

Research on Interactive Design of Office Meeting Products Based on user Experience

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Keywords: User Experience, Office Meeting Products, Interactive Design

Abstract: In the era of experience economy, various industries set the user's experience as off. Compared with the products for ordinary consumers, the product experience of the enterprise office department is plagued by the problem of scale. On the other hand, risk control economy and innovation and entrepreneurship create a huge market space for experienced office products. On the other hand, Internet companies began to challenge the traditional office products. Improving the user externality of office products is an important direction of product interaction design. User externality is based on user requirements, while interaction design is based on user requirements, and user behavior is the design object. Interaction design based on user externality must be designed according to user's requirements and user's behavior logic. In this draft, as the starting point of user research, the scheme, user and action characteristics of office meeting are analyzed.

1. Introduction

With the development of social economic form, human beings have entered the fourth stage of economic development from agricultural economy, industrial economy and service economy. Experience economy is a sense era in which experience is an important indicator [1]. The so-called era of feeling refers to the era when people's actions are dominated by feelings. Based on the general improvement of people's consumption ability of physical products, today's consumers' feelings, emotions, intelligence and even spiritual aspects of the improvement of products and services are only worried about the comparison of product functions and cost performance. Under the influence of "Internet thinking" tendency of user experience, traditional strong industries such as industry, agriculture and service industry have gradually lost their original competitive advantages. The change of network and the merger of Internet enterprises, through various industries, the first element of the enterprise's strategic plan as the change of users, experience is that considering the important evaluation index of the competitiveness of the enterprise's products or services, it becomes an open competition, reflecting equality. For example, the transformation of Internet finance industry. The financial industry makes use of its business advantages in the financial field, and combines the efficient and open information platform of Internet products to attract more consumers to invest in financial products.

2. User Experience Overview

Most people's understanding of the concept of user outsiders comes from the rise of the Internet industry. Internet platform has the advantages of instant, high efficiency and low cost, which can attract a large number of users in a short time [2]. Users can also have more choices to provide products and services for fierce competition among enterprises, but what end users have is the experience of products and services. Indeed, the concept of user extension is of great significance for strong design innovation, and it plays a very important role in promoting business development. In the process of progress, new ideas are constantly injected into our life style, which will change subtly. Now, user extension often affects our life. Users no longer passively accept goods, but become a part of product design and production process. This kind of social innovation breaks the

inherent mainstream phenomenon of how to use unconventional design thinking and action method to solve, and forms the interaction of people, places and products composed of system p 81. This system supports the service of fully operating products and continuously improving the quality of human life.



Figure 1 Office product design

2.1. Definition of user Experience

The initial understanding of user experience was put forward and promoted by Dr. Donald Norman, vice president of Apple's advanced technology department in the 1990s [3]. Apple has expanded the concept of user experience with practice. To the world. In the past industrial field, the aesthetic feeling of product design and the realization of product function mainly focused on the design of "goods". The experience of human-computer interaction is not worth P 91. With the development of computer technology, the interaction between human and computer has changed from mechanical interaction to human-computer interaction. User intelligence engineering is introduced as an important part of product experience. With the development of computer technology in the fields of index, mobile and graphics, human-computer interaction has penetrated into almost all fields of human activities. The experience of vision, hearing and touch is the focus of design. The transfer of change extends from pure user intelligence engineering to human computer interaction with rich comprehensive experience. Joseph Paine said the same thing. He believes that user peripherals are a platform for business services, commodities as props and central consumers.

2.2. Levels of user Experience

Each h-level person plays a different role in the overall function, and each level needs different design strategies and styles. The instinct layer is consciousness and thinking, which sends information to the brain through the sense of being able to judge the quality and safety immediately [4]. This kind of direct judgment requires that the shape, color, touch, taste and other sensory factors of the product can attract users. Jin is the part that controls people's daily brain behavior. No consciousness. That comes from the functionality, performance, and availability of the product. The action layer mainly considers the product performance, that is, the availability and rationality of the product. The reflection layer existing in human emotion, emotion and consciousness is the highest level of human cognition. The reflector focuses on the impact of design on human emotions and thinking. All products contain the h-level of the main factors, while the blue level is often intertwined and cannot be separated. Taking Netease cloud music product design as an example, its UI style is simple, beautiful and unified, controlling the operation quality and effect, and satisfying the sensory experience visually. In terms of information architecture and navigation, information classification is clear, path is clear and easy to use. In addition, the daily song recommendation, lyrics sharing and other functions meet the users' aesthetic, social and social requirements, improve the emotional value of the product, and generate a very high user stickiness for the product.

