

## **ART385 Design Document for Interaction Design**

The ART385 Design Document emerges from a few different sources, including traditional [software design documents](#) and interface design workflows. The idea is to convey a design and code structures that run along with it.

### **Document Info**

Natalie, ART385, Project 1- Digital drawing, user input, and states (software), 3 March 2020

### **Re-state the Assignment**

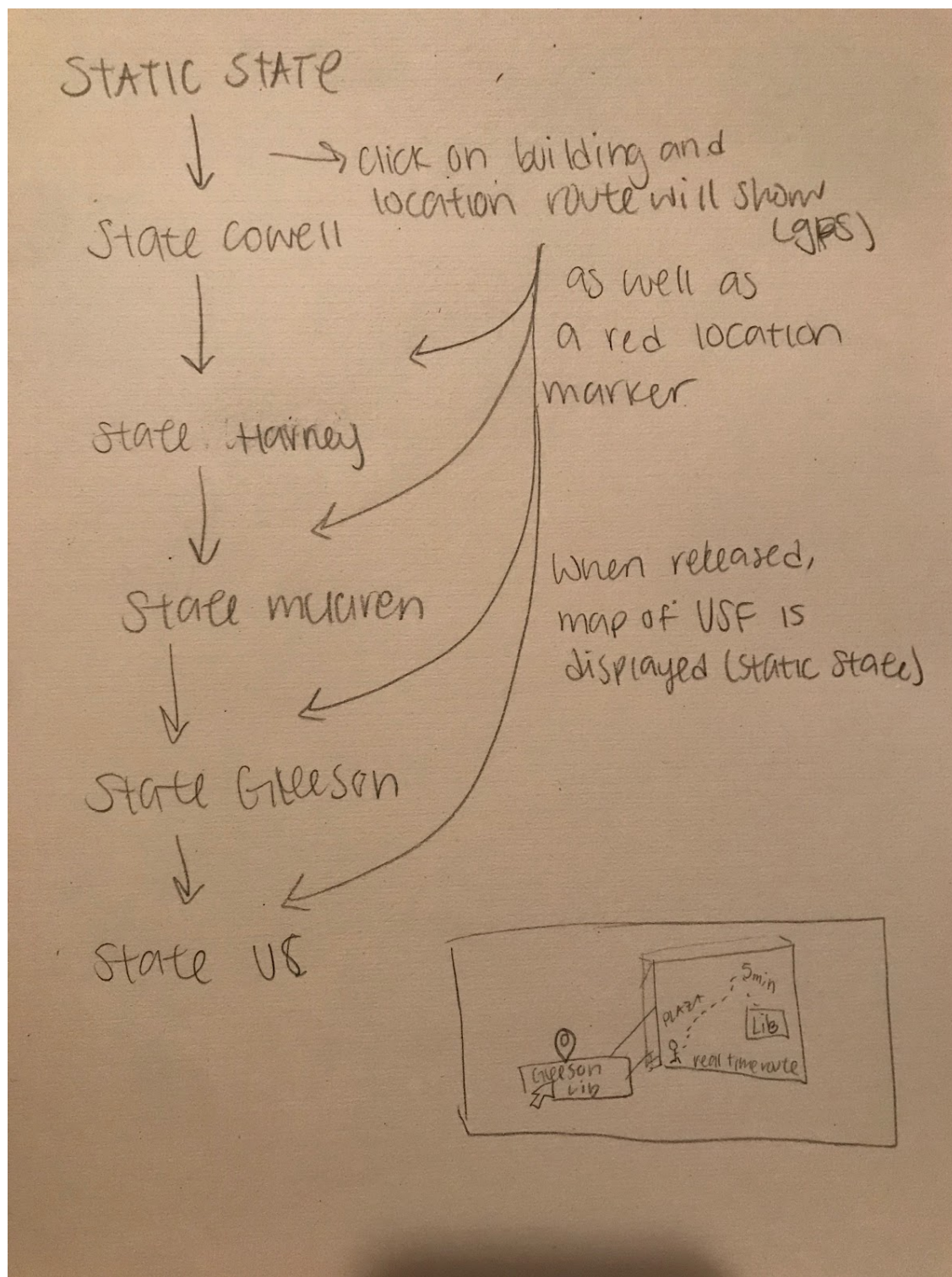
The purpose of this assignment is to identify a target audience and then use the Design Thinking Methodology to define and understand a user's needs. This project is meant to strengthen our coding abilities in regards to Digitals, gathering user input, and using state machines.

