Design for Interaction Week 3: Interface Design and Implementation

There are two aims of today's lab session. The first is to get you thinking about the practical process of interaction design based on the ideas you have come across in the lectures – turning the theory into a practical interface for a specific purpose. The second is to consolidate the Flash skills you have been developing in the first two labs in preparation for the tasks you will be required to complete for the assessment of this module.

There are two exercises, each of which has two parts:
1. The design of the interface – sketch the interface with the various components required and list the components and their actions. Talk through your design with a lab demonstrator before moving on to the implementation stage.
2. The implementation of the interface in Flash.

Discuss your ideas for the exercises with your colleagues and the demonstrating staff. This should give you useful feedback and allow you to improve on what you would have done on your own.

Exercise 1:
UWS Activity Holidays wants a simple application that tells users a bit about the company and also allows them to select from a list of activities to find out further information. At present the activities are climbing, mountain biking and canoeing. However this list is likely to expand in the future and this must be considered in the design. Users should be able to return to the introductory screen from any activity screen. Design the interface and implement in Flash.

Use **File** > **Import** > **Import to Stage** to include some graphics representing the company and the activities.

Exercise 2:
Design an interface for a cinema ticket booking application that allows the user to choose a film to watch (from a selection of at least 3), a day and a time for the film. The interface should include some brief information about each film on offer, and should adopt an appropriate look. The user should be able to enter the number of adults and children and press a button to be told the total cost of the booking.

Design the interface and implement in Flash. Feel free to incorporate additional features and functionality you feel is appropriate.

Remember, this week's exercises may form a part of the portfolio you will need to submit as assessment for this module, so make sure you keep a copy of your work.