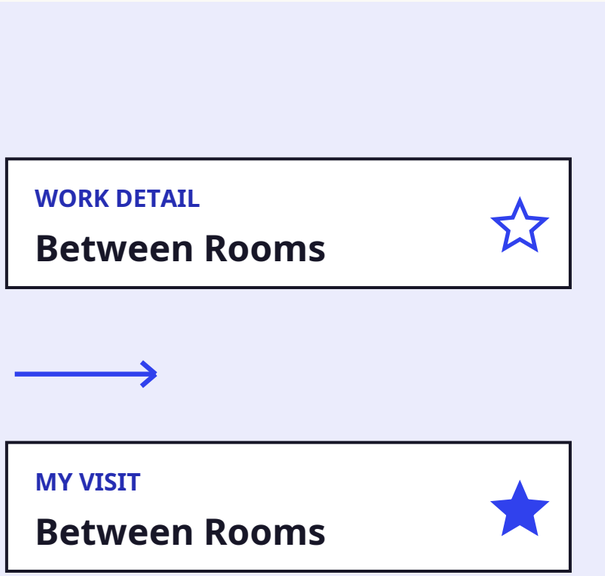
A visitor finds “Between Rooms” and wants to revisit it after lunch.

Core action

Keep the work for later. A visible entry lets the visitor find it again.

Scope

Build two to four meaningful states. Several states can share one screen.



From today’s sketch to the final submission

Block 2 runs from 14 to 16 January 2027. Show your work in progress on Saturday 16 January and use the feedback to finish afterwards.

NOVEMBER

Block 1

Sketch and test on paper. Leave with a clickable first version and a question.

INDEPENDENT WORK

Between blocks · about 12 h

Test with two people. Keep both observations and a before-and-after comparison. Bring a question to Block 2.

BLOCK 2

Block 2 and after

Build and discuss the browser version. Use about 12 further hours to revise and retest. Submit the prototype ZIP and a one- to two-page process PDF.

Sketch three ways in

Spend five minutes per sketch. Stay with one situation and try three different ways for a visitor to reach the same goal.

Sketch A · 5 min

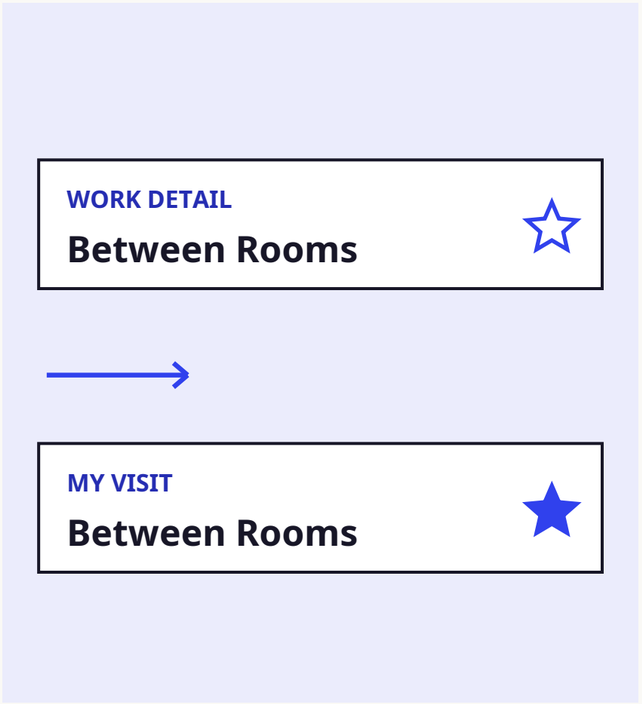
Begin on the work label. What could you take away?

Sketch B · 5 min

Begin on the map. How could the visitor mark a place to return to?

Sketch C · 5 min

Begin in a visit list. How would someone add a work they just saw?



Draw the start state

Choose one sketch. Give the visitor a plausible reason to act and enough information to make a choice.

CHOOSE
Work detail

DRAW
Between Rooms · Room 2

PREDICT
Save work?

Pick · 2 min

Circle the idea you could put in someone else’s hands today.

Draw · 6 min

Include real words for the work, its location and the available action.

Predict · 2 min

Write what you expect the visitor to do first and what they believe it will change.

Draw the end state

On a second card, show what remains when the visitor looks again. Mark the precise change between the two states.

MY VISIT
Between Rooms

TRANSITION
Activate Save work

EVIDENCE
Saved · Room 2

Draw · 6 min

For a saved work, show its name in the list. A short confirmation may already have disappeared.

Connect · 2 min

Label the action on the arrow from the first state to the second.

Check · 2 min

Circle the detail a visitor can use to recognise success.

Let a peer operate the two cards

Each partner has five minutes. Give the visitor a goal, reveal the second state after their action and record what they infer.

Task

“You want to visit this work again after lunch. Show me what you would do.”

