

# **DE309 - Interaction Design: April 2-20th, 2018.**

**Instructor:** Adjunct Associate Prof. Sudhir Bhatia  
**Phone No.:** 9819992665  
**Email:** sudhir.bhatia@brndstudio.com

## **Topic Introduction**

In this class we will cover the basics of interaction design. Most of the learning will take place by developing a product that addresses a real need with your group, we will also work on small exercises individually. Since the class is limited to only three weeks we will put more emphasis on solution building than problem framing.

## **Topics that will be covered.**

Introduction to Interaction Design

Ideation

Primary Research

Synthesis

Flow Chart of System

Scope

Prioritization Techniques

Information Architecture

Navigation

Wireframes

UI Design / Visual Design

Interactive Prototyping

Content

Usability Testing

Personas

Chasm

**Course Objectives:** By the successful completion of this course, students will:

- Understand the importance of user centered design when developing interactive systems.
- Learn the process used to develop interactive products.
- Experience building low to high fidelity interactive prototypes.

**Method of Instruction:** The class room instruction will consist of a combination of lecture, discussion, group working sessions and group presentations.

**SCHEDULE:**

Meet 12 out of 19 days.

Interaction Design 2018, BDes, IDC, IIT Bombay		
Class Time Table		
Mon, April 2, 2018	Introduction, Long Project Introduction, Brainstorm Scenarios, Secondary research	
Tue, April 3, 2018	Present scenario, Ideate, Create protocol for primary research	
Wed, April 4, 2018	Primary Research, Synthesis	
Thur, April 5, 2018	Present learnings, Refine Scenarios, Continue Ideation	
Fri, April 6, 2018	Flow chart of system, Prioritization, Feature creep, Create scope	
Sat, April 7, 2018		
Sun, April 8, 2018		
Mon, April 9, 2018	Information architecture, Navigation	
Tue, April 10, 2018	Heuristics, Wireframe on paper	
Wed, April 11, 2018	Usability testing	
Thur, April 12, 2018	Errors, Feedback, Refine wireframe	
Fri, April 13, 2018	Content, User Interface design	
Sat, April 14, 2018		
Sun, April 15, 2018		
Mon, April 16, 2018	Create Interactive Prototypes	
Tue, April 17, 2018	Test prototype and create personas, show eco system maps, network maps.	
Wed, April 18, 2018		
Thur, April 19, 2018	Prepare Presentation	
Fri, April 20, 2018	Chasm, Final Presentation	

**Grading:**

Individual Grade: 25%

1. Class attendance, participation, preparedness, thoughtfulness, collaboration, initiative, risk taking and presentation skills will account for 25% of the grade.
2. If the student is planning to be absent they must submit a note via email in advance. If you are absent three times without a valid written excuse the student runs the risk of getting a lower grade on completion. If you are consistently absent I will assume you have withdrawn from the class.

Group Grade: 75%

3. The group project will be graded on deliverables from the following steps Secondary Research, Primary Research, Ideation, Synthesis, Flow Chart of System, Scope, Information Architecture, Navigation, Wireframes, UI Design / Visual Design, Interactive Prototyping, Content, Usability Testing and Persona Development. You will also be graded on the novelty, usability and value of the product you create.

**Intellectual Property**

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