



CAUTION
FALLING
COCONUTS



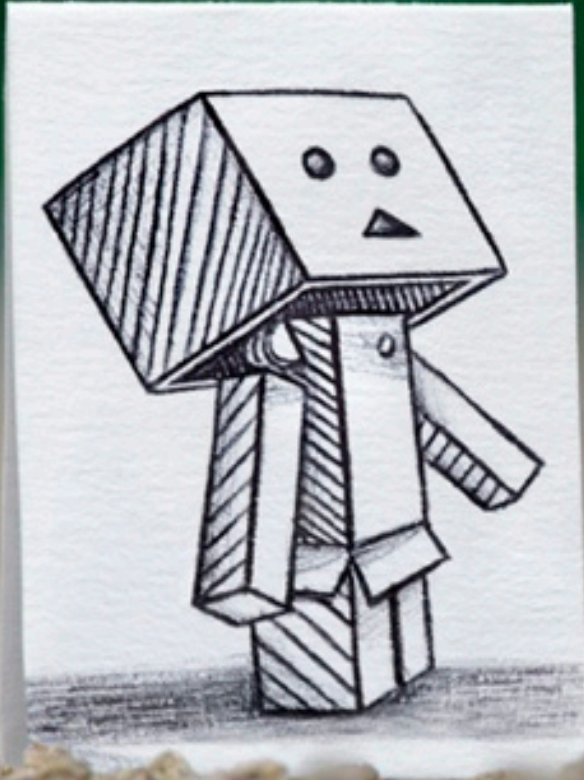
BASICINTERACTIONDESIGN

SPRING 2011

ERIC**PAULOS**

HAAKON**FASTE**

QUIZ



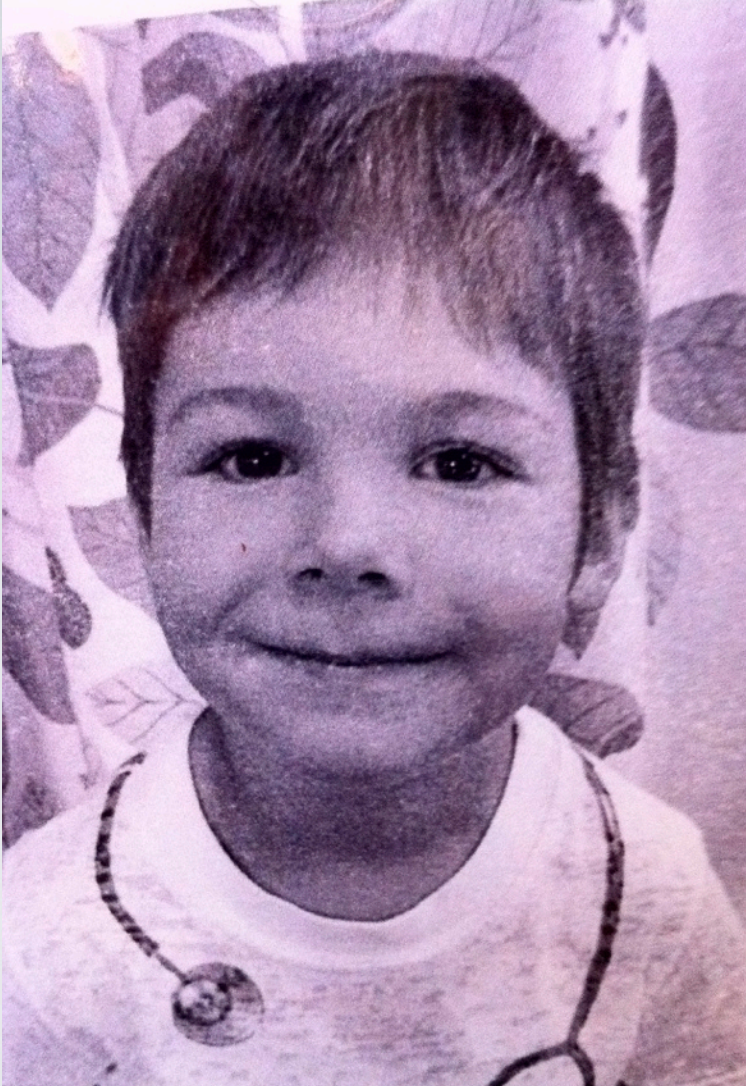
BASICINTERACTIONDESIGN

SPRING 2011

ERIC**PAULOS**

HAAKON**FASTE**

QUIZ



BASICINTERACTIONDESIGN

SPRING 2011

ERIC**PAULOS**

HAAKON**FASTE**

HELLO



WHAT IS DESIGN?



BASICINTERACTIONDESIGN

SPRING 2011

ERIC**PAULOS**

HAAKON**FASTE**

WHAT IS DESIGN?

An interface is the link between a user and a product that communicates how a product will be used, creating an experience for the people who will use it.

BASICINTERACTIONDESIGN

SPRING 2011

ERIC**PAULOS**

HAAKON**FASTE**

WHAT IS DESIGN?

It provides the framework, elements, and resources for a “conversation” to take place between users and products.

BASICINTERACTIONDESIGN

SPRING 2011

ERIC**PAULOS**

HAAKON**FASTE**

WHAT IS **GOOD** DESIGN?

I believe design is an intention, purpose, plan: and that good design is therefore by inference, where such plan has been well conceived, well executed, and of benefit to someone.

- Milner Gray, Designer

BASICINTERACTIONDESIGN

WHAT IS **GOOD** DESIGN?

Design is all around us - either we control it - or it controls us.

- Wally Olins

BASICINTERACTIONDESIGN

SPRING 2011

ERIC**PAULOS**

HAAKON**FASTE**

WHAT IS **GOOD** DESIGN?

Design is the difference between doing it, and doing it right.

- Mark Fisher

BASICINTERACTIONDESIGN

SPRING 2011

ERIC**PAULOS**

HAAKON**FASTE**

WHAT IS **GOOD** DESIGN?