Watch

Let the visitor point. Swap in the end state and ask, “What happened?”

Exchange

Name one helpful cue and one remaining question. Switch roles at 17:50.



Paper test · teaching illustration

Exit ticket · A sentence you can test

Save today’s two sketches and one sentence that names a person, their action and a sign of success. Bring them to the next studio.

Template

“When ___, a ___ wants to ___. I can tell it worked when ___.”

Worked example

“At the exhibition, a visitor wants to keep Between Rooms for later. They can reopen the work from their visit list and read its room number.”

Give the visitor a finish line

A useful project sentence lets another person see when the visitor has succeeded.

First draft	Help visitors explore the exhibition.
Sharper draft	At the exit, a visitor wants to find the sound installation they saw in Room 02.
Visible finish	They can reopen Between Rooms from their saved works.

What do I do, feel and know?

Use an audio control to distinguish a physical action, a perceptible response and an inference about the system.

Do

My finger touches “Play excerpt” on the sound installation’s card.

Feel

I hear a tone and see “Playing · 0:01”; the counter keeps moving.

Know

I infer that the excerpt is running and know where I can pause it.

What does this star promise?

Write what you expect to happen and which work you expect it to affect. Keep your first prediction.

Sound installation · Room 02

Between Rooms



Before the reveal

What do you expect the star to do?

What could show whether you were right?

What remains when the message disappears?

Annotate the cue, the action, the immediate response and the state a visitor can read later.

Before

A visible Save work control names the action.

During

Tap the control beside Between Rooms.

Immediately

The control reads Saved and the list count reaches 1.

One minute later

Returning to the page still shows Saved.

Break

We meet again at 10:00.

Leave on the desk

Your four annotations.

After the break

Ask a partner about the last time they kept something for later.

Interview for one concrete moment

Take six minutes each to interview and swap roles. Use the last three minutes to read back one anonymous quote from each conversation.

Ask	“Tell me about the last time you wanted to find something again later. What happened?”
Follow the sequence	“Where were you? What did you do next? What let you find it again?”
Read it back	Keep one anonymous quote and the situation. Ask the speaker to correct the wording.

Turn a quote into a provisional insight

Keep the original words beside your interpretation. A different experience could change the design decision.

Illustrative quote	“I had a photo, but I didn’t know which room it was in.”
Possible need	When returning to a work, a visitor may need its location alongside a recognisable detail.
Test the interpretation	They may also have struggled to distinguish similar works. Which detail in your own quote supports your reading?

Map the route your evidence suggests

Place a verb on each arrow and a visible state on each card. Mark where your interview changes the route.

Content map	The exhibition contains Between Rooms and Echo Field. Saved works is a collection.
Task flow	Open Between Rooms → save → check its room in the collection → return to the exhibition.
Decision	Would a visitor opening the collection see both title and room? Add one return arrow and a lasting state.

Walk the route and mark one gap

Give another person the first card and a goal. Watch where they need a state you have not drawn.

First walk · 6 min	One visitor points; the author reveals only the state their action reaches.
Switch · 6 min	Reset and try the other person’s route. Keep the outcome in view.
Mark · 3 min	Write “When I did …, I needed to see …” beside the arrow. Save the quote, insight and flow together.

Break

We meet again at 11:15.

Keep

One marked gap in the flow.

Next

Try two different points of entry.

Try two entry points

Changing where the visitor starts changes what they must already recognise.

Route A	Scan a wall label to open Between Rooms directly.
Route B	Open the exhibition guide and find Between Rooms among several works.
Constant	Both routes finish with the same work in Saved works.

Predict where the routes diverge

A useful comparison ties an expected difficulty to something visible in the design.

Direct entry	The work is already open. Does the visitor recognise how to keep it?
List entry	The visitor must first match a title or image to the work in front of them.
Prediction	From the list I expect a pause before choosing a title.

Turn the chosen route into a state strip

A component can change state while the visitor stays on the same page.

State 1

Between Rooms · Save work.

State 2

Between Rooms · Saved · View saved works.

State 3

Saved works (1) · Between Rooms · Back to exhibition.

Way back

The exhibition list still shows the selected work as saved.

Write the prediction you will test

Bring one annotated flow and one observable prediction to the paper session.

Prediction

If Saved remains beside the title, I expect a visitor to leave the detail page without tapping Save again.

Evidence to watch

One tap, a second tap or a spoken question about whether it worked.

What can a block of wood tell you?

A prototype earns its detail by answering a particular question.

Object

Jeff Hawkins’s wooden PalmPilot model, around 1995, with a chopstick serving as a stylus.

Rehearsal

In meetings he acted out taking notes and counted steps in familiar tasks.

Studio parallel

A paper artwork card can reveal where someone taps first. It cannot tell us whether data will persist after a reload.

