

GOALS

TECHNICAL 9 technical EXPERIMENTS 11) PROTOTYPING (12) prototype TESTING 14 final PRESENTATION 10 ASSEMBLING UNITS 9 building final body of work in SEPARATE UNITS BRIEFING/REBRIEFING based on reached tasks 7 visual and sound EXPERIMENTS and changing priorities DOCUMENTING project development 13 REDESIGN PRACTICAL THEORETICAL 8 USER INTERFACE 6 ACTION FLOWS (12) concept ANALYSIS 5 STORYBOARDING 2 CONCEPT MAKING 3 contextual RESEARCH 4 contents MAPPING 3 contents RESEARCH 1 BRAINSTORMING **ACTIVITIES** CONCEPTUAL



