

March 28th

Scenario 1: Smart Home

Assignment Overview

When you're home, the house takes care of you by playing your favorite song whenever you walk in or instantaneously dimming the lights for a movie. Is it magic? No, it's home automation. Smart homes connect all the devices, appliances and people in your home so they can communicate with each other and with you.

As designers we need to be forward thinking about design/technology and its relationship to human beings. In this project we will discover the user and how customization is a key component to everything we use.

Human-Centered Systems: Design for People, Not the System.

Subject: Develop Surface/Touch interface for smart home.

Product: GUI for Multiple section and scenario driven application.

Understanding the User

Who are the users? How many people will be required to use the system?
How intuitive will the system be to a non-user?

Activity Centered Design

Many products we use today were designed using activity-centered design, especially functional tools like appliances and cars. Activity-centered design doesn't focus on the goals or preferences of users, but instead on the activities. Activities can be loosely defined as a cluster of actions and decisions that are done for a purpose.

Activity-centered design allows designers to focus on the work at hand and create support for the activity itself instead of more distant goals. Thus, it is well-suited for complicated actions.

Activities are made up of actions and decisions. Designers call these tasks. Tasks can be as discrete as pushing a button or as complex as the series of steps necessary to launch a nuclear missile. The purpose of tasks is to engage in (and possibly complete) an activity. Each task is a moment in the life of the activity.

Inspiration

<http://home.howstuffworks.com/home-improvement/energy-efficiency/smart-home.htm>

Terminology

Ubiquitous Computing (ubiquitous computing) is a post-desktop model of human-computer interaction in which information processing has been thoroughly integrated into everyday objects and activities.

An **intelligent agent** (IA) is an autonomous entity which observes and acts upon an environment (i.e. it is an agent) and directs its activity towards achieving goals (i.e. it is rational).[1] Intelligent agents may also learn or use knowledge to achieve their goals. They may be very simple or very complex: a reflex machine such as a thermostat is an intelligent agent, as is a human being, as is a community of human beings working together towards a goal.

General Questions about the Application

What content are you providing? Who will operate the system?

What kinds of tasks are part of the system? How large will the system be?

Why would the user use this product?

Design Due Date

April 12th

Production (Final)

April 26th

Expanded Research

secondstory.com

ideo.com

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In the same way that industrial designers have shaped our everyday life through objects that they design for our offices and for our homes, interaction design is shaping our life with interactive technologies - computers, telecommunications, mobile phones, and so on. If I were to sum up interaction design in a sentence, I would say that it's about **shaping our everyday life through digital artifacts** - for work, for play, and for entertainment.

- Gillian Crampton Smith,
"Designing Interactions"

Scenario 2: Smart Hall

Assignment Overview

The GIC department is looking for an innovative touch screen display that represents the work of the department but also embodies the community, environment, and essence of the student experience.

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Human-Centered Systems: Design for People, Not the System.

Subject: Develop Surface/Touch interface for GIC multi-touch display.

Product: GUI for Multiple section and scenario driven application.

Understanding the User

Who are the users?

How many people will be required to use the system?

How intuitive will the system be to a non-user?

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Inspiration

Think Again Remix Conference in Toronto, Ontario
<http://vimeo.com/7190777>

Terminology

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Scenario 3: Tablet Table

Assignment Overview

Future newsroom - Tomorrow's newsroom resembles today's café—but look closer. Touchpad tables are filled with local information. You can scroll through upcoming events (from concerts to job fairs) and get a customized printout of the ones you like. An older patron still likes to read the paper, but it's not really paper. And he's not just reading—he's watching and commenting, making the world a smaller and more personal place.

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Human-Centered Systems: Design for People, Not the System.

Subject: Develop Surface/Touch interface for coffee house.

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Understanding the User

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How intuitive will the system be to a non-user?

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Inspiration

http://www.youtube.com/watch?v=tW07wOP2B_Y&feature=youtube_gdata

<http://www.ideo.com/news/ideo-considers-the-future-of-news-in-san-francisco-magazine/>

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– Gillian Crampton Smith,
“Designing Interactions”

Scenario 4: Smart Class

Assignment Overview (Classroom)

The classroom is an excellent place for introducing creativity through interactive applications. For this concept you will determine grade level and subject then explore a creative application that engages interaction and learning.

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Inspiration

http://www.youtube.com/results?search_query=smart+table+in+classroom&search_type=&aq=f

Terminology

Ubiquitous Computing (ubicomp) is a post-desktop model of human-computer interaction in which information processing has been thoroughly integrated into everyday objects and activities.

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Design Due Date
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March 28th

Step 1 »

User Personas

Project 01b : User Personas

Objective

Attempt to understand audience segments.
Develop scenarios that fit the user personas.
Develop a list of audience needs based on scenarios.
Develop content based on audience needs.
Develop a list of possible features to deliver content.

Assignment

Create a minimum of three user personas that represent different audience segments.

Process

Write a strategy document.
Research the audience of your topic.
Develop three user personas. Each one should have the following details. biographical: an introductory paragraph about the persona, a photo, name, age, occupation, family status, technical background, internet use, and favorite websites. website interaction: a list of three scenarios with needs, content, and features.

Now that you have some initial research about your organization and the people they serve, you will need to focus on the audience of the website by constructing user personas (garrett, p.54). user personas are not exact profiles of specific audience members, but are tools consisting of fictional characters that provide the web development team with some guidelines about the audience.

