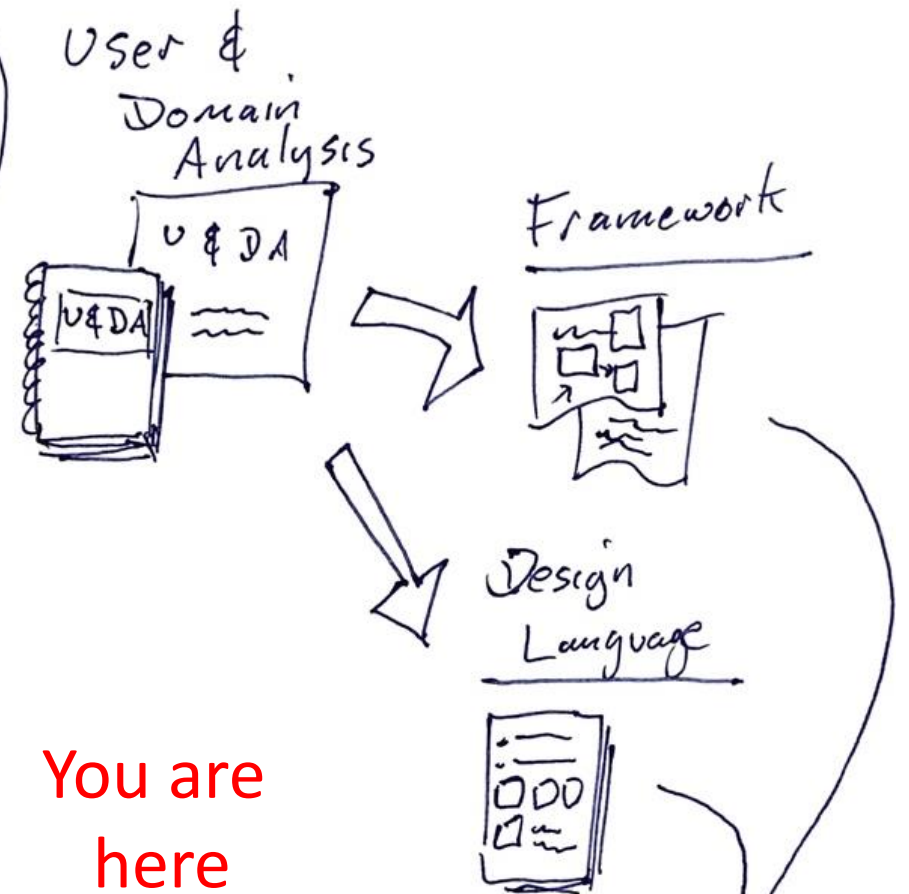
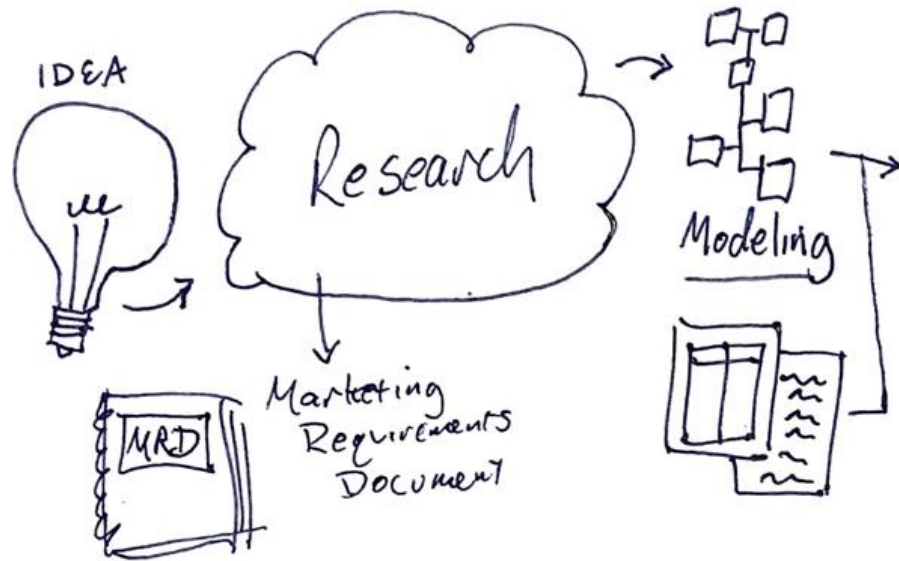


Form and Behavior Specification

(F&BS)



You are here

Form & Behavior Specification
("Detail Design")



The Cooper Process for Designing Interactive Digital Products

- customized for DMS 104
-- Kestin 2016

Framework

The BROWN section

Chapter 20: Detailed Design: Making Your Ideas Real (Overview)

For ALL designers...

Chapter 21: Detailed Design Principles and Patterns

Chapter 22: Detailed Design Process and Practices

Not for DMS 104...

Chapter 23: Evaluating Your Design

For Everyone (lead by the Team Lead)

Chapter 24: Communicating the Detailed Design

Chapter 20

Detailed Design: Making Your Ideas Real

- Overview of the Detailed Design chapters, 21-24
- Defines principles when moving forward
 - Juggling
 - Collaboration
 - Time horizon
- Summarizes project management methods
 - waterfall
 - agile

CHAPTER 21

Detailed Design Principles and Patterns

Ground rules and examples

Principles...

- Unassuming and unobtrusive
- Common sense

• Patterns...

- flow; priority; relationships
- information design: data; state
- use of icons, text/type, and "widgets"
- dealing with a lot of data
- dealing with different kinds of interfaces

CHAPTER 22

Detailed Design Process and Practices

The actual work – individual (or sub-teams); full-team reviews

- Interaction design (IxDG, IxDS)
 - Mostly: framework definition
- Visual design (VisD)
 - Sketches to detailed comps
 - grid
 - layout (frames, surfaces, dimensionality)
 - hierarchy of content and controls
- Industrial design (ID)
 - form and function
 - ergonomics

CHAPTER 23

Evaluating Your Design

External feedback; Ensure direction

- Focus groups
- Expert reviews
- Usability testing

CHAPTER 24

Communicating Detailed Design

Form and Behavior Specification:

- Detailed Design - document ~~and presentation~~
- Tie together...
 - framework and design language decisions → specifications
- The goal...
 - specifications → engineering and development → manufacturing