With art - if you like, you can be really weird. But in design you have to think about what other people will like.

- Ghisli, age 10

BASICINTERACTIONDESIGN

SPRING 2011

ERIC**PAULOS**

HAAKON**FASTE**

WHAT IS **GOOD** DESIGN?

A Conversation with Charles Eames

Q: What is your definition of design?

A: A plan for arranging elements in such a way as to best accomplish a particular purpose

Q: Is design an expression of art (an art form)?

A: The design is an expression of the purpose. It may (if it is good enough) later be judged as art.

BASICINTERACTIONDESIGN

WHAT IS **GOOD** DESIGN?

Q: Is design a craft for industrial purposes?

A: No - but design may be a solution to some industrial problems.

Q: What are the boundaries of design?

A: What are the boundaries of problems?

Q: Does the creation of design admit constraint?

A: Design depends largely on constraints.

BASICINTERACTIONDESIGN

WHAT IS **GOOD** DESIGN?

Q: What constraints?

A: The sum of all constraints. Here is one of the few effective keys to the design problem -- the ability of the designer to recognize as many of the constraints as possible - his/her willingness and enthusiasm for working within these constraints - the constraints of price, of sized of strength, of balance, of surface, of time, etc; each problem has its own peculiar list.

BASICINTERACTIONDESIGN

WHAT IS **GOOD** DESIGN?

Q: Does design obey laws?

A: Aren't constraints enough?

BASICINTERACTIONDESIGN

SPRING 2011

ERIC**PAULOS**

HAAKON**FASTE**

WHAT IS **GOOD** DESIGN?

There are no rules of good composition in design.

Only good designs.