Choose one question your paper can answer

The question determines which action, cue or transition the prototype needs to show.

Too broad	Do people like my exhibition guide?
Observable	When leaving the room, will a visitor recognise how to keep Between Rooms?
First evidence	Their first touch on the card, the words they say or a request for help.

Build two to four paper states

A person must be able to act and see the consequence before you explain the design.

Card A

Between Rooms · Sound installation · Room 02 · Listen · Save work.

Card B

Same artwork · Saved · View saved works.

Optional card C

Saved works (1) · Between Rooms · Back to exhibition.

Operator key

Save work → B. View saved works → C. Remove → an empty list.

Rehearse the paper computer

The operator must know what to reveal without signalling the preferred move.

Action

Visitor points to Save work on card A.

System response

Operator silently covers card A with card B.

Recovery

Visitor asks to go back. Operator shows the previous view and preserves the saved state.

Break

Testing starts at 14:30.

Keep your set together

Stack the cards in their starting order.

Next

Form groups of three and clear a space for the visitor.

Give a goal the participant can interpret

A neutral scenario makes the visitor’s first move informative.

Leading instruction

Tap Save work, then open the saved list.

Task to read

You are about to leave Room 02. Make sure you can find this piece again later.

Roles

Visitor acts. Paper computer reveals states. Observer records actions and exact words.

With 25: seven groups of three and two pairs. Each pair tests both individual projects and checks its notes during round 3.

Round 1 · Capture the first decision

Watch what the visitor tries before hearing anyone explain the interface.

Roles	A visits B’s design. B operates the paper cards. C observes.
Timing	2 min to reset and read the task · 8 min to try it · 5 min to record and discuss.
Watch	Write the first target touched and any phrase that accompanied it.

Pairs: A tries B’s project. B operates and writes the sequence immediately afterwards.

Round 2 · Catch the moment of uncertainty

A pause becomes useful evidence when you record what happened immediately before and after it.

Roles	B visits C’s design. C operates. A observes.
Timing	2 min to reset · 8 min for the task · 5 min to compare notes.
Watch	After the pause, did the person tap again, continue or ask a question?

Pairs: B tries A’s project. A operates. Each person now has evidence about their own prototype.

Round 3 · Check what survives a return

Watch whether the visitor can recognise what the system remembers.

Roles	C visits A’s design. A operates. B observes.
Timing	2 min for setup · 8 min for the original task · 5 min for notes.
Follow-up	Once they decide they are done, ask how they would find the piece tomorrow.

Pairs: use this round to check both records against the cards, then practise a neutral follow-up. Save the fresh retest for 16:20.

Keep one anonymous observation

Save the words and actions that helped you locate the problem.

Record	Participant 1 tapped Save work, read Saved, then tapped the same control again.
Context	The label changed on the same card. No saved-list count was visible.
Question	What did the participant expect the second tap to do?

Break

We meet again at 15:45.

Keep

Your original cards and one anonymous observation.

After the break

Choose a single change and run a short retest.

Separate the record from your explanation

One action can support more than one interpretation.

Observation

After saving, the visitor tapped Saved again.

Possible explanation A

They expected the second tap to open the collection.

Possible explanation B

They were checking whether the first tap had worked.

Discriminating question

What did you expect after the second tap?

Redraw the card that mattered

Change one detail that could explain the observed difficulty and preserve the earlier version.

Version 1	The same button changes from Save work to Saved.
Version 2	Saved stays as status beside the title. A separate View saved works action appears.
Prediction	If retrieval is clearer, the next visitor will use View saved works to reopen the item.

Run the same moment with someone new

A repeat task lets you compare visible behaviour across two versions.

Hold steady

Use the same artwork, starting card and neutral scenario.

Change

Show the revised state after the first action.

Observe

Which control is used to retrieve the work? Is help requested?

Record

Write what actually happened, including an unexpected route.

Use two timed turns of 7 min; keep the last minute for the record. At a three-person station, run three 4-minute turns with 3 minutes for notes.

Keep the before, the after and the uncertainty

The result is an evidence trail a classmate can follow from an observation to a revision.

Before	Point to the first paper card and the original observation.
After	Show the revised cue and the action seen in the retest.
Open question	What remains uncertain, and which future task could reveal it?

Which work did I just save?

Compare yesterday’s paper states from the viewpoint of a visitor who has just looked away.

Version A

A star turns blue above two artwork titles.

Version B

A “Saved” label sits beside the title of the affected work.

Give the action a visual owner

Proximity, spacing and weight help the eye connect an action to its artwork.

Loose grouping

Two titles share a row of identical stars. Which title does the right star affect?

Clear grouping

Keep each title, artist and action in one group. Leave a larger gap before the next work.

Visual weight

One bold title anchors each record. The action keeps its own short label.

Rebuild one work card

Use one title, one primary action and one status message to show what a visitor can do.

