

Prototyping

DES206

Interactive Systems

Rocha

Cryta,

Mod
HCD

classmate

Date _____

Page _____

no laptops (ground)

9:40 am no late (close of door)

Random groups

constraint between assignments

→ resource optimization!!

→ DS lab + BBLabs

How to think
prototypi

→ notably
failed

But only
document

9:30 am - 11am: Turn & Fn

A106 A 419

→ assignments → individual

Arduino
& breadboard
Some
only

*STRICT
ON DEADLINES

Group number 3 member

→ LATE = 0, NOT ON
DEMO = 0

Am. 2nd class

10*5 30

10s

Final Proj.

20

mid sum Proj.

15

End sum Proj. exam

15

(Bonus)
class often done's portuguese

5

1% Bell curve

8-10 / 100 students → 100%
occupy

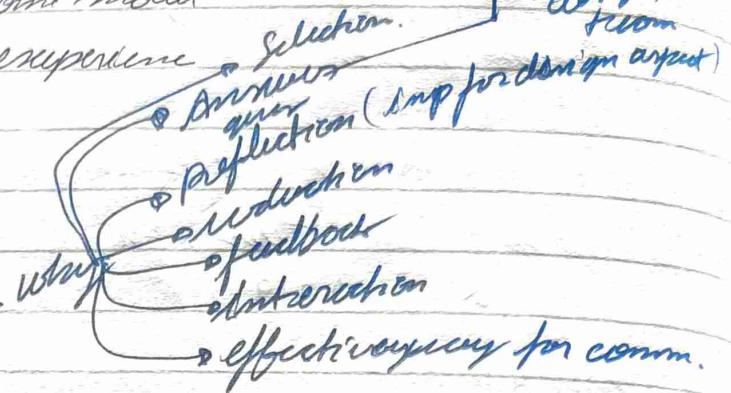
Prototype \Rightarrow idea in some model

with user experience

→ Nozza
cp!!

Tools
to rule
the world

white
paper
prototypes



Prototyping - important in design

\hookrightarrow artifact for interact feel
so to get feedback

It can be low, ratio of final product
anytime most, middle last
someone, user & stakeholders

For design problem

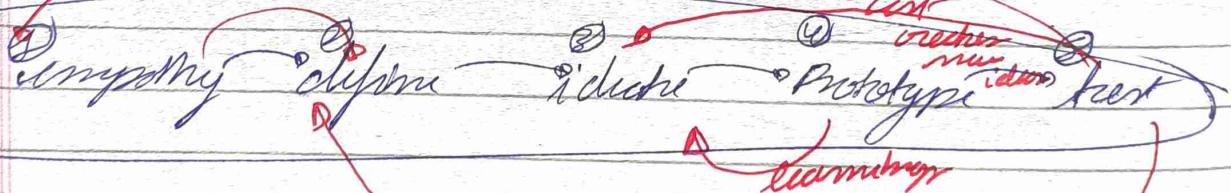
\Rightarrow end. solutions

Role ?

loop is full ?

implemented ?

1st step design thinking process *user feedback*



test
insights
to Redefine
the problem

• It is shouldn't be
linear process

Roleplay
exercises?
(in design)

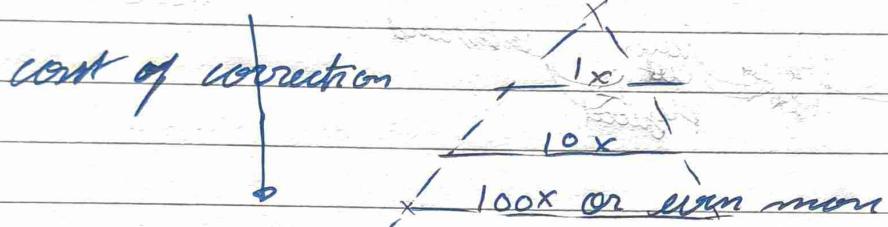
Participatory
design?

classmate

Data
Page

- co design team
- co Prod user
- co sales & market team → analysis of data
- co Production team
- co Funders / Sponsor

1 - 10-100 Rule in project management



Trial & error
facilitate cl. interaction
→ develop
→ test
→ improve

⇒ 66 p 2 y 2 } ge code

Types of prototypes

- 1) Throwaway → cheap fast
- 2) Iter / incremental → on final prod., featureardon feedback
- 3) Extreme → high return building

e.g.: car, Mass Prod. Products

form of prot.

