Interactive Systems Design

. . . .

Design Brief/App Analysis
— 10% Due Week 4 01.30.2015

. . . .

Wireframe Set
— 15% Due Week 6 02.13.2015

. . . .

High Fidelity Screens
— 15% Due Week 8 03.06.2015

. . . .

Motion Video
— 20% Due Week 10 03.20.2015

. . . .

Final Vision
— 20% Due Week 12 04.06.2015

. . . .

Documentation
— 10% Due Week 12 04.06.2015

. . . .

Presentation/Preparation/Attendance
— 10% Assessed after Week 12 04.06.2015

Each week, a team member or a pair will pick one topic and start a light discussion surrounding it. Find a maximum of 3 images to show and prepare 3 questions to pose to the class. I will start each lecture covering the basics of each topic, thus you may feel free to be more specific in your inquisitions/research.

Examples

&&&*Storytelling in apps*—how do we create narratives in the digital realm?

&&&*Post-Browser/Post-Apps*—what are we moving towards in user interface design?

&&&*Building a Trustworthy Design Process*—what makes a great creative environment?

&&&*Navigation*—what are some advantages/disadvantages to common navigation options?

&&&*Typography on Screen*—what is the new-new typography for 2015?

&&&*Settings*—how do different Operating Systems deal with their Settings interface?

&&&*Dynamic Branding*—how can we use digital tools to make branding more fluid and alive?

&&&*The Undesigned Web*—is Readability and Pocket good for the design of the future?

&&&*Is coding the future or the past?*—how does software engineering and development fit into the future landscape of technology for the web?

Weekly Critiques

Every other week, you will be expected to prepare a four minute presentation of the work you've accomplished since last class. There will also be four minutes allotted to questions and critiques by your peers after each presentation. This practice will ensure a collaborative, discussion-based peer-reviewed process throughout the course of the project development. Presentations will be informal and casual in nature.