Advanced Interaction Design

Introduction
Hans Liss doesn't mind changes, but unlike Facebook's Profile team, I prefer it when things change for the better.

Facebook January 19, 2011
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
  - Lars, room 1257a, (LarsOe@it.uu.se)
  - Anette, room 1246, (Anette.Lofstrom@it.uu.se)
  - Mikael, room 1246, (Mikael.Laaksoharju@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
- Graphic representation
- Metaphors
- Social Media – Design Implications
- Haptics

- Design for all, Universal design
- Simplicity in design
- Optional: User centred methods & Requirements
- Workshop on inclusive design and design for the elderly
- Design in industry
- Examination day
Teachers

- Lars, Anette, Mikael

- Guest lectures
  - *JP Hagberg*, Myra, Industriell design (design in industry)
  - *Eva-Lotta Sallnäs*, KTH (haptics)
Pre-evaluation

What are your expectations on the course?

• Write on a post-it
• 2 minutes
Quick Exercise

- What is design?

- Your ideas?

  - Discuss in small groups (2-3 people)
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.
Interaction Design
Sound as well?
Project work

- Part of the examination
- Part of the portfolio
- Done in small groups (3p)
- Redesign
What is Interaction Design?

- What do we mean by:
  - Design
What is Interaction Design?

- What do we mean by:
  - Design
  - Interaction
What is Interaction Design?

- What do we mean by:
  - Design
  - Interaction
  - Advanced
Design: Re-design
Interaction: RFID tags
Advanced Interaction: iPhone app
Advanced Design: blog theme

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Inspired by MacZone.sk, created by mg12. It is very stylish, widget supported and doesn’t require any plugin.

Gear
High quality WordPress theme named “Gear”. Includes a very customizable banner. Change visibility, banner’s image (includes 6 variations: gear, bird, bulb, user, user2, binoculars), text through an options page. You may also change theme’s background with available 8 patterns. Compatible with WordPress 2.7. Valid CSS & HTML. Designed by My Mobiles Web Development.
Social Interaction: mashup, 2.0
Interaction: tickets, walk-up-and-use
Universal Design: bus information
Design???
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 and assignments, maybe one of these:
  - http://wordpress.com/
  - https://www.blogger.com/start
  - http://www.flickr.com/
Weekly assignments

- Usually until Friday
- Posted to the blog before 12:00 on Friday
- Description of the assignments on the home page

- 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
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!
Reflections

- After each lecture
  - (within 3 days)
- Write a short reflection on the content of the lecture
  - (< 200 words/lecture)
  - Illustrate with pictures if you like
- Post in relevant forum at studentportalen(!)
  - (Subject: Reflection Nr)
The columnist

- You will each be assigned one (1) lecture to which you are to write a longer reflection between a half and one page (A4).

- Illustrations are encouraged in the columns.
Criteria on the reflections

- They should **not** (primarily) evaluate the lecture, but you should present the ideas that you have had from the content.

- All reflections will be collected at the end of the course in a course documentation.

- Contributions will NOT be anonymous!
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 and the reflections are 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
  - Shneiderman, Plaisant: Designing the user interface
TO DO

- **Group (until Friday Jan 23)**
  - Form a group of three (3).
  - Email group members’ names to Anette and Mikael.
  - We will list the groups using Studentportalen
  - Start a web page/blog for your group

- **Project (until Friday Jan 30)**
  - Present your group, members etc. on the blog
  - Present and discuss one project topic
  - Email URL of blog to Anette and Mikael.