Content strips	After the Rain · L. Adeyemi · Room 04 · Save work · Saved to your list.
Pass 1	Place the title and its metadata. Put the action where the visitor finishes reading.
Pass 2	Swap in the saved state. Check what the visitor can still identify.

Compare what people saw first

A partner’s first impression can expose a hierarchy that differs from the one you intended.

Show	Display the card for five seconds, then cover it.
Ask	“What did you notice first? Which work could you save?”
Record	Write down the first item named and the clue that identified the artwork.

Break · back at 10:00

Leave your current card on the table.

Restart at 10:00

Bring your long artwork title and two sheets of paper.

Next

We will try the same component at two widths.

Let the long title wrap

Trace the same title, room and action across the two frames. Predict where the confirmation will fit.

640 px frame

Room 04 · L. Adeyemi

A Catalogue of Things Left Behind After the Last Train

Save work

320 px frame

Room 04 · L. Adeyemi

A Catalogue of Things Left Behind After the Last Train

Save work

Draw the same card twice

Keep the same content and actions at 640 and 320 px. Change the arrangement wherever the content needs it.

Work record	A Catalogue of Things Left Behind After the Last Train · L. Adeyemi · Room 04.
Wide state	Show title, room, “Save work” and space for confirmation.
Narrow state	Fit the full title and the same control in a single reading sequence.

Walk through the narrow card

Follow the reading and action order. Use three of Nielsen’s heuristics to inspect what happens after saving.

Status visibility	Which artwork now says “Saved”? Can I still tell after looking away?
User control	Can I undo my last change and return to the previous state?
Error prevention	Does the removal control name its target when two saved works are visible?

For the removal check, draw a second saved item first: “After the Rain” / “After the Rain II”. Place one removal control on each, then ask which item would remain.

Record the revision

Make one change that a second reader can check without hearing the whole discussion.

Before	Two “Remove” buttons sit together below two saved work titles.
After	Move each control into its corresponding work group.
Check	Can a visitor remove the second work while correctly predicting which title will remain?

Break · back at 11:15

Keep the revised narrow card for the transition exercise.

Restart at 11:15

Bring the card in its unsaved and saved conditions.

Next

We will show the action once with motion and once without it.

What remains after the animation?

A brief transition can draw attention. A lasting state lets a returning visitor inspect the result.

Before

The artwork shows “Save work”.

During

The bookmark briefly enlarges when the visitor activates it.

After

A visible “Saved” label remains beside the artwork.

Draw three moments

Separate the moment of activation from the state that survives it.

Frame 1 · Ready	Show which work the control affects and how to activate it.
Frame 2 · Action	Draw the finger or pointer and the short response that follows activation.
Frame 3 · Result	Keep “Saved” attached to the title and show the available way back.

Offer a reduced-motion version

Keep the same result understandable when there is no travel, zoom or animated flourish.

With motion	The bookmark grows briefly. The text changes to “Saved”.
Reduced motion	The text changes immediately to “Saved”, in the same location.
Both versions	The artwork title stays visible and the visitor can reverse the action.

Swap the cards and explain the result

Give both versions to a peer. Watch whether the final state can be identified after the action.

Run A

Ask the visitor to save the work. Play all three frames.

Run B

Reset. Repeat the same action with the reduced-motion version.

Take away

One component at two widths, realistic copy and a visible saved state.

Connect a decision and its way back

Two linked views can simulate a reversible choice before there is any working storage.

Start · Work detail

After the Rain · Room 04. One button reads “Save work”.

Activate Save

Go to the matching view with “Saved to your list” and an “Undo” action.

Activate Undo

Return to the original work detail. The title stays the same.

In the starter, change the title or confirmation, try the action and its reverse, then choose “Export visitor HTML”. Reopen the exported file to start again.

Link your own core flow

Make the path from the starting view to a visible result, then give the visitor a way back.

Select	Choose two to four existing states, each with its own name.
Connect	Attach the forward link to the actual control. Attach a second link to the return or undo control.
Try	Activate each link from preview mode. Check that tapping the title does not accidentally change the state.

Offline route: edit the five fields → test initial and reverse actions → export the visitor file. Keep your editable starter and a copy of your wording.

Open it as a visitor

Check what a person with no editing access sees when they open your prototype.

Open	Send the viewing link to a partner or open it on a second device.
Check	Do the title, controls and labels fit? Can the visitor complete Save and Undo?
Resolve	If the editor opens or access is denied, correct the viewing link or access setting and try again.

For a local file, transfer the exported visitor HTML. A file: address stays on its original Mac. Check a course-space viewing or download link on the second device.

Set the starting state

Each participant should encounter the same unsaved artwork when the test begins.

Correct starting view

After the Rain is visible. The control reads “Save work”.

Restart check

Finish once, close the preview, reopen the shared link and check the initial state.