During testing

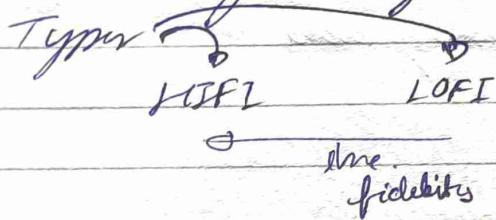
- ① Phys hard Edigi sommigr. Ankeracher/elec.
- ② Phys soft Edigi diff.sigr.

• hardly
• changeable
(open to change)

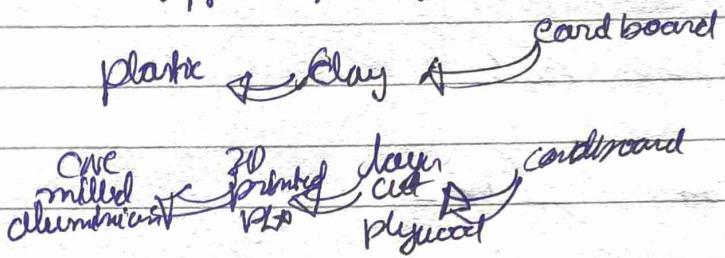
daily
fortnightly e.g.:
Co-coaching
purple paper
scoring.

Fidelity of prototype

- ↳ how close prototype is to the final product
- ↳ single easiest way of decreasing fidelity level based on goal, stage, etc.



App & Figure Match



Lofi

- tangible repn.
- outline ux, as huber, flow

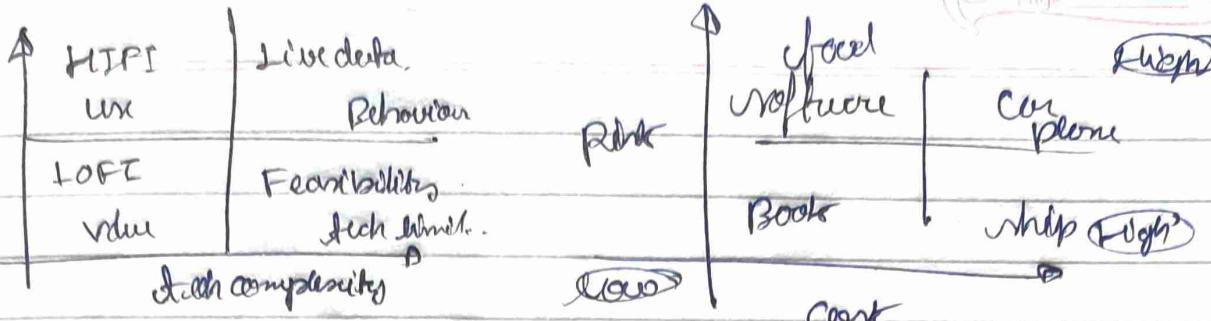
Hifi

- Aesthetically pleasing.
- close to final. prod.
- more user testing

* software

own birthday

eg:- flower &c.



Prototypes

Cardboard prototype

- vacuum cleaner, hospital, book, etc.
- typical stationery
- techniques

flange

L-brace

slot

J-bar

draw fastener

quid. dormit Richter

zeloff

self name

dm.1 egg container

stich

21st Next
digital. Fotokey
sun

pen/pencil sketch

cardboard

other stuff.

