Abstract: As complexity spreads in everyday life, it is no longer only experts that are confronted with it. Unfortunately, most tools for handling complexity are designed exclusively for experts. Certain skills and experiences are necessary for their correct use and, thus, the tools can only be handled by experts. To expand the scope of complexity management to everyday life, tools have to be developed which enable handling complexity without much complexity of operation. These tools have to meet the requirements of the user, who has to deal with the complex system. In this paper, a developed prototype is presented, that fulfils this claim by guiding the user through the necessary tasks for handling the complex system and enabling interaction with the structure. The prototype supports students planning their study at the Technische Universität München. From the example of this case study, an idea for a more generalised approach of combining algorithms and visualization techniques for complex systems taking into consideration user requirements can be deduced.

Stichworte: User requirements; interactive prototype; visualization; MDM;