Exerscent Project

Interaction Design 2019

Aziza Bahaviddinova

(i) NoseWise Lab, Exerscent Research Project

The Exerscent research project is a project based out of Malmö University. It is comprised of a group of people, researchers and interns, enthusiast of scent-based interactions. This group is dedicated in developing a hybrid olfactory display for smell-based brain training. I have spent my time here working as an intern assigned to work with tasks like research, user-testing, documentating and assisting in improving the Exerscent platform, digitally and physically.

9. TOWARDS NEW OCEANS

The circle of user-testing is a never-ending one if you are to learnt new ways of improving your product, service or experience. But my time at the Exerscent project is coming to an end and I have learn many lessons from new methods of data collection, to importance of consent, pilot-testing and truly understand the value of user-testing. I still have many more to learn which I am eager to explore.

1. TESTING THE WATER

This poster will show and talk about the process of user-testing using the metaphor of the ocean. And like the ocean the deeper you get the more there is to learn. The first dip is always the coldest and this is true for the user-testing process as well, coldest being with less information. We start this process by having a client meeting (Uppsala university) and receiving information on what we need to user-test and in this case scent quality.

8. FEELING THE GROUND AGAIN

User-testing iterations, iteration and iterations. This is a lesson worth repeting because it isn't spoken out of deception. Once the user-testing is done, you are not. This is something especially true when working with a research project, like Exerscent. Since I am part of researching how Exerscent can be placed as a product to be used for research purposes but also for commercial use.

2. GETTING WARMED-UP

The next part was planning. This is something that I have practiced throughout my education, which helped me along in my endevours at my internship. However planning and executing a scent user-testing isn't something I had done before. This included carefully handling scent and creating a safe testing environment.
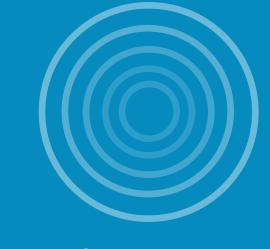
7. FINDING SUPPORT

Something that I had not done before in my education was, pilot-testing. This is method of "testing the waters" before actually conducting a proper user-testing session. I will keeping using this method in my professional career because I experienced to be of vital nature to user-testing.

3. PLAYING IN THE WATER

Executing user-testing was particularly familiar but in a professional setting this needed extra sensitivity. I learnt methods of keeping research data collection both neutral and consenual.

Interaction Design Bachelor

Exerscent team

6. AFTER THE STORM

Re-group and re-iterate on the user-testing plan. This means to write up new consent-forms, create new questions and creating a new structure in what we need and want to test further, based of meeting, report and requirements of the client.

4. COLDER WATERS

Analyzing data and creating a cohesive report with reflections that portrays the user-testing in a fair way. This is fairly unpracticed skill that I got work with, reading data and making appropriate conclusions. There is no "right" but there is skill to be mastered in understand different ways to reflect.

5. OUT IN THE DEEP

Discussing results and report with client. Meetings are something professionals have on a regular basis, learning to conduct yourself in a way that represents the "company" is quality to be focused on. This is something we don't particularly get a grasp of unless seen and experienced in the real world.

MALMÖ UNIVERSITY