

Interaction design.

Subject : WIR201

FPT University.



Course Brief.

This course covers the fundamentals of working UI/UX (Interaction Design). It's only a starting point, though. As with any artistic pursuit, Interaction Design is a lifelong process of learning. With what the students learn in this course will form a solid foundation & will continue to explore all the complex. Within a short timespan of 45 teaching hours, the course focusses on conveying the UX research techniques to the students incorporated with prototyping skills.

The course has been divided into 3 parts.

13.5 hours

1

Beginner.

13.5 hours

2

Inter-mediate.

18 hours

3

Expert.

Each part of the course will allow the student to explore different opportunities and study about the problems faced by them in their daily life. While taking “**Realism**” into action – students will start observing even the tiny issues that they come across in everyday life.



Course learning Outcomes.

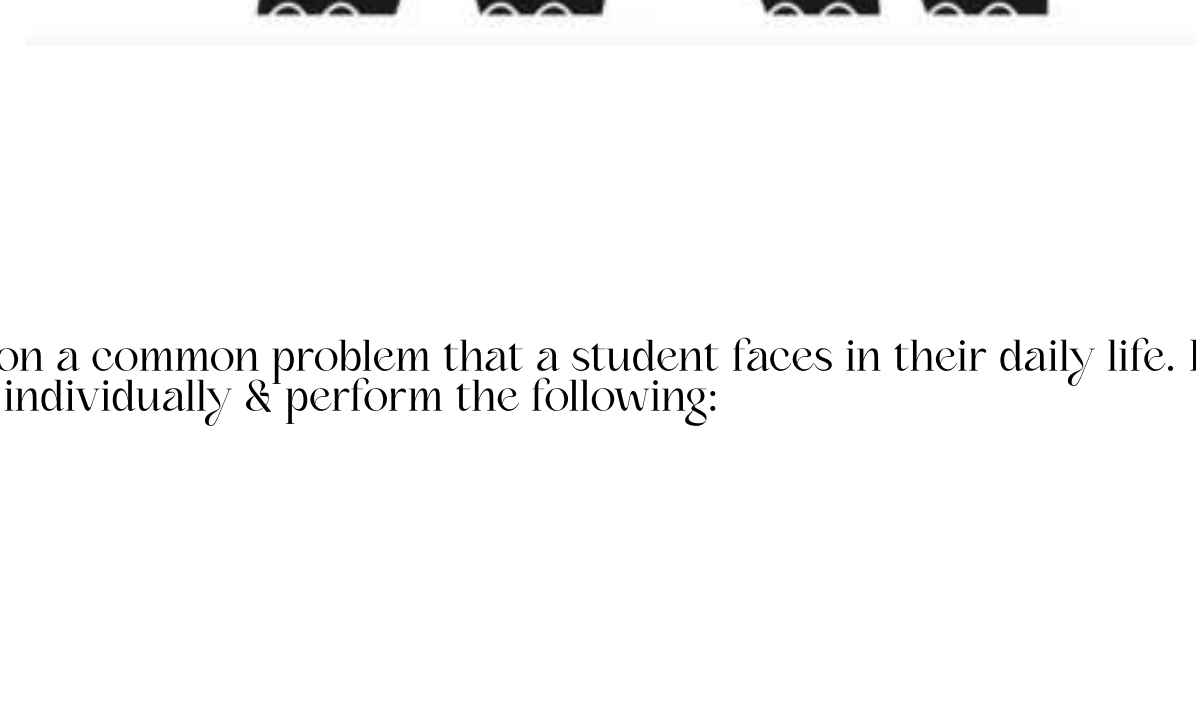
- Students understand basic concepts, techniques, and knowledge of interaction design
- Analysis the interactive design process of Designing, Modeling, Evaluation, Setting, Finishing
- Ability to practice proficiently in all kinds of strokes and shapes in each specific sketch object with details
- Students applications prototype, describe prototyping and different types of prototyping activities, the range of tool support available for interaction design
- Create drawings with complete layouts that convey the content of the story being told and make good use of knowledge and skills learned of sketch
- Students have a proficient in presentation and teamwork
- Practice and develop ethics, professionalism

13.5 hours

1

Beginner.

