# Assignment 3

Interactive Media 1 – Semester 1 2023

# Interaction Design Principle – Mental Model

**"The mental representation of an entity, process, or system.  Mental models usually include assumptions about cause and effect, based on user's interpretation of the behavior of digital artifacts."**

**Murray, J 2012, *Inventing the Medium: Principles of Interaction Design as a Cultural Practice*, MIT Press, Cambridge**

# Interaction Design Principle – Information Design

**"Information Designers and Information Architects create organizational structures to store, retrieve, and present information as clearly as possible, mastering complexity through the use of appropriate conventions of format and representation."**

**Murray, J 2012, *Inventing the Medium: Principles of Interaction Design as a Cultural Practice*, MIT Press, Cambridge**

# Interaction Design Principle – Feedback

**"In interface design, feedback refers to the signal the machine returns to the user as the result of a user action."**

**Murray, J 2012, *Inventing the Medium: Principles of Interaction Design as a Cultural Practice*, MIT Press, Cambridge**

# Interaction Design Principle – Agency

**"the capacity, condition, or state of acting or of exerting power"**

**Merriam-Webster 2023, *Agency Definition & Meaning,* Merriam-Webster, accessed 5 May 2023. https://www.merriam-webster.com/dictionary/agency**

**"an aesthetic pleasure characteristic of digital environments, which results from the well-formed exploitation of the procedural and participatory properties.  When the behavior of the computer is coherent and the results of participation are clear and well motivated, the interactor experiences the pleasure of agency, of making something happen in a dynamically responsive world.**

**Murray, J 2012, *Inventing the Medium: Principles of Interaction Design as a Cultural Practice*, MIT Press, Cambridge**

# Prototyping

"A crucial element in the design process, a simplified version of the final system, which communicates to potential users, developers, funders, and other stakeholders the key functionality and design elements.

Rapid prototyping allows design teams to share ideas and to critique approaches to a design problem based on hands-on interaction."

Murray, J 2012, *Inventing the Medium: Principles of Interaction Design as a Cultural Practice*, MIT Press, Cambridge
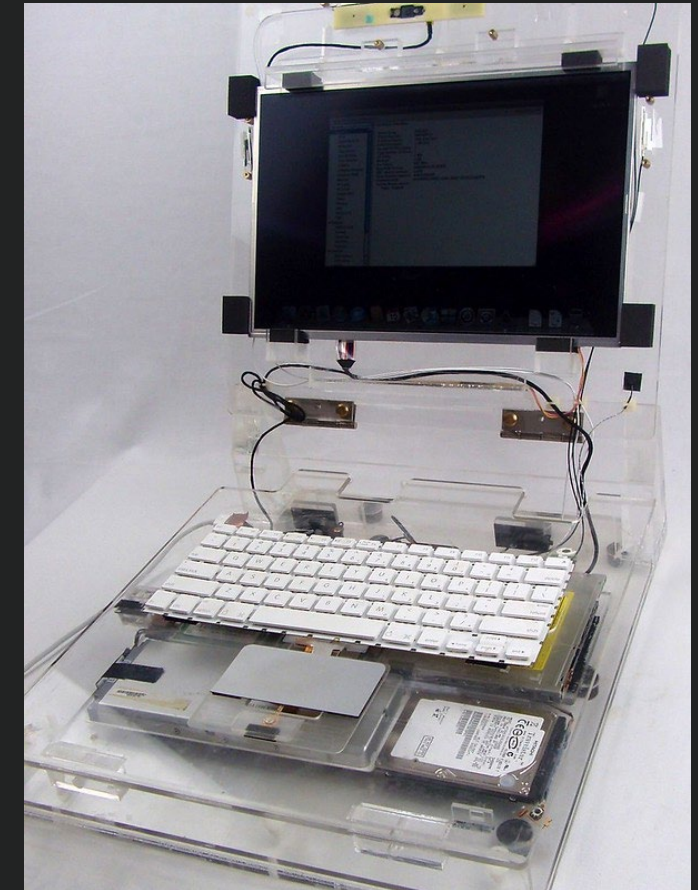
# Planning