### **Audience**

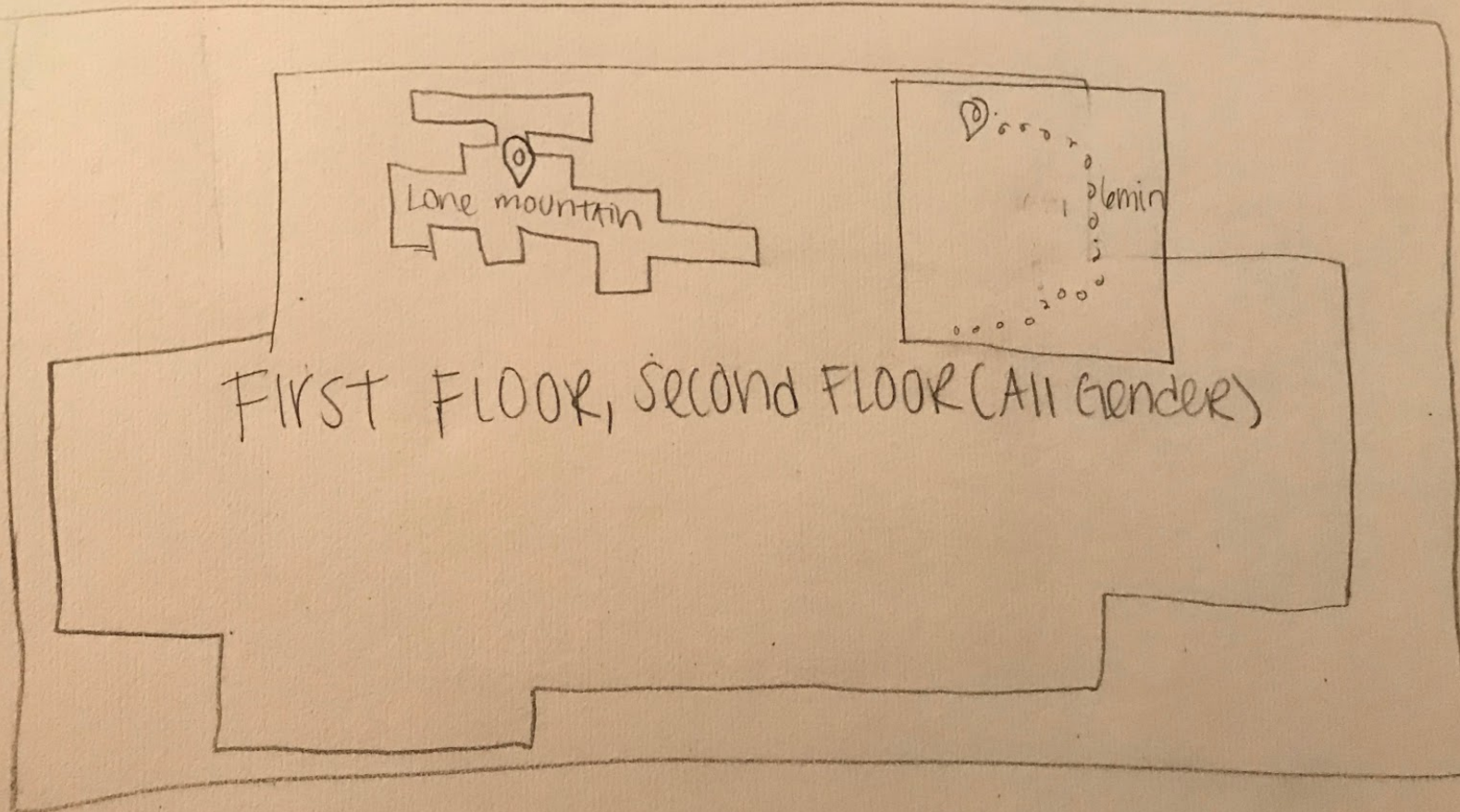
The number 1 question I am asked while on campus is, "Where is the bathroom?" I created this software to help answer this question. If I was visiting campus, like many others, it can be intimidating to have to ask people such a question. I thought that if I could create a software that would eliminate this step, those who wished, could avoid this step.