Break · back at 14:30

Keep your tested starting link ready for the paired rehearsal.

Restart at 14:30

Bring a blank test card or a sheet of paper.

Next

Write a task that leaves the choice of control to the visitor.

Turn the insight into a fair test

Use your E02 insight to predict an observable action, name what could disconfirm it, and write a neutral task.

If / then / because	If the saved work shows its room, then a returning visitor can name where to go because the location stays with the title.
Possible counterexample	The visitor reopens the work but still looks elsewhere or gives the wrong room.
Task to read	“You want to show a friend this work tomorrow. Set things up so you can find it again.” Keep the predicted action in the moderator’s notes.

Write a test card you can use aloud

Define the starting view, task, success and observation before running the session.

Setup

Start on After the Rain, unsaved. Ask permission to take anonymous notes.

Task to read

“You want to show a friend this work tomorrow. Set things up so you can find it again.”

Success criterion

The visitor reaches the saved state without coaching and can tell what changed.

Observe

Which control did they try first? Did they act again after the status changed?

Rehearse one complete test

Take turns moderating. Record an action, an exact phrase and the state reached before you change anything.

Moderator	Read the task once. The visitor taps the bookmark, pauses and taps again.
Visitor	“Did that keep it?” The second tap returns the example to its unsaved state.
Moderator	“What did you expect after the first tap?” Note the answer; then reset for the second round.

Turn the rehearsal into a better test

Separate an event you observed from an interpretation you still need to check.

Observed · rehearsal example	The visitor tapped twice, asked “Did that keep it?” and ended in the unsaved state.
Possible reason	The first change may have been too subtle. Ask what they noticed after that tap.
Refined test card	Remove the hint “look for confirmation”. Record whether they can describe the final state in their own words.

Break · back at 15:45

Keep the revised test card beside the starting link.

Restart at 15:45

Have your calendar or planner ready.

Next

Choose two people, two test windows and a time for the revision.

Book two separate test windows

Plan two sessions of 10–15 minutes with two different people who can try the task independently.

Person 1	Someone who visits exhibitions occasionally. Offer two possible times.
Person 2	A different person who has not watched the first session. Agree on a time or backup.
Record privately	Keep contact details in your calendar. Label your project notes P1 and P2.

Budget twelve hours between the blocks

Reserve time to build, observe and revise, including the work around the two short sessions.

Build · 4 h	Prepare realistic content, connect two to four states and verify the viewing link.
Test · 4 h	Prepare, recruit and run two 10–15 minute sessions. Write one anonymous observation for each person.
Revise · 4 h	Change one detail, keep before and after, and write one open question for Block 2.

Hand off the link and the task

Ask a peer to start from the link and read the task exactly as your test participant will receive it.

Open from the link	Can a second person reach the unsaved starting view?
Read aloud	Does the scenario name the goal without revealing the control or route?
Reset	After the attempt, can the moderator start the next participant at the same point?

Bring a decision to Block 2

We meet again on Thursday 14 January 2027 at 14:30. Check Moodle for the separate checkpoint deadline and upload instructions.

Prototype link and task

Share the working starting view and the exact sentence read to participants.

Two observations

One anonymous account from P1 and one from P2. Record what each person did.

Before and after

Show one change linked to the evidence, with both versions visible.

One open question

Example: “Does the lasting Saved label make an accidental second tap less likely?”

Before the two independent tests, keep the tested file or capture its starting state. Save the revision separately so both versions open or can be compared at the next meeting.

Set up the evidence

Put the two versions beside one another before the visitors arrive.

Before	Open the version used in a test and put the original task next to it.
After	Open the revision at the same starting point.
Question	Show the observation that led to the change.

Gallery walk in two rounds

Give each partner a turn as visitor and host.

First 15 minutes	Hosts give the task. Visitors operate the prototype and say what they expect.
Next 15 minutes	Swap roles. Each host records one action and one question.
Capture	Write the visitor’s words or action beside the relevant state.

Which difficulty appeared twice?

Group observations by where the interaction broke down.

Finding	The visitor searched for a control before acting.
Interpreting	They acted, then checked again to see whether it worked.
Recovering	They tried to undo a change and could not find a way back.

Keep one open question

Choose a question another person could answer by using your project.

Too broad

“Is the interface intuitive?”

Testable

“After saving this work, where will the visitor look for it?”

Break

Return at 15:45.

Resume

15:45

Next

Reconstruct two cases.

Reconstruct two cases

Replay the interaction in the order the participant experienced it.

Start	Which version and task did the participant see?
Action	Which control did they try first? What happened next?
Outcome	Did they finish independently, ask for help or stop?

Observation, interpretation, decision

Three kinds of statement do different jobs in a critique.

Observation	“They tapped Save twice.”
Interpretation	“They might have missed the first confirmation.”
Decision	“Try a persistent Saved label, then repeat the same task.”

