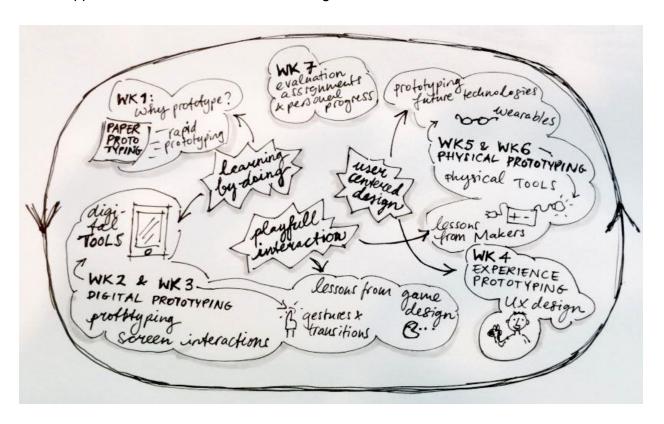# MOOC Prototyping Interaction

Introduction

Communication and Multimedia Design Amsterdam (http://www.cmd-amsterdam.nl/english/) puts design at the core of its program. It sets out to help students learn how to think and act like designers, and aims to give its interactive media design graduates the best possible preparation for today's – and tomorrow's – professional practice. At CMD Amsterdam students will learn to use 'design thinking and doing' to develop interactive products and services such as websites, mobile sites, mobile apps, web apps and interactive installations.

The course Prototype Interaction aims to help students to learn thinking with their hands, making ideas tangible, and put them out into the world. The field of prototyping is rapidly developing, both theoretically and in terms of tools. Practices in the field range from paper prototypes to test mobile applications to futuristic scenarios of digital services.

Target audience

The MOOC Prototyping Interaction is aimed at designers with some practical experience in the design proces, like:
- starting and experienced design professionals who want to learn how to use prototyping in their current design practice.
- advanced design school students with a basic knowledge on ux design, interaction design and design principles.

Projects and assignments

Prototyping means making ideas tangible and communicable and therefore implies making and building. Practical assignments are the core of the course. We offer students the option of bringing in their own design project to apply the assignments to (and work on with different prototyping techniques).

De MOOC 'Prototyping Interaction' is a course of 7 weekly chapters and will run for 7 weeks, starting in April 2015. It offers weekly videos, literature, interviews, short documentaries, quizzes and practical tasks. These tasks and assignments are an important element of the course since prototyping is a skill, which can be mastered by actual practice.

The following topics will be addressed:
1. introduction on prototyping interaction: What kind of prototypes are used to explore interaction? How can we use prototyping in the design proces?
2. paper prototyping
3. user testing using paper prototypes
4. digital prototyping and tools
5. experience prototyping
6. physical prototyping

Each weekly chapter will contain:
-introductory video: what to expect the coming week? (approx. 3 min.)
-theoretical and/or instructional video's, using 'show and tell' and animation. (approx.15 min.)
-video interview with an expert in the field (approx. 20 min.)
-short documentary / 'best practice' video case (approx. 20 min.)
-video that explains this weeks tasks and assignment. (approx. 3 min.)
-review of a selection of exemplary work of students. (approx. 10 min.)

All together every week about 60 minutes of video will be provided and approximately 3 or 4 articles.

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