

Lecture 0. Welcome to Country

- Interaction design between humans (users) and computer systems
- Assessments
 - Assignment 1 (50%) - UI/UX design of project
 - Assignment 2 (30%) - TBA
 - Presentation (20%)
- Interaction Design/extras
 - Practicals to help with assignments
 - Workshops - Design Thinking
 - Demos - Software tools
 - Guest speakers
- HCI glossary: <https://tinyurl.com/y2cmz9c9>
- Curtin Ignition
 - Opening: Thursday, 26 May
 - Closing: Friday, 15 July
- Resources
 - Tools
 - Design Thinking: Figma, Miro
 - Collaboration: Microsoft Teams, Trello, etc.
 - Prototyping: Figma, Adobe XD, Sketch, Invision
 - Design: Canva, Envato Elements, etc.
 - Stanford d.school Design Thinking Process
 - 1) Empathise
 - Interviews
 - Shadowing
 - Seek to understand
 - Non-judgemental
 - 2) Define
 - Personas
 - Role objectives
 - Challenges

- Pain Points

3) Ideate

- Share ideas
- All ideas are worthy
- Diverge/converge
- "Yes" "...and?" thinking
- Prioritise

4) Prototype

- Mockups
- Story boards
- Keep it simple
- Fail fast
- ~~Keep it simple~~
- Iterate fast

5) Test

- Understand impediments
- What works?
- Role play
- Iterate quickly
- ~28:00
 - User persona/pain points example
- Look at the keyword slides for UI/UX engineer position postings
- Look at example project (Women's app)
 - Matrix Austin was talking about
- Look at "Design Thinking - useful websites" slide