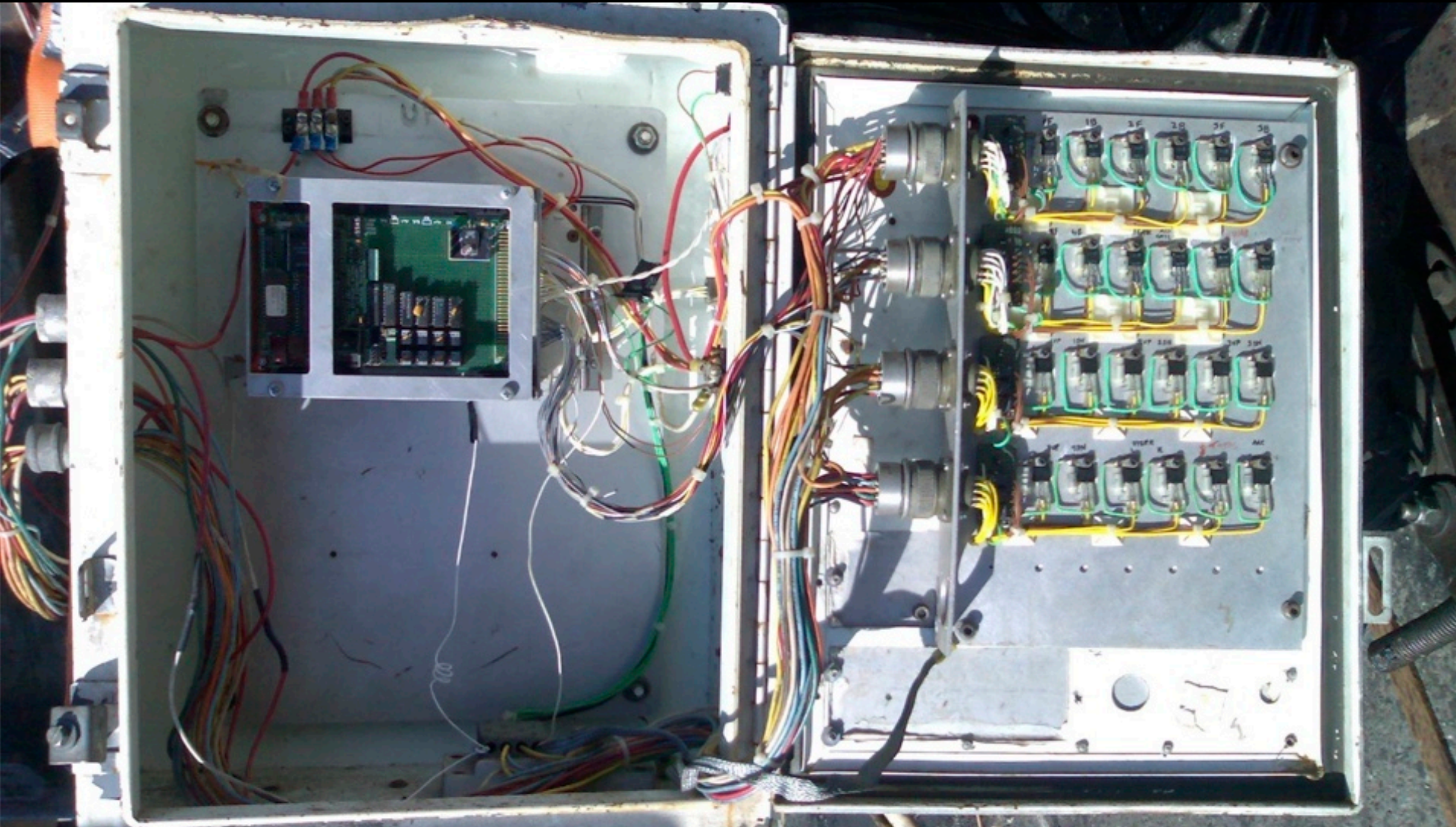
BASICINTERACTIONDESIGN

SPRING 2011

ERIC**PAULOS**

HAAKON**FASTE**

DESIGN VS DESIGN RESEARCH?