Select the critical state

Choose the place where one improvement matters most to the task.

Before acting	Can I find and identify the control?
After acting	Can I tell what changed?
On returning	Can I locate the result or reverse my action?

Write one implementable change

Translate a finding into a small browser experiment.

Given	The work is open and has not been saved.
When	The visitor activates Save work.
Then	The card shows Saved and the visitor can reverse it.

Break

Return at 17:00.

Resume

17:00

Next

Open the small browser demo.

Save, inspect, undo

One button can represent two states while its name stays stable.

Start

Save work · Not saved

First activation

Save work · Saved to your visit

Second activation

Save work · Not saved

Find the element, style and event

Read three landmarks in the source of the live demo.

Element

<button id="save" aria-pressed="false">Save work</button>

Style

button[aria-pressed="true"] selects the saved state.

Event

button.addEventListener("click", …) runs when the button is activated.

Make the demo yours

Keep the example working while changing its content and one visible state.

Copy	Download the HTML example below. Open it in a plain-text editor and in a browser.
Edit	Edit the title inside <h1> and the “Saved to your visit” text in the script. Save the file, then reload the browser.
Check	Activate, undo and reload. Explain when the state resets.

Show one change to a neighbour

End with a runnable copy and a reason to keep working on it.

Run	Open the saved file on the neighbouring desk.
Explain	Point to the input and its response.
Carry forward	Name the observed difficulty the next version should address.

Predict two activations

Describe what a person should perceive before writing the code.

Starting state	The work is available. The label reads Not saved.
First activation	The control is pressed and the status reads Saved to your visit.
Second activation	The control returns to its initial state.

Give the action a native control

HTML supplies a focusable, keyboard-operable button. The status describes its result.

Control

<button id="save" type="button" aria-pressed="false">Save work</button>

Visible status

Not saved

First check

Use Tab to reach the button before adding any JavaScript.

Style focus and selection separately

The control that receives the next key can have either saved state.

Keyboard focus

button:focus-visible { outline: 3px solid #1450bc; outline-offset: 3px; }

Selection

button[aria-pressed="true"] { border: 3px solid currentColor; }

Prediction

After Tab moves away, which cue should remain?

Connect the click to a state change

Read the old state once, then write both representations of the new state.

Find the nodes

```
const button = document.querySelector("#save"); const text = document.querySelector("#state");
```

Listen and read

```
button.addEventListener("click", () => { const next = button.getAttribute("aria-pressed") !== "true";
```

Write and close

```
button.setAttribute("aria-pressed", String(next)); text.textContent = next ? "Saved to your visit" : "Not saved"; });
```

MDN · Reference Browser demo

Activate twice and inspect

Check that visible and programmatic state agree both ways.

First click

aria-pressed="true" · Saved to your visit

Second click

aria-pressed="false" · Not saved

Break

Return at 10:00.

Resume

10:00

Next

Choose the element for your own action.

Choose the element for the job

The user’s goal determines the control.

Go to a place

My visit takes the reader to a destination.

Perform an action

<button type="button">Clear filter</button> changes the current view.

Toggle a choice

A native button with aria-pressed exposes a reversible on/off state.

Implement one complete transition

Build one event with a clear initial, changed and returned state.

Start	Use your own title, action label and initial status.
Act	Connect one native control to a real change in the interface.
Return	Provide an undo, a back route or a reset that fits the goal.

Predict at a partner’s desk

A mismatch between prediction and result is a design finding.

Partner A	Describe the expected change without looking at the code.
Partner B	Activate once and show the line that produced the outcome.
Swap	Try the return path and name any mismatch.

Mark the uncertain line

Identify the smallest problem you can explain to someone else.

Code question

“Why does the text change but aria-pressed stay false?”

Design question

“Why does the new status look like another action?”

Break

Return at 11:15.

Resume

11:15

Next

Complete the project’s core flow.

Build the route through your own content

Replace sample material and complete the beginning, outcome and return.

Start	Open the real entry screen, with content a visitor could recognise.
Complete	Reach the intended result and make it visible.
Recover	Undo a mistaken action or return to a useful place.

Try a fresh copy at another desk

A working editor preview can hide broken entry paths or assets.

Transfer	Open a fresh copy from its entry file.
Attempt	Give the visitor the task without naming the controls.
Record	Note the first problem and whether assistance was required.

Save a known working version

Keep one reproducible build for the afternoon checks.

Entry file	Name the file that starts the project.
Version	Save the complete folder with assets and scripts.
Issue	Write the first user action that needs checking again.

Operate the live gallery with the keyboard

In Open Studios, native disclosure controls reveal each work. A separate button changes its saved state.

Reach

Tab through Filter by medium to Listening Window. An outline shows the current control.

Open and save

Press Enter on the title, Tab to Save work and press Space. Check the status and Your route.

