About this course

- **Learning by doing** interaction design
  - Learn basic methods and techniques
  - Create a number of solutions to small problems
  - Look at and reflect on design
  - Present solutions and analysis of design

- **Practice** design methods
  - Assignments, in small groups
  - Result: presentation + design (portfolio, blog, poster)
Evaluation

- The good
  - Practical, assignments, examination, guest lectures

- The bad
  - More feedback, should be more advanced, the book (2008)
Administration

- If you drop out of this course, tell the student office, (it-kansli@it.uu.se)

- Help and support
  - Bengt, room 1154, (Bengt.Sandblad@it.uu.se)
  - Anette, room 1246, (Anette.Lofstrom@it.uu.se)
Course contents

- **Methods**
  - Creativity
  - Design guidelines and rules
  - Prototypes, metaphors, personas
  - Observations and interviews

- **Topics and concepts**
  - Usability
  - Inclusive design, design for all, for elderly
  - Social media
  - Graphical representation
  - Mobile and ubiquitous
  - New technology (multi-touch, tactile, gyro)
  - Simplicity
Course contents

- Introduction, course planning
- Design guidelines, basic principles
- Observe design
- Creativity
- Metaphors
- Graphical representation
- Social Media
- Haptics
- Design for all, inclusive design
- Simplicity in design
- Workshop on design for mobile and ubiquitous systems
- Optional: User centred methods & Requirements
- Workshop on inclusive design and design for the elderly
- Design in industry
- Examination day
Teachers

- Bengt, Lars, Erik, Else
- Anette Löfström
- George Buchanan and Helena Sustar, City University, London (design workshops).
- Optional but very valuable: Neil Maiden from City University, London will be here and talk about requirements. It's a co-op with the UCSD course.

Guest lectures
- *JP*, Myra Industriell design (design in industry)
- *Eva-Lotta*, KTH (haptics)
Exercise

What are your expectations on the course?
- Write on a post-it
- 2 minutes
What is design?

- Your ideas?
What is design?

- **Design** is the planning that lays the basis for the making of every object or system. It can be used both as a **noun** and as a **verb** and, in a broader way, it means **applied arts** and **engineering** (Wikipedia)

- The person designing is called a **designer**, which is also a term used for people who work professionally in one of the various design areas, usually also specifying which area is being dealt with (such as a **fashion designer**, **concept designer** or **web designer**).
What is Interaction Design?

- **Interaction design (IxD)** is the study of devices with which a user can interact, in particular computer users.

- Interaction Design is often associated with the design of system interfaces in a variety of media (see also: Interface design, Experience design) but concentrates on the aspects of the interface that define and present its behavior over time, with a focus on developing the system to respond to the user's experience and not the other way around.
Design
Interaction Design
Project work

- Part of the examination
- Part of the portfolio
- Done in small groups (3p)
- Digital or something physical – you choose!
- Last year’s course:
  [http://www.it.uu.se/edu/course/homepage/avint/vt09](http://www.it.uu.se/edu/course/homepage/avint/vt09)
Project examples

- **Student portal at UU**
  - New design metaphor, re-design

- **Train station**
  - Passenger information, clock, waiting, tickets

- **Bus**
  - Timetable, while inside the bus, mobile information, on the web, tickets

- **Blog design**
  - A new theme, and interaction?

- **Course information graphs**
  - Advanced visualization

- **Mashup (2.0)**
  - Combine two web services

- **iPhone App**
  - Watching birds?
Project: re-design
Project: RFID tags
Project: iPhone app
Project: blog theme
Dubbelklick zoomar in, klick på de röda “ballongerna” ger mer information.
Project: tickets, walk-up-and-use
Project: bus information
Weekly assignments

- Usually until Friday
- Posted to the blog before 12:00 on Friday

- Fail – poor or no result, no contact
- 3 – meets the specification, attendance
- 4 – extra arguments, depth in analysis/content
- 5 – novel ideas, reflection and activity
Portfolio

- A way to show what you did in this course
  - Part of your CV
  - Part of the examination
- Professional designers use case portfolios
- Use a blog/web for your project, maybe one of these:
  - http://wordpress.com/
  - https://www.blogger.com/start
  - http://www.flickr.com/
Your weekly blog

- Be creative!
- Be inspired by others.
- **Design** your own blog
- How much should you present/write?
- If you have questions: ask the teachers!
- Anette will go through all blogs every Friday, and provide some feed-back!
Examination

- A **full day** for final examination (3 hp)
  - Mon 15 March, 08:00-17:00
  - Prepared before
    - Presentation of project (details later)
  - Presentations, discussions, questions/answers etc.

- The weekly blog is a part of the examination (2hp)
Literature

- We do not use a specific textbook.
- We will provide you with lecture notes, articles, links etc.
- There are some (optional) books available, e.g.:
  - Dan Saffer: designing for interaction
  - Dan Olsen: Building Interactive Systems
  - Shneidermann, Plaisant: Designing the user interface
TO DO

- Group (until Friday Jan 22)
  - Form a group of three (3).
  - Email group members names to Anette.
  - We will specify the groups using Studentportalen

- Project (until Friday Jan 29)
  - Start a web page/blog for your group.
  - Present your group, members etc..
  - Present and discuss one design example.
  - Email URL to Anette.