BASICINTERACTIONDESIGN

SPRING 2011

ERIC**PAULOS**

HAAKON**FASTE**

DESIGN VS DESIGN RESEARCH?

affirmative
problem solving
provides answers
in the service of industry
for how the world is
science-fiction
futures
fictional functions
change the world to suit us
anti-art
research for design
applications
design for production
fun
consumer
user
makes us buy

critical
problem finding
asks questions
in the service of society
for how the world could be
social-fiction
parallel worlds
functional fictions
change us to suit the world
applied art
research through design
implications
design for debate
satire
citizen
person
makes us think

BASICINTERACTIONDESIGN

GOALS

Explore the fundamentals of interfaces and the interaction design process

Practice the fundamental concepts, methods, and practices of interaction design.

Practice “form follows function” and “be the user”

Explore how products create experiences, and understand the role that interaction with products fulfills in human existence

Learn to present design ideas

Learn to critique design ideas

BASICINTERACTIONDESIGN

GOALS

If it were possible to define generally the mission of education, it could be said that its fundamental purpose is to ensure that all students benefit from learning in ways that allow them to participate fully in public, community, creative, and economic life.

BASICINTERACTIONDESIGN

SPRING 2011

ERIC**PAULOS**

HAAKON**FASTE**

STUDIO / SEMINAR COURSE



Lectures

Discussion

Practice activities

Design work-sessions

Critiques of student work

BASICINTERACTIONDESIGN

SPRING 2011

ERICPAULOS

HAAKONFASTE

ZIP.CRITS

We will also begin each class with a zip.crit. A zip.crit is a rapid crit of an interface, object, design, etc. We will be rotating through the class roster and choosing one person to do a zip.crit each class. That person will select an interface, object, design, etc. At the beginning of class that person will introduce the object, interface, design to us.

