NMD Elements III

Project 2: Interactive Procedural Design

Introduction

Clear communication is the key factor in solving any problem through design. In no design discipline is this more important than when creating design solutions that **explain how things work**. From **communicating how and why** certain processes take place, visualizing the significance and contribution of historical and statistical information to creating instructional guidelines for toys to life-saving devices requires designers to effectively distill complex information into its most accessible form in order to help users understand the content and instructions in a clear and universal way.

Problems

- Create an interactive **touch based application** (targeting larger devices e.g. tablet, kiosk, etc.) experience that effectively engages the user through appropriate interactions, imagery, flow diagrams, photo montages, statistical diagrams, medical diagrams, structural drawings or/and instructions.
- Identify and leverage appropriate information structures and interaction modules to best utilize the touch based device environment.
- Research and select your own topic. Be creative, innovative and execute your vision in a professional.
  Historical or statistical information / Natural processes / Man-made processes /
  Structures or machines / How to instructional guide
  e.g. How to make a something, How does something work, How do tornadoes form, How to improve sustainability in developing country, How does a medicine work, How does a raindrop form
- When selecting a topic or process think of answering the following questions:
  "How do I do it, how does it work, how does it happen(ed)", "Why do I do it, Why does it do it?", etc.

Objectives

- To understand the advantages and disadvantages of specific graphical forms of communication
- To develop a strong, effective solution through a systematic design process
- To present useful and interesting information in an engaging way
- To analyze and evaluate the values of user experience design for a dedicated display device (think outside of the box for your solution)

Requirements

- The complexity of the steps or processes should be representational of a 13 week long project.
- The information complexity should allow for progressive disclosure during the interaction. **A minimum of two levels of information** should be available to the user. A third level can be included through using online resources.
- **The Design Process Document must contain (but not limited to):**
  Problem Statement / Project Goal
  Competitive Analysis / Trend Research
  Personas / User Stories
  Content Development / Core Features / Functions / Content Flow (Steps or Process)
  Layout Sketches / Interaction Model / Wireframes
  Moodboard / Preliminary Visual Designs / Final Visual Design
  Prototype Statement / Prototype Storyboard
- **The Demonstration Prototype must contain the following: (Motion or Interactive)**
  Interface animations and transitions
  Information animations and transitions
  A complete set of steps for instructions or the complete process from beginning to end
  Does NOT have to include all of working interaction or navigation elements (focus on key features)
  A viewable compressed movie or self-running prototype file

Written Assignments

20% of your overall grade will be determined by your writing proficiency. This project will constitute the majority of your writing requirements. Process Documentation and Prototype will show followings

- How to write clear and convincing problem and solution statements
- How to write effective instructional text based content on research
- How to create clear and concise annotations and summaries
- How to create clear and precise interactive instructions and labeling
- How to cite external work appropriately

NMDE Elements III

Project 2 - Schedule

Timeline

Strategy

Week 4

DUE Fri Feb. 9 by 1pm: "TopicDefinitionV1.PDF'

Submit it to mycourses dropbox and bring the Topic definition V1 for in-class discussion

- Initial Topic selection, Paragraph describing the topic, process, steps and the importance of the topic
- Problem statement & Solution statement
- Target audience

Week 5

DUE Fri Feb. 16 by 1pm: Research-UserV1.PDF

• Topic Definition V2 (as needed base)
• Competitive Analysis*: directly related to your topic
• Trend Research*: UX design, Technology, Applicable to your topic
• Personas: minimum 2 personas with Demographic info, Needs/Wants, Opportunities, Story, etc.
*Images with annotations of competitive or inspirational procedural or other designs

Content Development & Interaction Design

Week 6

DUE Fri Feb 23 by 1pm: "Feature-FlowV1.PDF"

• Feature sets (prioritized order): descriptions of functionality the product must include in order to meet user needs and solve problems
• Sitemap: structural design of the information space to facilitate intuitive access to content, Definition of content in the product in order to meet user needs and solve problems
• Animated Prototype Content Flow: plan based on user's core tasks (see the template)
• Concept Sketches V1: think about overarching experience, set of design pattern, gestural inputs, and animations on touch devices

Week 7

DUE Fri Mar 2 by 1pm: "Concpet-WireframeV1.PDF"

Concept Sketches V2 / Wireframe V1

Week 8 DUE Mar 9 by 1pm: "WireframeV2.PDF"

Core Archetype (Targeted Device & Grid) / Wireframe V2

Week 9 No Class - Spring Break

Interaction Design & Visual Design

Week 10 DUE Fri Mar 23 by 1pm: Moodboard / Visual Comps V1

Week 11 DUE Fri Mar 30 by 1pm: Visual Comps V2

Week 12 DUE Fri Apr 6 by 1pm: Final Visual Comps for all screens

Prototype

Week 13 DUE Fri Apr 13: Prototype Statement / Prototype Flow / Prototype Storyboard

Week 14, 15, 16 to Final Week DUE: Animated or Interactive Prototype, PDF Final Project Document

ALL DATES AND TOPICS ARE SUBJECT TO CHANGE VIA EMAILS, CLASS ANNOUNCEMENTS AND MYCOURSES POSTINGS