22nd Tour

paint not allowed

Models

enjoy;

no paint

Hall of fame

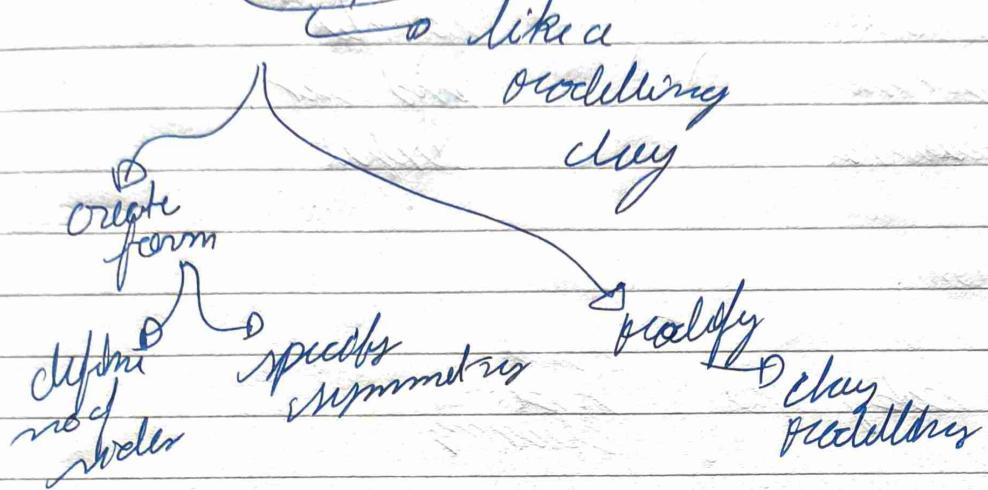
2x2 ft corrugated sheet

car your boxer

Monte Carlo

- clear
 - stretch
 - usage grande clémation
 - technique & Materialusage
 - UX & Aesthetik
 - original & unique
- curing
- Optimization
- strength
- rubber
- magnet
- sponge

* modeling for realization } Reason behind
* create > create form *form 360*

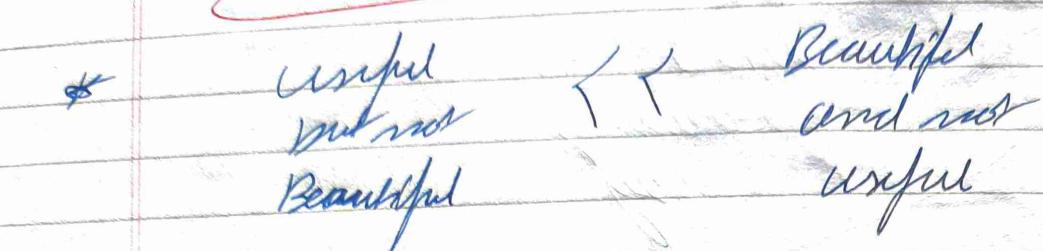


* cylinder → Print
(surface)

OP
print form → Thicken solid
"By weight click & select width"

The Aesthetic-Usability effect

by Vaishali



* Aesthetics

* cuter-baby face → tend to be pleasing

* Usability & Aesthetics } 2 most strong factors in deciding the overall user exp. for an app.

* Design aesthetics also influence results in usability testing.

* But prototypes + Aesthetics → Robert evd.
by engineers, who don't care about aesthetics

The Aesthetic vs. Use Usability Trade off

- * appealing > user IRI
- * Don Norman → great UX designer
→ relevant till now
- ↳ must read □, from very old doc
- ↳ Fun 8D
- just to try!! NN/g □ → Design Fundamentals

Aesthetics

- * Aesthetics can bias in short term,
through - good looks don't save
a bad product.
- * Optimizing "UX vs. UI"



Aesthetic { van
pot

Usability { wolf
sway Doctor

Abstraction

- * organic inspired from narcissic
stuff
- organic forms, like
 clouds, etc.



} their
form
can

be used
in hair

dryer etc.

expression
in form
attraction

Form
volume
in story
in assignment -

- 1 warm (color)
- 2 cold (color)
- 3 Hard (comes)
- 4 Soft (uncomes)
- 5 Delicate (more stuff)

eye: } top

Pareidolia

Designer should
be cautious about
irrelevant, scary
design

irrelevant
be avoided

Relevant

We still
have
Reptile
Brain

we tend
to see
animals in
animate
object.
get ready
for scared

design
or less
communication

"form
follows
emotion"

eye:
corr.