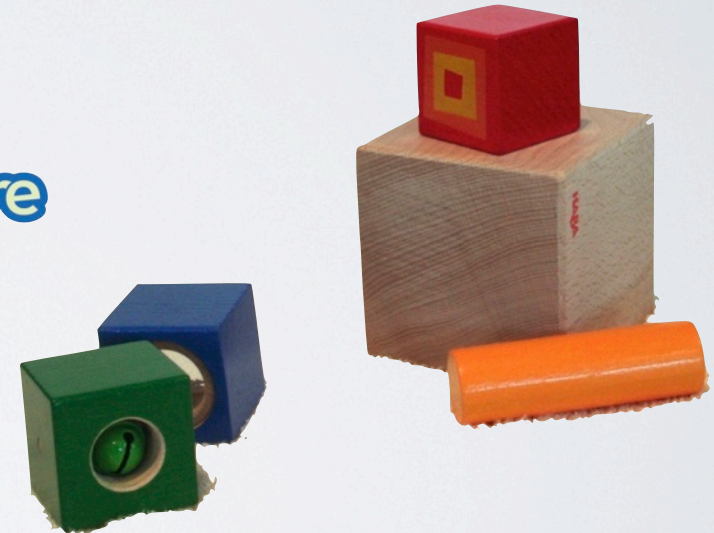
The class will critique the piece

We are looking for at least 5 pro and 5 con arguments to be raised by the class

BASICINTERACTIONDESIGN

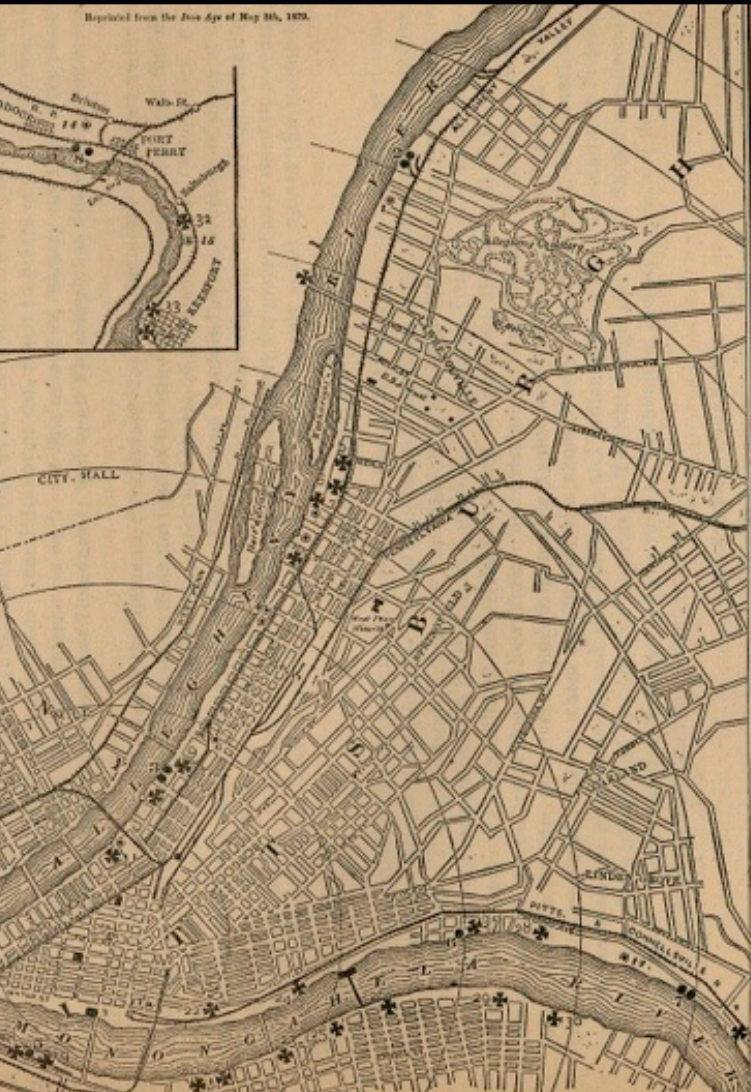


foursquare



BASICINTERACTIONDESIGN

READINGS



Readings will be assigned throughout the semester. Everyone is expected to read the readings. One person will be selected for each reading to prepare a class presentation. Each student is expected to engage in class discussions when readings are assigned. **This counts towards your class participation grade.**

BASICINTERACTIONDESIGN

CRITIQUE



One of the main learning exercises in this course is the critique

We will be building this skill throughout the semester

Each of the four assignments will be critiqued in class

BASICINTERACTIONDESIGN

RULES OF ENGAGEMENT



Be there!

A1, A2, A3 and A4 critique days
mandatory attendance

If you are not in class or late we
will deduct from your attendance
grade.

There will be no exceptions

BASICINTERACTIONDESIGN

RULES OF ENGAGEMENT



Be active!

During the in class critique
everyone is expected to be
engaged in the discussion

BASICINTERACTIONDESIGN

RULES OF ENGAGEMENT



Be attentive!

no laptops, phones, electronics
out or used during critique or
during other discussion parts of
class

BASICINTERACTIONDESIGN

RULES OF ENGAGEMENT



BASICINTERACTIONDESIGN

SPRING 2011

ERIC**PAULOS**

HAAKON**FASTE**

RULES OF ENGAGEMENT



Attendance of all classes is mandatory

You are allowed one excused absence for the semester without penalty; thereafter you will receive zero credit for the missed studio.

To receive an excused absence, you must ask in advance, and receive an acknowledgment from the instructor.

BASICINTERACTIONDESIGN

RULES OF ENGAGEMENT



Excusable absences include family emergencies, job interviews, and presenting at a conference.

It **does not** include wanting to leave early for long weekend or vacation.

To receive credit for attendance, you must arrive on time.

No late assignments will be accepted, but you may submit them early.

BASICINTERACTIONDESIGN

EVALUATION



Work and performance in the course
will be evaluated ...

After each project

Mid-term

End of the semester

BASICINTERACTIONDESIGN

EVALUATION



Assignments, timely attendance, and in-class and team participation are a critical part of the grade.