3. Differences in Meeting Forms

The conference itself is a relatively broad concept. According to the interpretation of Xinhua

Dictionary, the conference can be understood as an organized and leading activity to discuss and exchange this problem, which can be called "conference". It's going to be a lot of meetings [5]. According to the function of the meeting, the meeting can be divided into decision-making meeting, discussion meeting and executive meeting. Information conference, academic conference, Coordination Conference, report conference, consultation conference, mobilization conference and commemorative conference. According to the type of meeting, the meeting can be divided into internal meeting and external meeting, formal meeting and informal meeting. According to the size of the organization, meetings can be divided into: large (more than 10000 people), large (thousands of people), small (hundreds of people), small (dozens or dozens of people).



Figure 2 Product design of office tables and chairs

4. Commonness of Meeting Process and Role

Although meetings are totally different in form, most of them have general similarities in organizational process and user role. Most of the organization process of the meeting is divided into four stages: meeting preparation stage, preparation before the meeting stage, and meeting progress stage. Then, the unified situation after the meeting [6]. The meeting preparation stage mainly includes the preparation of meeting materials, the organization of meeting members, the organization of meeting time and place. The preparation stage of the conference mainly includes the preparation of display equipment, material distribution and organization of participants. The stage of the meeting is mainly about lecture notes and speeches of speakers, discussion of participants and minutes of meeting. The final stage of the meeting is mainly the rearrangement of meeting materials and discussion contents. The functions in the conference can be roughly divided into class H; conference organizers, conference hosts and personnel. Generally speaking, the organizer carries out the composition of the meeting, and the speaker carries out the meeting leadership and publication, and the participants among the meeting guests participate in the meeting discussion during the meeting. Different roles have different tasks in the meeting. In addition, in each stage of the conference, different conference products play different roles.

Table 1 The blue hierarchy and corresponding product characteristics of cognitive goods

| The blue level of cognitive objects | Corresponding product features |
|-------------------------------------|---|
| Instinctive layer | Sensory impression of shape, color, touch and taste |
| Behavior layer | Function, performance, availability |
| Reflective layer | Emotion, emotion, consciousness |

5. Product Design Positioning

This paper summarizes the characteristics of user groups in the office scene through a questionnaire survey. The employees of middle-aged and old people have demand and expectation for the improvement of office products, and based on this, a user model is established [7]. Through user interview and user behavior observation, the user demand points of office meeting products are classified. Using Shenye questionnaire, which can judge that there is a problem of demand adjustment in using outdoor equipment and has product characteristics, the user needs are screened and stratified. According to the above summary analysis, the final product design orientation of this

article should be a management product for middle-aged and young enterprises or employees. Then, adjust the product functions and elements related to the meeting. Users will use a variety of products during the conference. The main problem of user extension is that the product function is too scattered and cannot be well combined with the collaborative process of the office organization. There are functional divisions and frictions in the use of the process [8]. Based on the understanding of process users, the interaction of office meetings and the main functions, necessary conditions and cooperation of the products designed by users in meetings, as well as the necessary adjustment of functions and conditions are that the action theory and action logic of users in the meeting process must be complied with. Interface. In the process of office meeting, the organizer's work is very complex, and there are many interactions with participants, which will produce more information. When users use other products to track this information, they usually cannot find it or process it. Therefore, the information content of the meeting should be considered as a whole, that is, for flash meeting. The interaction between the content and the information of all users is that the formation of the user awareness of the conference needs to be displayed in a centralized way [9]. Users can get information about the content of the conference soon. Please confirm again.

6. Conclusion

It is a more extensive concept to use outdoor localization. As a juice designer, outdoor packaging must also be realized in the product. In product interaction design, if the design is responsible for the user, the overall user experience quality of the product needs to be controlled [10]. Through a reasonable user survey method, the information obtained by the initial hand related to our conditions can be obtained through a reasonable demand evaluation method, the quality of objective demand, and the design result can be persuasive and become the goal. In addition, under the background of the times, it is necessary to provide the theory of rich user experience for a variety of group information.

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