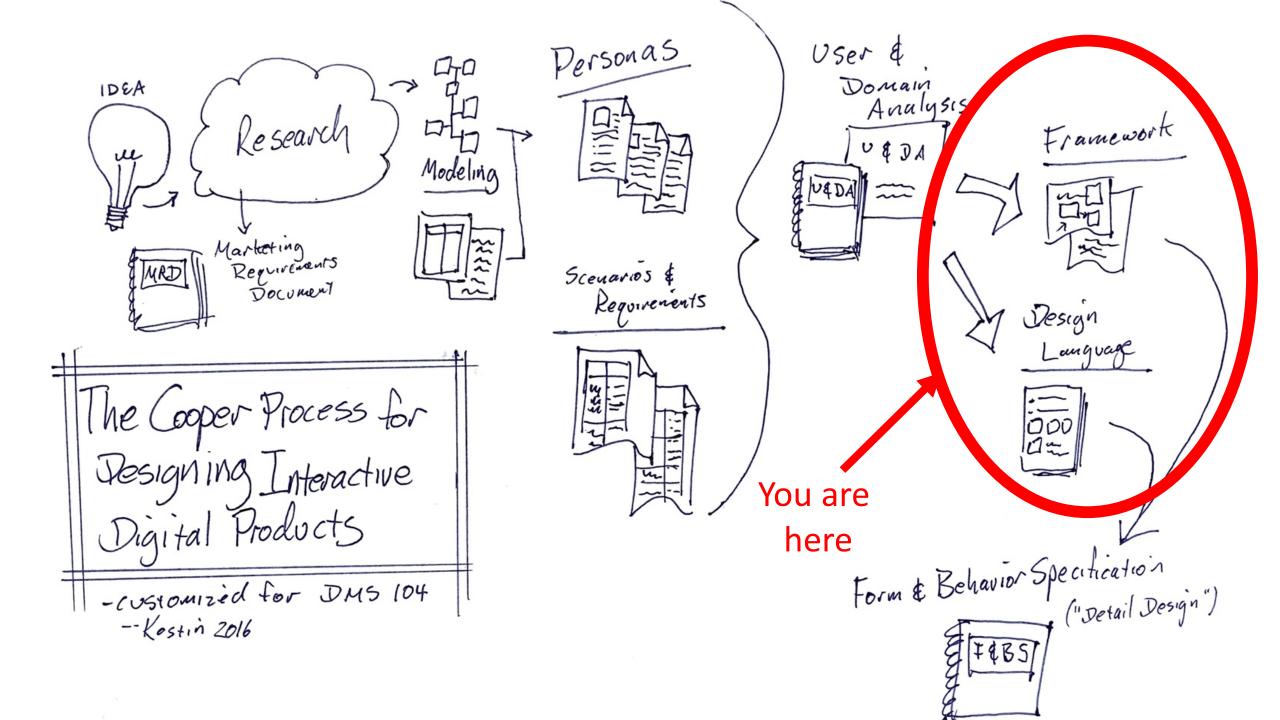
Framework Definition: Visualizing Solutions

- Looking beyond: User & Domain Analysis (Chapter 13)
- Need to work in parallel: Chapters 14 through 19
 - Find downtime! Start reading Chapter 14
 - The purple section (second to last section of DMS 104)
- TODAY: overview Chapter 14
- Design roles take shape starting here!



Framework and Design Language

- Framework ...Interaction Designers
- Design Language ...Visual and Industrial Designers
- "Rule book" for yourselves
 - E.g. Fonts, colors, interactive frameworks
 - Based on research
 - Lots of examples, tools ...choices

- Chapter 14
 - Industry terms
 - E.g. novel platforms, known platforms
- READ: pages 377 through 403
 - Overview only!

Framework and Design Language For Interactive Designers For Visual and Industrial Designers

- Chapter 15 & 16 Interaction Designers
 - Everyone needs to read! IxDG and IxDS study in-depth!
 - IxD: will create the "framework"
 - Everyone: learn the language of the industry
- Chapters 17 & 18 Visual and Industrial Designers
 - Everyone needs to read! VisD and ID study in-depth!
 - VisD and ID: will create the "design language"
 - Everyone: learn the language of the industry

Framework and Design Language

For Interactive Designers

For Visual and Industrial Designers

Principles and Patterns

- Chapters 15 and 17
 - CHAPTER 15:
 Principles and Patterns for Framework Design
 - CHAPTER 17:
 Principles and Patterns in Design Language

Creating the Framework and Design Language

- Chapters 16 and 18
 - CHAPTER 16:
 Designing Form Factor &
 Interaction Framework
 - CHAPTER 18: Developing the **Design Language**

 Precepts – sets of principles and patterns Entire industry practice in a chapter

As you read...

- You not an expert == okay
- Look for:
 - Examples
 - Suggestions
- Questions? → professor