

Basic  
Interaction Design  
05-650

M / W 1:30 – 4:30 pm  
GHC 4301

T / Th 9:00 – 12:00 am  
GHC 4301

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## A1: Controls

### Control Redesign Project Brief

Students will explore assigned contexts, looking for real world controls that need to be improved. They will redesign a control of their choice and present their design in class.

You are required to bring 3 products you like to interact with to class:

1. an interactive product you **like**
2. an interactive product you **love**
3. an interactive product you **hate**

At least one object must be a real physical object you bring into class. The others may be photographs. Choose wisely as aspects of these objects and their interactions will form the basis of your control redesign. Be prepared to discuss your choices in class.

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## Deliverables

### Poster

Students will produce color posters detailing their design solutions. Posters must be printed on paper (11" x 17") and mounted on black board (17" x 23"). This is a poster, not a novel or a product specification; text descriptions should be brief.

Posters should include but are not limited to the following:

1. Rendering of the improved control. (may also want to include a rendering of the old control)
2. Text detailing problems with old control
3. Text detailing how this design addresses these problems
4. Directions on how users interact with redesigned control
5. Short list of real world controls that are similar due to either human interaction or system input

Email design deliverables to the TA.

Students must email (a) a digital copy of their design deliverables to the TA as a pdf file (control\_lastname.pdf), a thumbnail image that represents their solution (jpeg, 320x480 pixels), a brief project description (30 words max), and a pdf of their poster.

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## Context

While your world of electronics and gadgets is filled with interactive controls, you are encouraged to look for widgets outside of your imediate "world".

Explore:

- Basement
- Department Store
- Kitchen
- Parking lot
- Bathroom
- Garage
- Bus
- Supermarket
- Automobile
- Playground
- Cafe
- Restaurant
- Lobby
- Elevator
- Clothing
- Machine Shop

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## Grading

### Selection

- Is this a single control or more than a single control?
- Does this control warrant a redesign?

### Solution

- Does the redesign "significantly" improve the control?

### Craft

- Visual appeal of the poster (apply what you learned in CDF)
- Visual appeal of design deliverables.