Tangible Product design.



The lecturer will give a topic based on a common problem that a student faces in their daily life. Based on that topic, the student will work individually & perform the following:

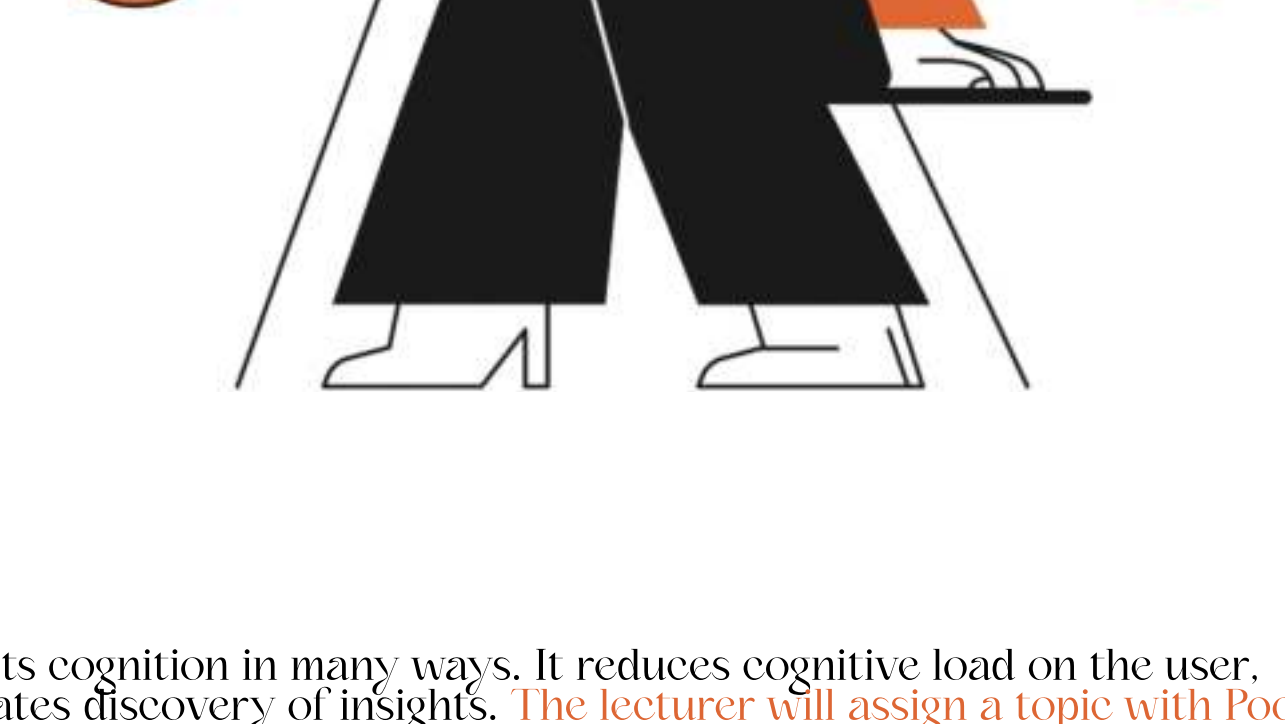
Brainstorming | **Mind mapping** | Affinity drawing | **Problem identification** | Problem analysis | **Existing solution** | User insights | **Persona/empathy mapping** – Ideation process | explanatory sketching | **Low-fidelity prototype** & user testing.

13.5 hours

2

Inter-mediate.

Cognition Design practise



Effective data visualization supports cognition in many ways. It reduces cognitive load on the user, aids in problem solving, and facilitates discovery of insights. **The lecturer will assign a topic with Poor visualization, on the other hand, that will confuse and lead to wrong conclusions by the users.**

Students will work on understanding the mechanisms and processes by which users perceive things, comprehend them, and use them for decision-making. It's reasonable to assume that such findings are very relevant to dashboard design issues. How users interpret data, what demands our designs place on their attention, what knowledge they need for making effective decisions—all these factors need to be considered while designing an information dashboard.