Bringing examples from outside of the class is considered to be an assignment and is also important.

BASICINTERACTIONDESIGN

EVALUATION



In addition, the process of exploration is as important as the final product, so it is important that students manage time well and devote time to working on the projects during the course of a week.

If class time is given as a worksession and is not put to good use, students' grades will be penalized.

BASICINTERACTIONDESIGN

EVALUATION



For projects done in teams, students will be graded on individual contributions as well as synthesis with the team.

Work that is late will be decremented in grade.

BASICINTERACTIONDESIGN

EVALUATION



Criteria for grading include the following:

participation in projects and assignments

good use of class time: attendance, critiques,
(NO multitasking!)

rigorous design explorations

quality of craftsmanship and level of completion

quality of the team's reflection and
communication about a design solution

BASICINTERACTIONDESIGN

GRADING



20% PARTICIPATION

5% A1 CONTROLS

20% A2 MOBILE

20% A3 WEB

35% A4 TANGIBLE

BASICINTERACTIONDESIGN

A1: CONTROLS



Design a new control that greatly improves the interaction of a selected product

Design issues: Problem selection, user intent, context of use, feedforward, feedback

Deliverables: Mounted poster and upload design deliverables to the class website

BASICINTERACTIONDESIGN

A2: MOBILE LIFE



Design an information service for use on a context sensitive mobile phone.

Design issues: Small screen, navigation, user research, personas, scenarios, sensors

Deliverables: Presentation of design process, prototype executable sketch that runs on phone, process documents, and design deliverables

BASICINTERACTIONDESIGN

A3: WEB+PAD+EXP



Design a personal information service people interact with via the web with special design considerations for PAD interfaces constrained devices.

Design issues: Problem framing, presentation, user research, design language.

Deliverables: Presentation of design process, web/interactive demo

BASICINTERACTIONDESIGN

A4: ACTIVATING OBJECTS



Identify a product opportunity and develop an interactive experience through a novel physical object. A

Design issues: Opportunity framing, form-making, tangible interactive techniques.

Deliverables: Presentation of design process, video sketch, semi-functional physical prototype

BASICINTERACTIONDESIGN

WEBSITE

<http://www.paulos.net/teaching/2010/BID/site/>

basic interaction design

instructors: **eric paulos** and **haakon faste**

spring 2011 : course 05-650 : units: 12

section 0

instructor: **eric paulos**

ta: **stacey kuznetsov**

Mon+Wed 1:30 - 4:30

Room: 4301 GHC

section 1

instructor: **haakon faste**

ta: **james pierce**

Tue+Thur 9:00 - 12:00

Room: 4301 GHC



Description

An interface is the link between a user and a product that communicates how a product will be used, creating an experience for the people who will use it. It provides the framework, elements, and resources for a "conversation" to take place between users and products.

This is a studio/seminar class with time devoted to lecture, discussion, practice activities, design worksessions, and critique of student work.

BASICINTERACTIONDESIGN

SPRING 2011

ERICPAULOS

HAAKONFASTE

A0: DESIGN MATRIX



A1: CONTROLS



Bring 3 products to class:

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

Be prepared to discuss your selections

BASICINTERACTIONDESIGN

READINGS FOR NEXT CLASS

Baumann, K. (2001) Controls

Presented by: **Julie Bai**

Djajadiningrat, T., Wensveen, S., Frens, J., & Overbeeke, K. (2004). Tangible products: Redressing the balance between appearance and action.

Presented by: **Arun Ganesan**

Stuart K. Card, A Morphological Analysis of the Design Space of Input Devices

Presented by: **Mauricio Arteaga**

Bill Buxton, Human Input to Computer Systems: Theories, Techniques and Technology, Chapter 4: Input Taxonomies.

Presented by: **Jon Gotow**

How to Run a Design Critique by Scott Burkun

Presented by: **Bhavana Gupta**

BASICINTERACTIONDESIGN