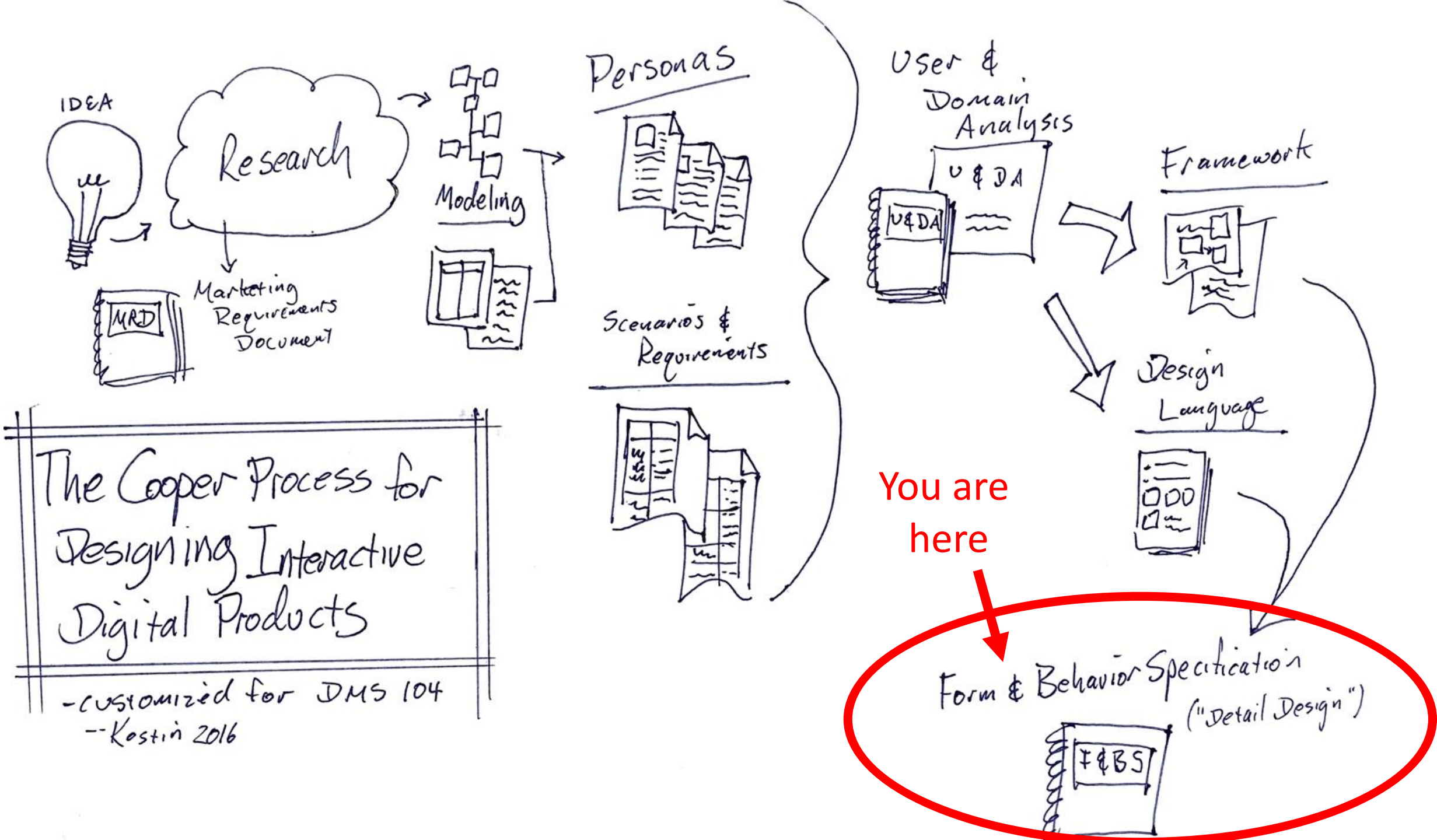
Detailed Design:
Making Your Ideas Real


IDEA
Research
Marketing Requirements Document
MRD
Modeling
Personas
Scenarios & Requirements
User & Domain Analysis
U & DA
U&DA
Framework
Design Language
You are here
Form & Behavior Specification
("Detail Design")
F&BS
The Cooper Process for Designing Interactive Digital Products
-customized for DMS 104
--Kostin 2016

Framework

The BROWN section

Chapter 20: Detailed Design: Making Your Ideas Real (Overview)

For ALL designers…

Chapter 21: Detailed Design Principles and Patterns

Chapter 22: Detailed Design Process and Practices

Not for DMS 104…

Chapter 23: Evaluating Your Design

For Everyone (lead by the Team Lead)

Chapter 24: Communicating the Detailed Design

Chapter 20
Detailed Design: Making Your Ideas Real

- Overview of the Detailed Design chapters, 21-24
- Defines principles when moving forward
  - Juggling
  - Collaboration
  - Time horizon
- Summarizes project management methods
  - waterfall
  - agile

CHAPTER 21
Detailed Design Principles and Patterns

Ground rules and examples

Principles…

- Unassuming and unobtrusive
- Common sense

- Patterns…
  - flow; priority; relationships
  - information design: data; state
  - use of icons, text/type, and "widgets"
  - dealing with a lot of data
  - dealing with different kinds of interfaces

CHAPTER 22
Detailed Design Process and Practices

The actual work – individual (or sub-teams); full-team reviews

- Interaction design (IxDG, IxDS)
  - Mostly: framework definition
- Visual design (VisD)
  - Sketches to detailed comps
    - grid
    - layout (frames, surfaces, dimensionality)
    - hierarchy of content and controls
- Industrial design (ID)
  - form and function
  - ergonomics

CHAPTER 23
Evaluating Your Design

External feedback; Ensure direction

- Focus groups
- Expert reviews
- Usability testing

CHAPTER 24
Communicating Detailed Design

Form and Behavior Specification:

- Detailed Design - document and presentation (…not so much presentation)
- Tie framework and design language decisions