Move and return

Tab to Margins. Find Listening Window again with Shift+Tab. The saved state remains until reload.

Trace the focus sequence

Follow a real task from its entry point and back.

Walk forward	Write the labels reached with each Tab press.
Walk backward	Use Shift + Tab from the last relevant control.
Compare	Does the order support the task? Where is the current focus hard to see?

Move focus away from the saved work

Focus describes the next keyboard target. Selection describes the current state.

Focus here	Tab to the save control.
Saved	Activate once. Say how you can tell the work is saved.
Focus elsewhere	Tab away. Verify the saved state remains perceptible.

Describe the first barrier precisely

Record a sequence another person can reproduce.

Insufficient detail

“Keyboard navigation is bad.”

Reproducible

“From the title, Tab skips Save work. I cannot add this work using the keyboard.”

Break

Return at 14:30.

Resume

14:30

Next

Check narrow views and non-colour feedback.

What changes when space runs out?

Narrow the viewport and enlarge the content as separate checks.

Narrow view

Resize the browser to about 320 CSS pixels and try the task.

Enlarged text

Zoom in and follow the route again. Can labels, actions and feedback still be read?

Inspect the result without colour

Run the same action while changing one viewing condition at a time.

Width	Keep the longest title and repeat at a narrow width.
Text	Enlarge the content and check all labels and controls.
Colour	Identify a persistent word, icon shape or other cue that communicates the state.

Inspect one decision with three heuristics

Inspect a peer’s prototype independently. Record one prediction before discussing it.

Visibility of system status	After focus moves away, which detail shows the state?
User control and freedom	Make one choice and undo it. Can you recover your place?
Error prevention	Before acting, can you identify the affected item? Write one likely consequence.

Jakob Nielsen · ten usability heuristics

Compare the inspection notes

Show each other the control behind the prediction. Check whether the two reviews describe the same condition.

Reviewer one	Restore the starting state. Show what made the item or its state ambiguous.
Reviewer two	Repeat the action. Describe the cue that supported or challenged the first account.
Agreement	Keep one shared observation about the interface and one prediction that still needs a visitor.

Choose the risk for tomorrow’s retest

Turn a prediction from the inspection into a task, a reproducible starting state and a visible outcome.

Start	Example for the classroom simulation: River Frequencies and Field Notes are both on My visit.
Task	“Keep River Frequencies on your visit list. Take Field Notes off it.”
Observe	Which title disappears? Is River Frequencies still saved? Note any help or recovery.

Break

Return at 15:45.

Resume

15:45

Next

Fix and verify the most consequential barrier.

Fix the barrier where it occurs

Change one part of the implementation and preserve the original.

Unclear focus	Restore or strengthen the visible focus indicator.
Ambiguous control	Give it a specific label and connect it to the correct work.
Hidden result	Allow text to wrap and show a persistent status beside the relevant item.

Repeat the task with a fresh visitor

Keep the task and starting state comparable.

Set up	Use the revised version and the same content.
Observe	Take note of first action, hesitation, assistance and outcome.
Compare	Did the original barrier recur? Which questions remain open?

Save the evidence and the prediction

Prepare the comparison you will need in the morning.

Before and after	Keep an image or short note for each version.
Keyboard path	Record the tested control sequence and the current outcome.
For E09	Save one outstanding risk and its observable prediction.

Turn yesterday’s risk into a test

Use the two-work classroom simulation or restore the equivalent starting state in your own project.

Set up · paper or on screen	Under My visit, place River Frequencies first and Field Notes second. Each row has a Remove control. Start with both saved.
Give the goal	“Keep River Frequencies on your visit list. Take Field Notes off it.” Keep the planned route to yourself.
Record and reset	Record which title disappeared, help and recovery. Success leaves only River Frequencies. Restore both titles in order for the next visitor.

Retest every project with two visitors

Use two 15-minute rotations. Test both projects in each pair, then change partners for a fresh visitor.

Each pair · 15 min	5 min for project A, 5 min for project B, 5 min to write the trace and reset. Reverse host and visitor at minute five.
Round two	Meet a different partner. Repeat both directions with the same task and start. Record version, first action, outcome and any help.
Odd group	In a trio run three 4-minute attempts (A hosts B, B hosts C, C hosts A), then 3 minutes to record. Rotate to a fresh visitor next round.

Compare what changed between versions

Interpret each result in its test context.

Before	Which item was selected, and what did the visitor expect?
After	Which item was selected after the change? Was help needed?
Alternative	Could familiarity, the task wording or a different starting state explain the difference?

Choose the finding you can show

A small observed decision makes a stronger presentation than a general impression.

Too vague

“The new version is easier.”

Showable

“The second visitor checked the remaining title before leaving the list.”

Break

Return at 10:00.

Resume

10:00

Next

Open the project clinic with one reproducible issue.