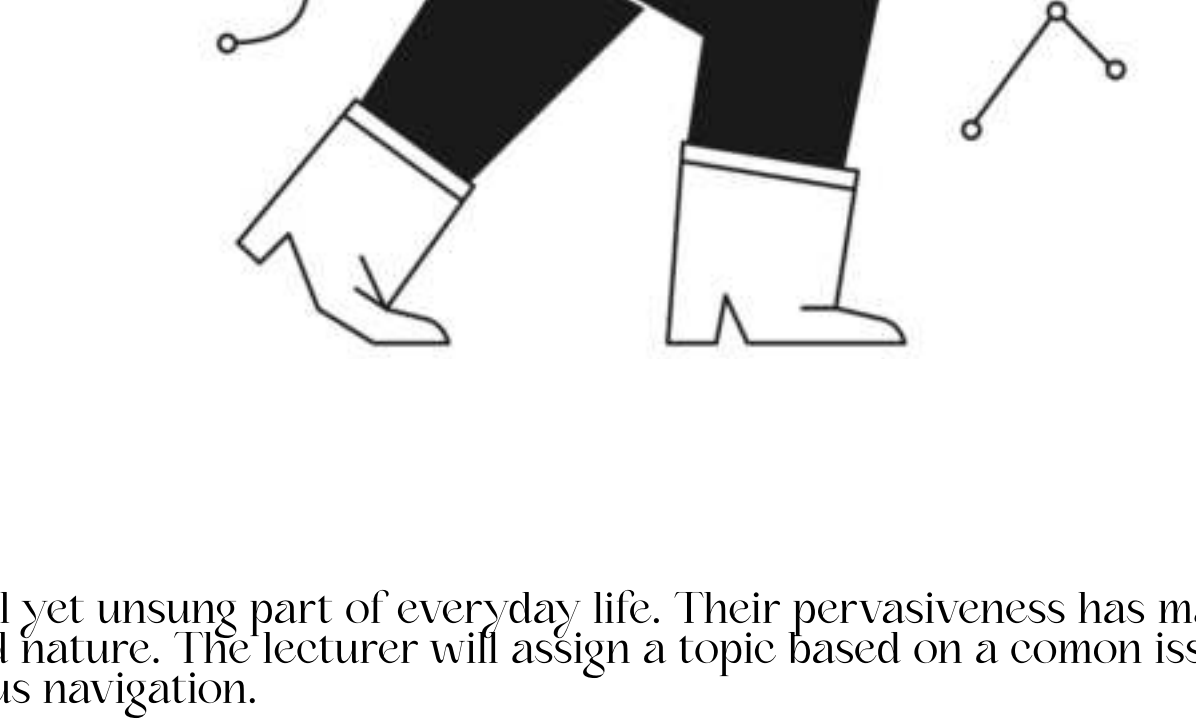
Problem identification | **Movement of eyes** | Visual hierarchy | **Emphasis on Readability** | Problem analysis | **Minimize Cognitive Load** | Visualization | **Graphical Representation** – Ideation process | Follow Gestalt Laws – Law of Focal Point | **Prototype.**

13.5 hours

3

Expert.

Wayfinding Design practise



Wayfinding signage is an integral yet unsung part of everyday life. Their pervasiveness has made using signs to get around second nature. The lecturer will assign a topic based on a common issue faced by students in their campus navigation.

Navigational issues | **Create An Identity At Each Location** | Use Landmarks For Orientation Cues | **Create Well-Structured Paths** | Create Regions Of Differing Visual Character | **Minimize Cognitive Load** | Visualization | **Graphical Representation** – Ideation process | Follow Gestalt Laws – Law of Focal Point | **Prototype – Low & medium fidelity.**

“Creativity is inventing, discovering, growing, taking risks, breaking rules, making mistakes and having fun.”