"form
follows
emotion" culture
, sentiment

"form
follows
interaction"

old look wonder
or don't expect
to carry
But it's good on a friendlier

Minimal UI Design

Basic essentials

Flat design

Less design elements

clean & smart

: □

Minimalist vs Minimalist Artistic

e.g.: Schmid
writen von Boyd
vs
Pro mon

van

) old Apple logo vs new Apple logo

, Scorpio vs Tofu

, logo evolution.

It's not about good or bad, it's work culturally
- based ...

How
to define
actually
pleasing

culturally
Bond

geography,
culture
technology

} affect
"what's
appealing"

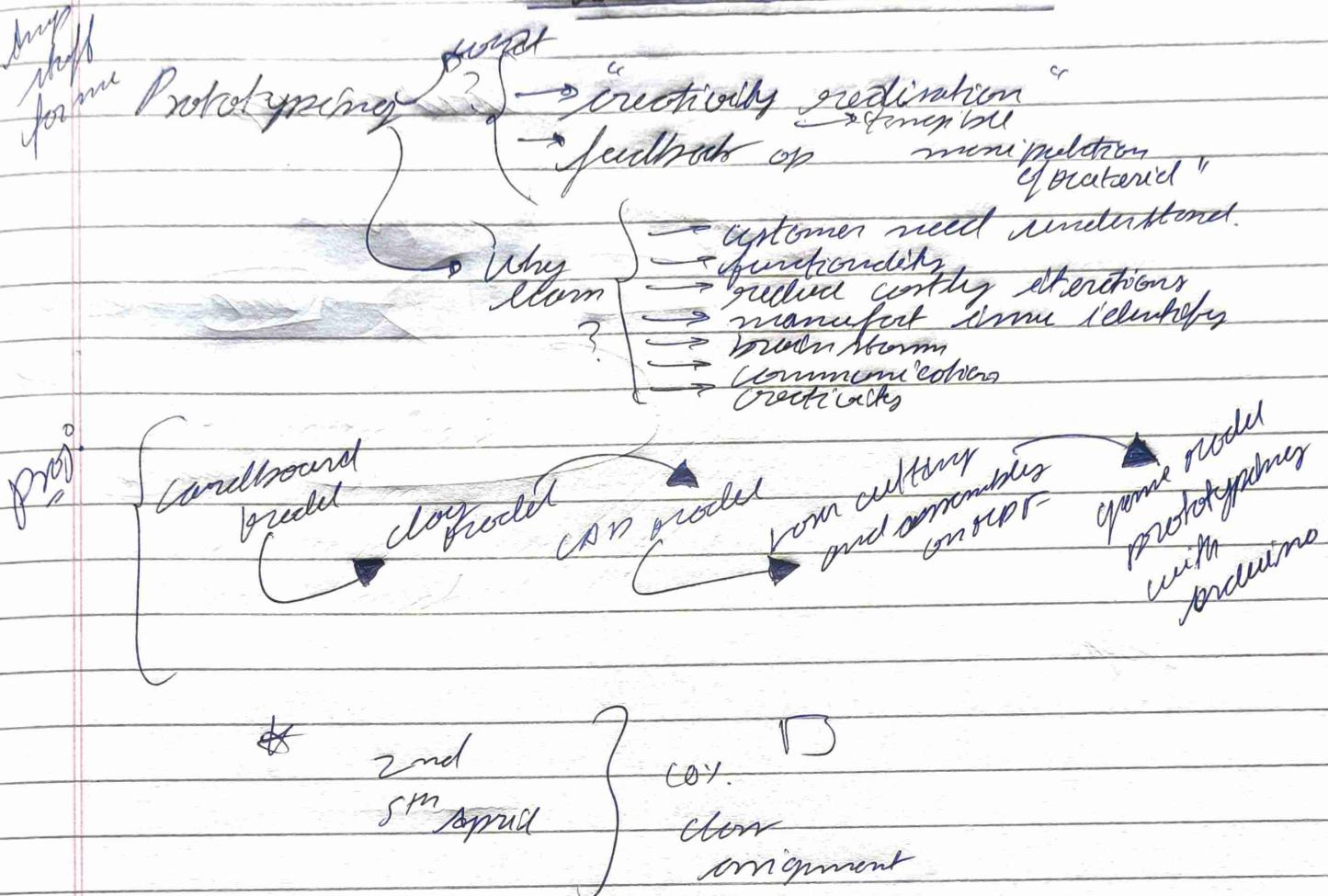
Minimal Digital design

→ Signal - to - noise Ratio

- sign for high communication
- don't decorate

↳ quote

Strategies for teaching design prototyping in virtual mode



Arduino for Interactive Prototyping

Arduino → open source → to teach dev. to designers
 → hardware + IDE → ~400EUR low cost
 → micro controller prov. → Uno
 → Uno → most common Arduino

- easy to learn
- affordable
- simple C++ code

↳ rich support (problem)

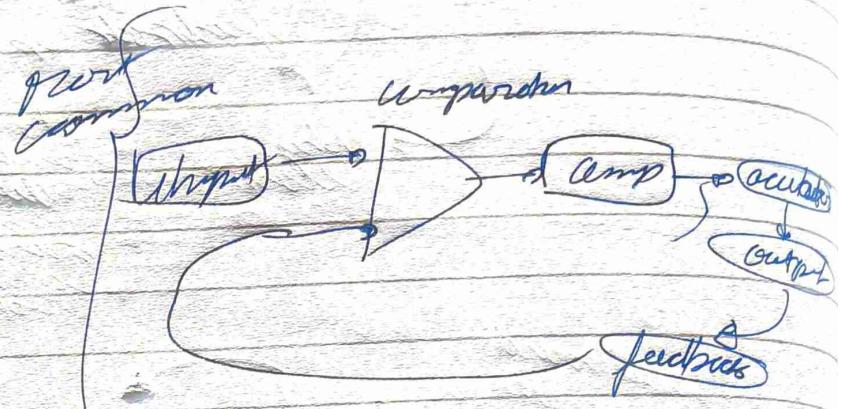
\$ common { pinkie and ring } the
virtual
envr

DESS
solution



I/O loop

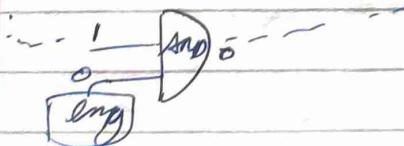
local I/O loop



Logic

Logic Automation Street light

logic - my cutoff



Smart com
A part of
Rockhampton
proj of
phd

classmate

Date

Page

drum

plant adams

storybook

order