1. Pick a pair and start the planning

2. Research typical examples of your principle

3. How can those interactive actions be creatively abstracted using your adjective?

4. Make list of actions you might take when interacting with your project

5. Create an ordered list of elements from "Must have" to "Nice to include"

6. Notate what you'll need to create each feature

7. Do a basic layout wireframe
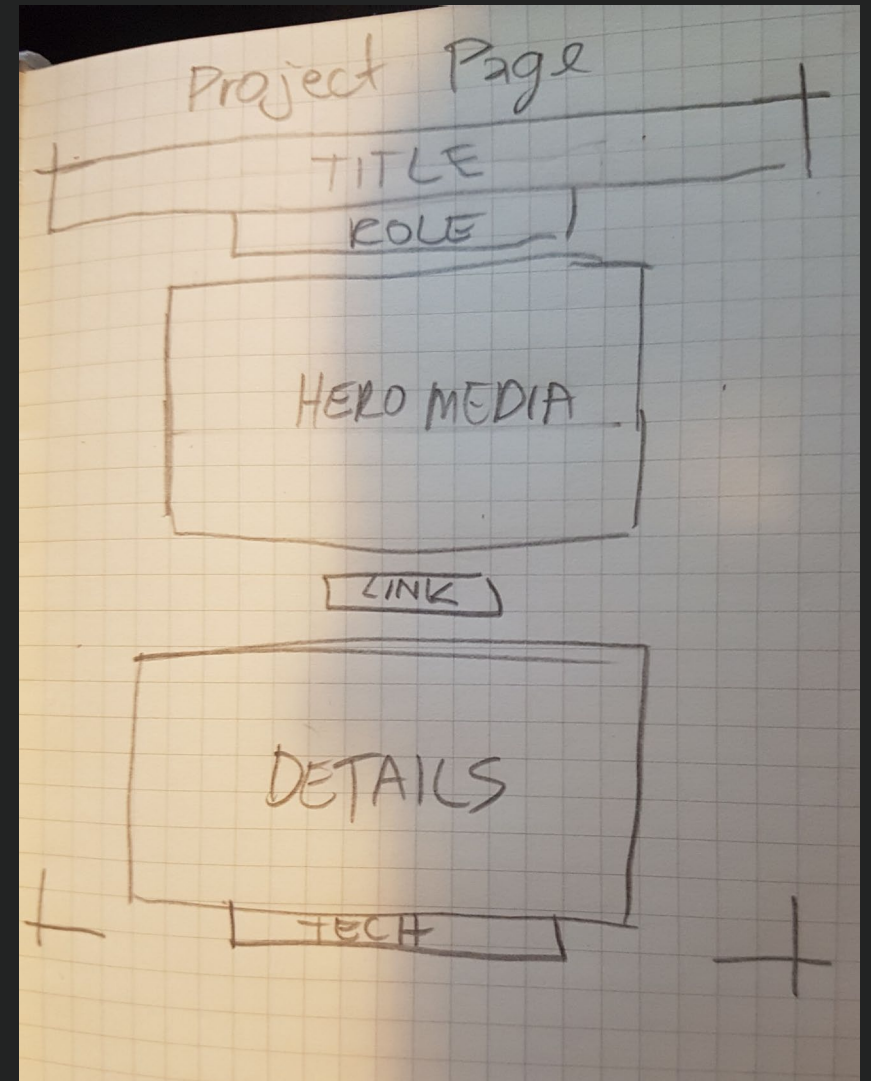
# 3 min Presentation

**Topics to cover:**

- **What is my pairing**
- **What is my interaction based on this pairing**
- **What are the key parts of your interaction**
- **What are you unsure of how to approach**
- **Visual Planning document**