

Week 1a

Moggridge, Bill. *Designing Interactions*. Foreword
Pages xi-xix

Interaction Design

- Q1. Define 'interaction design'
- Q2. Why is it important?
- Q3. How has it changed as technology has evolved?
- Q4. The foreword outlines 3 stages of technology use (enthusiast, professional, consumer) - what are they and how do they differ?
- Q5. How do the 4 dimensions relate to interaction design?
- Q6. Define the following terms of successful interaction design: intuitive interaction, usability, sociability, reassuring feedback, navigability, consistency

Week 1b

***The Design of Everyday Things* by Don Norman**

Pages 1-36

Chapter 1. The Psychopathology of Everyday Things

Human-Centered Design (HCD)

- Q1. Define HCD as a philosophy
- Q2. Why is HCD considered essential to 'good' design?
- Q3. How is 'interaction design' different than 'experience design'?
- Q4. There are a few concepts that compose HCD: How does each affect design, and how do they work together?

Affordances

Signifiers

Mappings

Feedback

Conceptual Models

Week 2a

The Design of Everyday Things by Don Norman

Page 217-257

Chapter 6, Design Thinking

- Q1. Define the 'Design Thinking'
- Q2. Explain the 'Double Diamond Process' with a diagram
- Q3. What is the 'Applied Ethnography'
- Q4. Explain the difference between 'design research' and 'marketing research', and how they complement each other.
- Q5. Describe three primary rules for 'ideation'
- Q6. Why 'prototyping' so important?
- Q7. Summarize the 4 steps of the 'Human Centered Design Approach'
- Q8. Describe advantages and disadvantages of the 'iterative design' and 'linear stages' and how you can apply both to your process.
- Q9. Describe the 'Activity Centered Design'
- Q10. Describe 'activity', 'task', and 'operation'.
- Q11. Describe 'Inclusive Design' ('Universal Design')
- Q12. Why should a designer sometime consider making things deliberately difficult

Consideration

How will you apply the Design Thinking and Human Centered Design (Observation, Idea Generation, Prototyping and Testing) your project.

Week 2b

***Design is Storytelling* by Ellen Lupton**

Page 9 to 55

Overture, Inciting Incidents

Act 1. Action

Q1. Summarize the chapter (Act 1. Action)

Q2. Describe each tools below and present example(s) for each tools.

Narrative Arc

Hero's Journey

Storyboard

Rule of Threes

Scenario Planning

Design Fiction

Week 3a

***Design is Storytelling* by Ellen Lupton**

Page 56 to 111

Act 2. Emotion

Q1. Summarize the chapter.

Q2. Describe each tools below and present example(s) for each tools.

Experience Economy

Emotional Journey

Co-creation

Persona

Emoji

Color and Emotion

Week 3a

Design is Storytelling by Ellen Lupton

Page 112-151

Act 3. Sensation

Q1. Summarize the chapter.

Q2. Describe each tools below and present example(s) for each tools.

The Gaze

Gestalt Principles

Affordance

Behavioral Economics

Multisensory Design

Week 5a

Computers as Theater by Brenda Laurel

Pages 109-127

Chapter 4: Dramatic Interactions

Human-Computer Interaction

Q1. Define the 3 main types of interactions Laurel describes:

Mediated Collaboration

Interaction Among Interactors

Interaction Among Players

Q2. What are the three “tools” of interaction designers?

Q3. How does interaction design lead to “mass appropriation” and “cultural fandom”?

Q4. And how does it relate to free speech and censorship?

Q5. Describe some of the more specific kinds of interactions mentioned, including - but not limited to - a computer-aided instruction system, CSCW, cyberspace, non-game interaction, MUDs, MOOs, MMOGs, MMFPS, MMORPG, etc.

Q6. What are some pros and cons of interaction design, specifically of interaction design among players?

Week 5b

***Remixing and Remixability* by Lev Manovich**

Pages 1-9

Modularity

- Q1. How does modularity affect design?
- Q2. What are the benefits and drawbacks to anyone being able to 'remix'?
- Q3. What's the difference between the two kinds of modularity - combined to make a bigger unit, or a whole being broken into modular parts?
- Q4. What is the relationship between the designer and the user?
- Q5. This essay was written in 2005 - what are some more current examples of remixability or modularity in design or technology?