drum

Our Proj.

Interact
toy

1-12
3D print
cut

2-3
5-8
8-11

and
prototypes
stuff you can cut

print
toy
phot

2 min
Architect

20-25
print

green
Architect
you can cut

Child Psychology
nach of Amazon

PCB division

talk to

manam

in class = Indiv.
others = group.

x subject

Mother
↳ Son
Daughter

- good design workshop in Rio
- tomorrow start from long term
- tomorrow start from personalit.
- right brain left brain division of arm over + leadership + vision of long picture
- all time 11:00
- option for better conversion (clarity)

classmate
Date _____
Page _____

India world
there are pockett
to have buy stuff
no intermediaries
market

ideations { & gold design

but there
or decays
another best version

what you bring to the table
, the what differentiation
you feel now
the quality

personality
humanizing the brand
to feel better

feel better

During team, don't romanticizing your idea
 Team contribution \rightarrow is our
 own
 everyday stand
 " pattern
 Despite we some of pitch

encyclopedia
 benefit
 offer
 need of work }
 story
 enriched
 value

know
 subject matter
 out of room
 grasp

"
 if
 audience
 need

show their
 solution

intended

why you
 think

design ab yet known as much
world ab not known

people didn't >> multiculturalism.

Microspecialization, Amazon vs Microsoft
OR > AS 3 very friendly

why you are.

Truth ab also controversial.