The physical site for this "kiosk" would be outside of Gleeson Library in Gleeson Plaza. Gleeson is a very central and accessible part of our campus, allowing anyone from all ages 6-100+ to be able access it. I tried to keep the product fairly simple to ensure a wide range of individuals were able to use it.

## Hand-drawn sketches



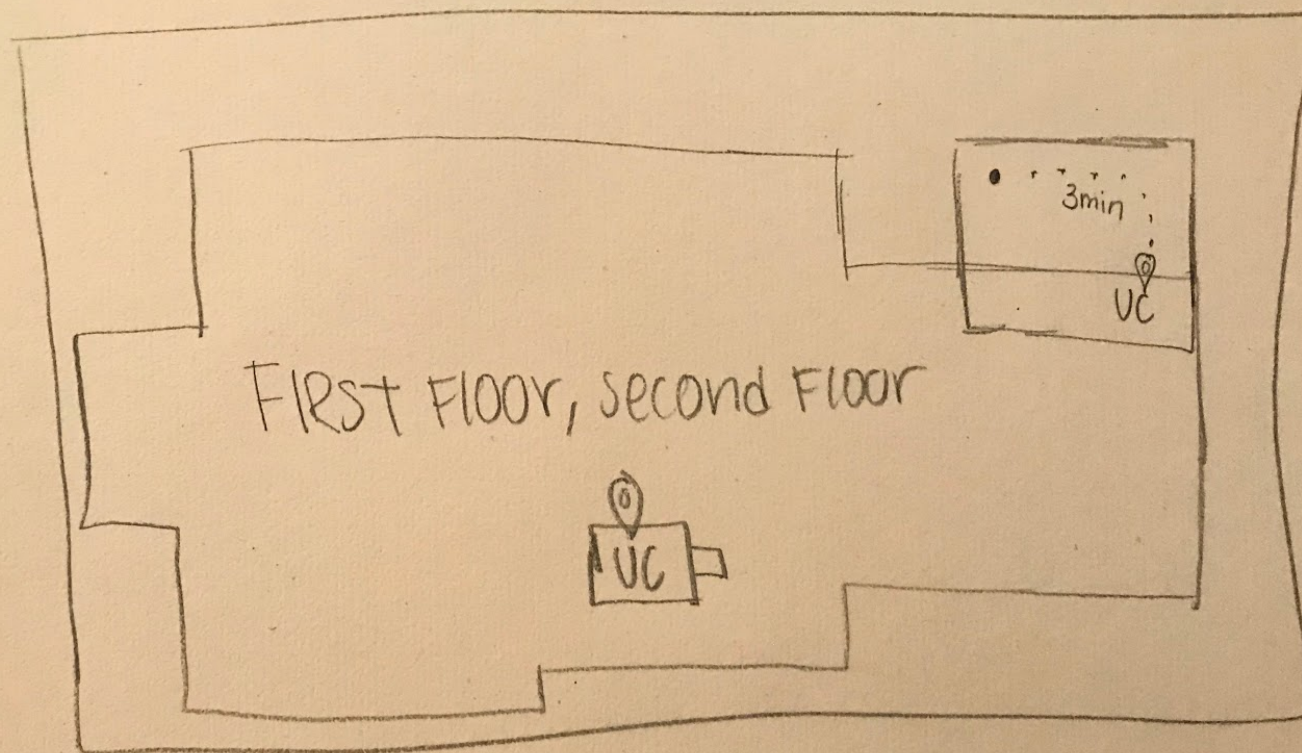
## Prototype



FIRST FLOOR, SECOND FLOOR (All Gender)

