DA-IICT MDes: Interaction Design

Introduction:
Interaction Design involves designing for meaningful interactions between humans and their artifacts and this idea is easily extended to include interactions between humans with the help of their artifacts. Designing for interaction requires understanding human engagement and communication with technology and to use that knowledge to design artifacts within specified contexts and constraints that create more useful and satisfying experience for the users. With the explosive growth of digital technology, interaction design is now being applied largely to interactions with digital artifacts. Interaction design includes elements from the fields of human factors; human computer interaction, collaborative work and learning, digital design, cognitive ergonomics, informatics, information systems, and interface design.

Lecture and seminar topics:
The course is taught through lectures and seminar format. Each week consists of a lecture followed by students’ assignments that are discussed in the seminar. The course covers the following topics.

1. Introduction to Interaction Design.
   a. The discipline, interactions – what – why, examples
2. Interaction Design Basics
   a. The nature of problems, types of projects, approaches to design
3. Design Research
   a. Research methods, approaches to research, design implications
4. Design Elements
   a. Tools, models, users, scenarios, task and flow analysis, use cases, usability studies, prototypes and testing.
5. Elements of interface design.
   a. Visual elements, controls, graphic, sound and audio, haptic
6. Intelligent interaction
   a. Smart devices, multi-tasking, proactive, ambient devices
7. Service Design
   a. Services and products, single and multi-user, digital services
8. Futuristic interactions
   a. New perspectives, Ubiquitous computing, wearable devices, trans-media
9. Good practices
   a. Ethics, value systems, choices

Assessment:

1. Evaluation is based on participation in class, the term project, a mini project and time problems and homework assignments.
   1. Term project 40%
   2. Mini Project 20%
   3. Timed problems 15%
   4. Home work Assignments 25%

2. Students must retain all the copies and versions of their work during the term and submit along with a portfolio at the end of the term for evaluation.

Reading and Resources:
Reading and reference material shall be given in each class. Most required software is available in the labs.

- Attendance is mandatory in all lectures and seminars.
- Late submissions do not carry any grade.