Reproduce the issue before changing it

A reproducible starting state lets you recognise the effect of a fix.

Given

Two works are saved. The second work is open.

Action

Remove that work and return to My visit.

Check

The first work remains. The count and visible list still agree.

Clinic for the critical flow

Work on the issue that affects completion of your core task.

Isolate	Find the control, state or transition that explains the issue.
Change	Make one targeted change and run the same steps.
Consult	Bring the scenario, old behaviour and your working file to a short desk review.

Check the demo on a second computer

Test exactly the files you intend to show.

Copy	Move the complete folder to a second desk.
Open	Launch the entry file outside your editor and try the task.
Recover	Undo or reset the action so the next visitor starts in the right state.

Freeze a working demonstration copy

Keep the stable version separate from further experiments.

Save

Store the working build under a recognisable name.

Capture

Keep a screenshot of the start and the important changed state.

Break

Return at 11:15.

Resume

11:15

Next

Prepare a three-minute demonstration.

Shape a three-minute demonstration

Make the audience able to follow one decision.

0:00–0:30

Describe the visitor, the situation and the goal.

0:30–1:45

Show the action live, including its visible result.

1:45–3:00

Show the observed finding and the revision. End with one open question.

Prepare two pieces of evidence

Use evidence small enough to explain while the class can see it.

Version comparison	Choose matching before-and-after states. Mark the changed detail.
Test note	Select a specific action or short anonymised remark. State the task that prompted it.
Live path	Return the prototype to the starting state and try the path once.

Rehearse with a timekeeper

Use the same timing you will have in the afternoon.

First presenter	Three minutes to show the project, two minutes for the listener’s feedback.
Swap	The listener presents and the first presenter takes notes.
Repeat	Use the remaining time to practise the section that overran or was unclear.

Revise and confirm the running order

Leave lunch with an assigned turn and a clear opening line.

Revise	Make one change to the demonstration based on your rehearsal.
Confirm	Check which round and place are yours.
Prepare	Queue the entry file and verify your backup states.

Everyone has a turn

Each presenter has three minutes to demonstrate and two minutes to receive a response.

Set up	Open the project links or local entry files in running order.
Present	Situation → live action → test finding → open question.
Respond	Describe what you saw before suggesting a change.

Round A · Projects 1–9

Keep the five-minute turn moving so all nine presenters receive feedback.

3 min · presenter	Show the goal, perform the interaction and explain one revision. Finish with a question.
2 min · audience	One person describes an observed detail; a second answers the presenter’s question.
Handover	Write down one response and invite the next presenter.

What kept coming up in round A?

Save two recurring questions for the final discussion.

Name the moment

“When I reopened the list, I did not know which work had changed.”

Ask across projects

“Which cues helped a visitor recognise a changed state later?”

Break

Return at 14:30.

Resume

14:30

Next

Presentation round B · projects 10–18.

Round B · Projects 10–18

For each project, connect one design choice to what a visitor actually did.

3 min · presenter	Show one real action and the outcome. Point to an observation behind a design decision.
2 min · audience	Describe what was legible, where you hesitated, and a question worth checking.
Handover	Presenter records one response; the next project begins.

Two solutions to one difficulty

Examine how two projects handled a comparable moment.

Project A	Which exact cue, control or return route did it use?
Project B	What did the other solution ask the visitor to recognise?
Context	Under which condition might either approach become difficult?

Carry one insight into your own project

Write one transfer that fits your situation.

Observed	Name a detail you saw in another project.
Transfer	Which part could you adapt, under what condition?
Check	How would you tell whether it helped your visitor?

Break

Return at 15:45.

Resume

15:45

Next

Presentation round C · projects 19–25.

Round C · Projects 19–25

The final seven projects receive the same demonstration and response time.

3 min · presenter	Show the core interaction, evidence and an open question.
2 min · audience	Describe one observation and respond to that question.
Finish	Each presenter records a useful response before the next person begins.

Which observation genuinely changed a design?

Compare a claim, the observed action and the subsequent revision.

Recall	Select one case from the presentations. What did the visitor do?
Trace	Which detail changed as a consequence? What evidence followed?
Question	Which alternative explanation or open design question remains?

Choose a finishing priority

Give the next revision a bounded scope and a way to check it.

I will change…	Name one control, label, state or route.
Because I observed…	Point to a specific moment in a test or in today’s critique.
I will check it by…	Write one action a new visitor can attempt independently.

Finish after the workshop

Use the remaining independent time to revise, retest and submit the finished project.

Prototype	Upload your browser project as a ZIP with index.html, its assets and a short note on how to start. Unzip and test a fresh copy.
Process note	Upload a separate one- to two-page process PDF with the task, both observations, a before-and-after comparison, the retest and credits.
Moodle	The final submission date and time are open. Check the Moodle assignment for the announcement.