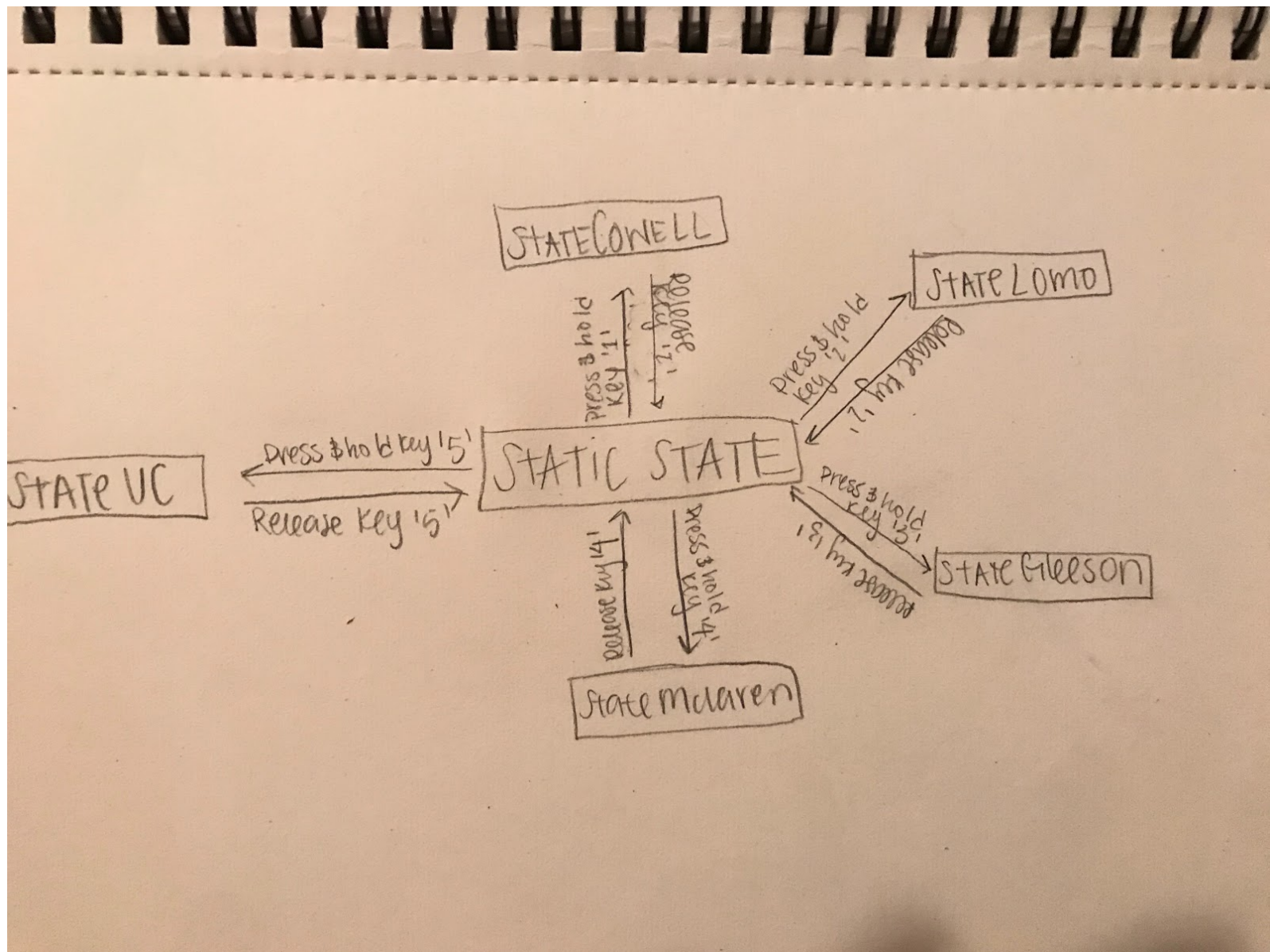
Kay '2' Pressed





key '5' pressed

## Interaction Diagram (Interface Design)



## Conveying Technical Information (Software Design)

The design of this software was aimed to be simple. A user can press any key 1-5 and a red location marker will appear on the building, text describing where the bathroom(s) are located will appear, and a map showing the walking route will be displayed. The physical design of this code takes images and text depending on what key is pressed to display a certain set of data. This code runs mainly on the `keyPressed()` function. The 6 state machines rely on this function. When key '1' is pressed, all of the data for Cowell Hall will appear, and so on through key 5. Seeing as this is a prototype- this kiosk only routes from Gleeson Plaza.

## Reflections

Unfortunately, the original sketch did not translate to the final interpretation of the work. As you noted during class, my idea was not in the scope of this class. I got extremely frustrated a few times, cried once, and then bounced back when I realized there is always a different route to take if you just sit down and think about it. I wish I was more patient with myself and my abilities during this project.













