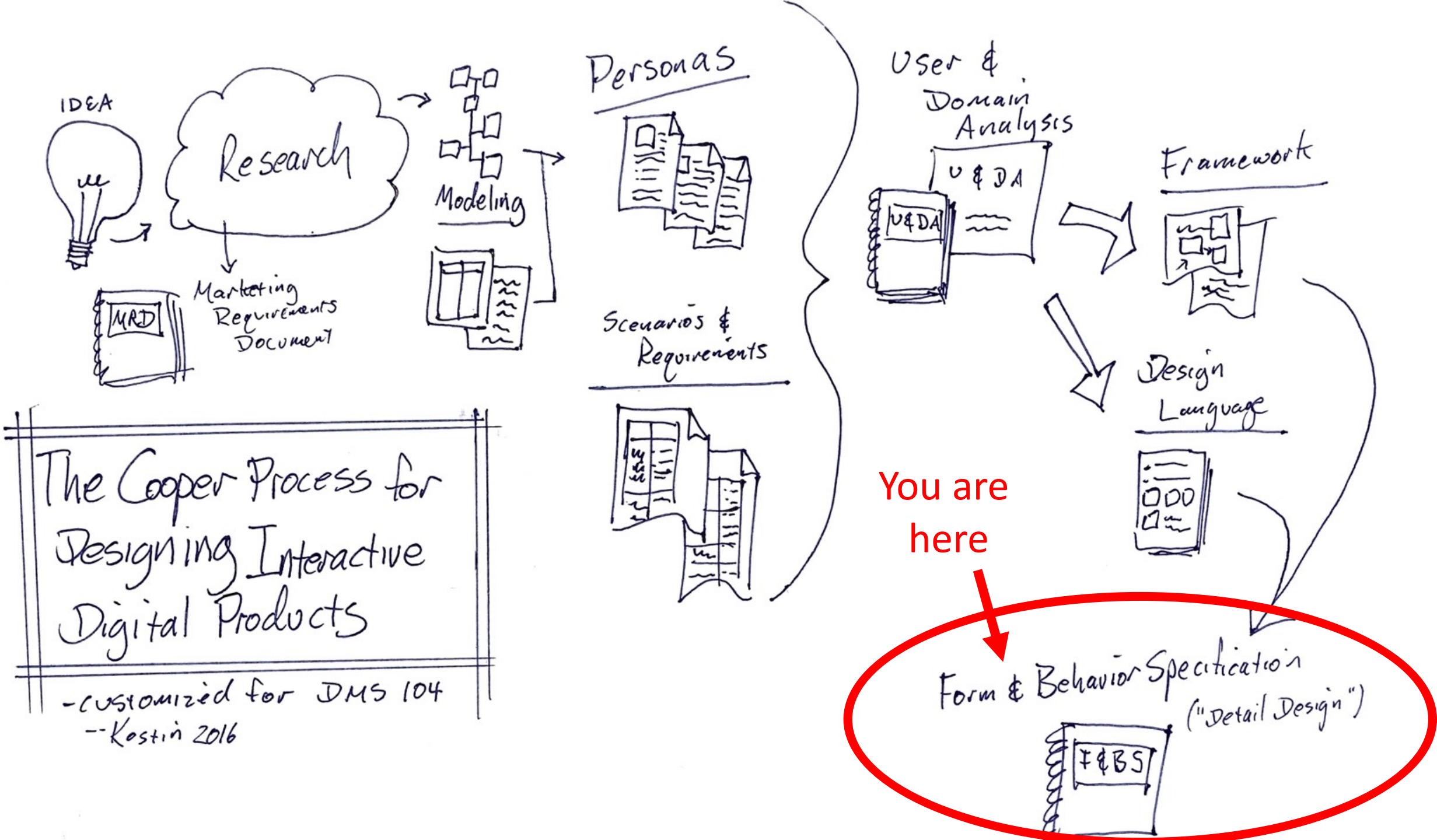
# Form and Behavior Specification

(F&BS)

# Form and Behavior Specification

- The *actual* design ...documented
  - Look & Feel
  - Interaction
- Late in the process ...*this is normal*
  - Most important part: up-front work
  - Stakeholders, User Research
- Good Research → Better, Easier, Faster Design
- Self-Evident Design
- Tools: Drawing, Interaction Depiction
  - Pick then Draw: Interaction, Visual, Industrial
- With Your Design: Cite Your Sources!
  - The User & Domain Analysis (Project 2)
  - EVERY Design Decision ← Previously Documented Requirements
- Teamwork: Focus on Your Part
  - Team Lead stitches it together


IDEA
Research
Modeling
Marketing Requirements Document
MRD
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

# Beyond DMS 104

After the Form & Behavior Specification

- More Research
- Validate the Design
- Engineering, Manufacturing, Sales
- Start on Version 2

# Detailed Design

The BROWN section

- Chapter 20: Detailed Design: Making Your Ideas Real
- Overview of the next chapters
- Terms, Process, Et cetera

Chapter 21: Detailed Design Principles and Patterns

- Principles: Basic Understandings
- Patterns: The Process ...things that professionals know

Chapter 22: Detailed Design Process and Practices

- Industry Knowledge - the actual steps
- How To – the "road map"

*Not for DMS 104…*

Chapter 23: Evaluating Your Design

Chapter 24: Communicating the Detailed Design

- Just like the U&DA (Chapter 13) and the Design Vision (Chapter 19)
- Chapter 24: recipe for the Form & Behavior Specification

# Chapter 20 Detailed Design: Making Your Ideas Real

## This is the OVERVIEW chapter

## Juggling Requirements

- Looking for Conflict
- Competing Requirements
- Produce compromises

## Collaboration – The Design Team

- Bounce Ideas Off Each Other
- *Work with the professor ...your project "stakeholder"*

## Time Horizon

- How do you know when you're done?
- A: You Run Out Of Time

## Project Management

- Overview of the PM Industry
- Certifications; Careers ...it's a big deal

# CHAPTER 21
# Detailed Design Principles and Patterns

**Ground rules and examples**

**Principles…**

Unassuming and unobtrusive

- E.g. a waiter in a restaurant
- E.g. volume controls

Common sense

- Good Design Should Pop-Out at You
- ...so long as you think it through (then write it down!)

**Patterns…**

use of icons, text/type, and "widgets"

dealing with a lot of data

dealing with different kinds of interfaces

flow; priority; relationships

- E.g. C.R.A.P. Principles

information design: data; state

- E.g. Information Architecture

# CHAPTER 22 Detailed Design Process and Practices

The actual work – CREATE THE DESIGN!

Step-wise Process of How to Do It

Document Everything!

Interaction design (IxDG, IxDS)

Mostly: framework definition

The Challenge: Tools ...an industry, still in its infancy

Visual design (VisD)

Sketches to detailed comps

Grid layout, wire-frames, colors, fonts, et cetera

*Got Skills? ...do your best*

Industrial design (ID)

form and function

ergonomics


Speaker
USB Arm
1.5 Inch LCD Screen
Play Button
Delete Button
Record Button
Digital Zoom
TV Playback
Tripod Mount

# CHAPTER 23 Evaluating Your Design

External feedback; Ensure direction

Focus groups

Expert reviews

Usability testing

*For DMS 104 ...Skip This*

# CHAPTER 24 Communicating Detailed Design

## Form and Behavior Specification

- Detailed Design - document and presentation
- Tie together…
  - framework and design language decisions → specifications
  - *Tell A Story*
- Remember! Cite Your Sources
  - Everything comes from your User & Domain Analysis (Project 2)
  - *Note: this is <u>not</u> described in the book*