Suggestions

Write the strategy document first. Start the user personas with defining the largest groups of audience (the people who are new to your topic and the people have a history with your topic). Then break these groups down into smaller more distinct user segments.

Parameters

Write a strategy document. Make up the personal information. Include photos. Research your audience. Apply your understanding of CSS to the webpages.

Content Due

Size: 11x8.5
Color: RGB
Resolution: NA
Media: pixels
Tools: NA
Format: PDF

Design Due Date

April 12th

Production (Final)

April 26th

Expanded Research

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Due Date: Friday, March 19th

Step 2 »

Information Architecture (site map)

March 28th

Objectives

- To organize content is a user-friendly structure
- To visualize the paths through the content
- To explore information design

Assignment

Design an information architecture diagram that visually represents the organization of the website content

Process

- Tape individual pieces of content on individual cards.
- Organize your content into groups.
- Label the groups.
- Integrate and separate groups.
- Create a group of priority content. Copy content from existing groups.
- Sketch possible diagram compositions.
- Finalize information architecture diagram.
- Create a structure that reveals information that relates to the diagram.
- Make a list of content collected from your initial research.
- Make a list of content that needs to be acquired based on initial research

Information without organization is useless. Now that you have the content requirements for the website you must organize it into a structure that allows the user to fulfill their goals. (e.g. an alphabetical listing is not the only way and is sometimes the most inefficient way to group information). This diagram visualizes content groupings, paths between content, and results of moving along the paths. It should also indicate how this website will link to and from other websites.

Content is not only what the client/owner wants on the website, but also what the users expect to find while attempting to complete their tasks. It's the text, images, video—anything that contains information pertaining to strategy and scope of the website.

Suggestions

Focus on the content first. Make groups of content first, then label. Don't create labels and then place content into the labeled groups. Use color and graphic elements wisely. The information architecture diagram should clearly explain the organization of the content. This is design for information's sake.

Parameters

Organize content. Be specific. If you have a feature on your website like a video or user login, conduct research to understand the user's process to use that feature.

Content Due

- Size: 1024 x 720 pixels
- Color: RGB (use wisely. you are visualizing the organization of information.)
- Resolution: NA
- Media: pixels
- Tools: sketching tools, InDesign
- Format: PDF - One information architecture diagram in PDF format

Due Date: Friday, March 19th

Design Due Date

April 12th

Production (Final)

April 26th

Expanded Research

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March 28th

Step 3 »

Wireframes

Objectives

- To visualize the information architecture.
- To organize information in a usable layout.
- To test the structure of the concept.
- To test the navigation of the concept.

Assignment

Create a complete set of wireframes of your entire concept.

Process

- Start with a basic sketch of your design.
- Strip away all design elements except for the navigation and text and image content.
- For navigation and headings use the language you intend to use on the final website.
- Input content.

All interactive design starts with a well developed structure that creates consistency throughout the website. By clearly defining the layout of your webpages you visually achieve a sense of order and hierarchy that users reference as they move through your content—from page to page. These wireframes are used to test the structure and navigation of your website.

Parameters

PDF. grayscale only. This is not about aesthetics it's about functionality.

Content Due

- Size: 1024 x 720 pixels
- Color: RGB (use wisely. you are visualizing the organization of information.)
- Resolution: NA
- Media: pixels
- Tools: sketching tools, InDesign
- Format: PDF

Design Due Date

April 12th

Production (Final)

April 26th

Expanded Research

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Due Date: Tuesday, March 23rd

March 28th

Step 4 »

Design

Objectives

- To establish a grid structure.
- To apply a visual language to your design.
- To create a usable navigational system.

Assignment

Create a design for your Application

Process

- Refine visual language. Select type, color, form and pattern.
- Using your information architecture as a guide, select a 2nd or 3rd level page
- Establish a grid system.
- Apply design system to content.
- Design a header/logotype.
- Repeat.
- Repeat.

Your visual language (design system) should be flexible enough to explore three initial designs. Explore variations of application of type, color, form, image, and texture.

Suggestions

Start with your Homepage design. Then select a webpage that will have the most content on it to use for these design comps. This will provide you with enough of content so when you design the other pages you will just be leaving out parts of the design rather than having to rethink new design applications.

Parameters

Three initial concepts. Designs for all secondary pages.

Content Due

- Size: 1024 x 720 pixels
- Color: RGB
- Resolution: NA
- Media: pixels
- Tools: sketching tools, InDesign
- Format: PDF

Design Due Date

April 12th

Production (Final)

April 26th

Expanded Research

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Due Date: Final Crit - Friday, April 8th

ALSO : final re-submission deadline
for How-to Websites

March 20th

Step 5 »

Development

Objectives

To produce a usable and accessible website.
To implement actionscript and CSS coding.
Develop advanced web development with XML, Video, and Animation.

Assignment

Construct a usable and accessible website using Flash and HTML.

Process

Start with marking up your design with tracing paper and markers.
Build a base template that pages will be built from.
Create animation.
Add content to pages.
Actionscript sections together.
Upload the website.

Suggestions

Mark up your design print outs with motion concepts. Save jpgs of all sections and use as templates to build sections.

Parameters

css, html, flash.
Consider full screen in browser. Backgrounds or full screen actionscript.

Content Due

Size: 1024 x 720 pixels
Color: RGB
Resolution: 72 ppi
Media: pixels
Tools: flash and dreamweaver
Format: swf and html files

Design Due Date

April 12th

Production (Final)

April 26th

Expanded Research

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Due Date: FINAL: Friday, April 26th