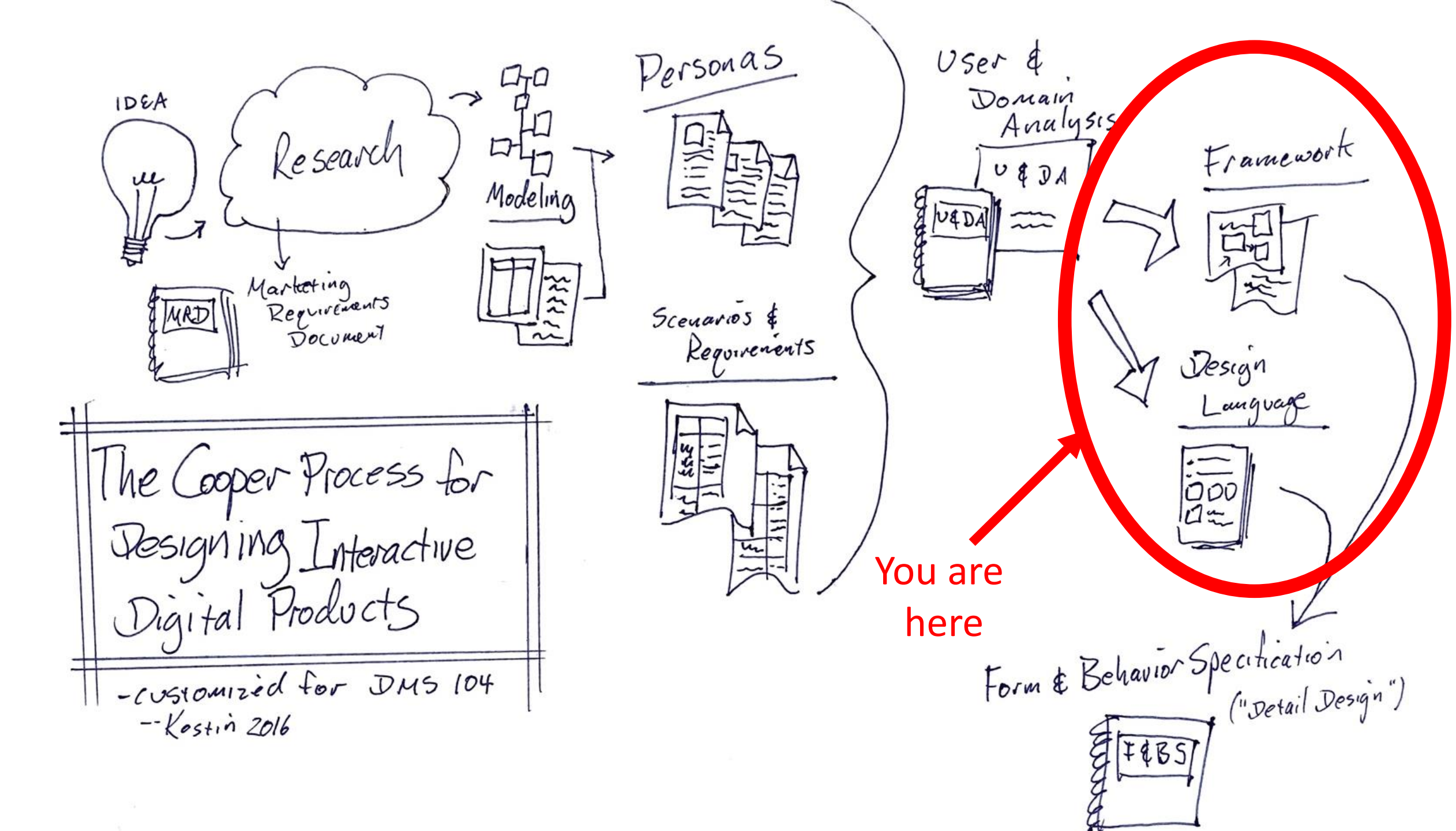
Framework Definition: Visualizing Solutions


IDEA
Research
Modeling
MRD
Marketing Requirements Document
Personas
Scenarios & Requirements
User & Domain Analysis
U & DA
U&DA
Framework
Design Language
You are here
Form & Behavior Specification
("Detail Design")
F&BS
The Cooper Process for Designing Interactive Digital Products
-customized for DMS 104
--Kostin 2016

Framework and Design Language

The PURPLE section

Chapter 14: Framework Definition: Visualizing Solutions (Overview)

For IxDG and IxDS…

Chapter 15: Principles and Patterns for Framework Design

Chapter 16: Designing the Form Factor and Interaction Framework

For VisD and ID…

Chapter 17: Principles and Patterns in Design Language

Chapter 18: Developing the Design Language

For Everyone (lead by the Team Lead)

Chapter 19: Communicating the Framework and Design Language (Design Vision)

Chapter 14:
Framework Definition: Visualizing Solutions

Overview of the Framework chapters: 15-16 (interaction); 17-18 (design language); and 19 (communication)

- Focus on structure, not details
- Good to have sketching and storyboarding skills and tools
- Decide between novel and known platform
- Suggestions on how to brainstorm and develop

CHAPTER 15:
Principles and Patterns for Framework Design

Covers principles (ground rules) for defining a good Interaction Framework and patterns (examples) of typical frameworks

- Principles…
  - has value (ethical; purposeful; pragmatic; elegant)
  - minimizes work (cognitive; visual; memory; physical)
- Patterns…
  - command line
  - organizer/workspace
  - hub-and-spoke or hierarchical
  - parallel
  - multiple document interface
  - first-person environment
  - third-person environment

CHAPTER 16:
Designing Form Factor & Interaction Framework

This is where the details of the solution start to get fleshed-out

- IxDG and IxDS focus on objects and data (from research); use charts to define: relationships; states; actions; and attributes
- Whole team: list functional needs and create functional elements for each (create things users will see and interact with)
- Team: Create (sketch) the platform
- ID: refine the form factor
- IxDG and IxDS: Define the interaction framework; sketch/diagram key path scenarios

CHAPTER 17:
Principles and Patterns in Design Language

- Covers principles (ground rules) for defining a good design language and patterns (examples) of typical design languages
- Principles…
  - meaning from context and information
  - affordance
  - purpose
  - unity
  - "smallest effective difference"
- Patterns…
  - color; size; shape
  - line weight and style
  - type; texture
  - images; materials

CHAPTER 18:
Developing the Design Language

This is where the details of the solution's look & feel get fleshed-out

- Goal: tie experience attributes to design choices for each element that gets designed
- VisD and ID decide general direction(s) and elements to design
- VisD and ID decide how to represent primary attributes and secondary attributes

CHAPTER 19: Communicating the Framework and Design Language

How to create a summary of the framework and design language into a document and presentation:

- Framework
- Design Language
- Include past information and decisions RE personas, scenarios, requirements; tie framework and design language decisions to earlier findings