NMDE Interactive IV

Project 2: Interactive Real Time Data Visualization

Introduction

- In this project you'll continue to explore visual representation of data and examine principles for visualizing numerical information.
- This project is an exploration of the innovative potential of real time data forms and their advantages beyond matrices listing raw data.
- Distill real time data and present in a way that is easy to understand and engaging for the targeted users.
- You will determine the topic, target audiences and interactive output device(s).
  e.g. tablet, desktop, mobile, TV, kiosk, watch, car, bike, glasses, medical devices, home appliances, mirror, door, table, toy, projection on an object, wayfinding, 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

Requirements

- This is a full scale application/product or a component of larger product.
- You are to choose your own topic. Be creative, innovative and execute your vision in a professional level. You are looking for numerical information that can be useful in real time presentation.
- The interface should **contain 3 or more states or types of data representation**. Some information can be displayed using progressive disclosure. THINK ABOUT INTERACTION MODELS.
- Your vision should be demonstrated as a **prototype**.

Final Deliverable

- **The Design Process Compiled PDF Document must contain (but not limited to):**
  Problem Statement / Project Goal / Competitive Analysis / Trend Research / Personas / User Stories
  Core Features / Sketches / IA / Wireframes / Moodboard / Preliminary Visual Design / Final Visual Design

- **Standalone Prototype (Animated or Interactive)**
  Turn in "mp4" file, No larger than 50MB (but make sure you have a good quality demo)

Suggestions

Concept Brainstorm, let's start from a broad level:

Entertainment	Healthcare	Fitness	Utility	
Automotive	Conservation	Consumerism	Travel	etc...

First, you will think about which category and explore the topics within.
e.g. Healthcare: real time data can aid people with chronological illness
Conservation: energy consumption, air quality data, etc.
Utility: Parking assistant, Smarter home appliances (Refrigerator, Laundry machine, etc.)

Inspirational Ex

AprilZero Fitness & Health Tracking - http://aprilzero.com/
Peerspot: Augmented Reality App for on-campus transit - http://samratambadekar.com/peerspot.html
Samsung Display - https://www.youtube.com/watch?v=NCZ5JDEv9_g
Head-up Display - https://www.youtube.com/watch?v=-8SP1OSIpaM
TRANSLOOK® Interactive Transparent Refrigerator Door - https://vimeo.com/88326242
airbnb - https://www.thinkwithgoogle.com/campaigns/airbnb-a-world-of-belonging-on-airbnb.htm
In flight - http://www.theguardian.com/world/ng-interactive/2014/aviation-100-years?CMP=fb_gu
Cyber Threat Real Time Map - http://minivegas.net/#works=cyber-warfare-real-time-map
Wind Map - http://hint.fm/wind/
The Smartest E-Bikes - https://www.youtube.com/watch?v=BGSouduvbIc
Microsoft Future Health Vision - https://www.youtube.com/watch?v=-SKJIcHOAyU
Microsoft Productivity Future Vision (2011) - https://www.youtube.com/watch?v=tmuVvoRfG3E
Corning Watch your day in 2020 [Future Technology] - https://www.youtube.com/watch?v=OptqxagZDfM
Car Dashboard UI - https://medium.com/@dnevozhai/car-dashboard-ui-collection-123ce3ab5303
Iron Man 2 Info Graphics - http://motionographer.com/features/prologue-iron-man-2/
Nike+FuelBand - http://www.rga.com/work/nike-fuelband/

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Timeline **Note: Always bring your WIP project and presentable devices for in class group discussion**

Week 6
Lab - Sept 30 / Oct 2: Project 2 Introduction

Week 7
Lecture - Oct 5: DUE Project 1 final deliverable
Lab - Oct 7 / 9: Bring P2 topic research to class for discussion

Week 8
No Monday Class (Columbus Day) - Tuesday Class
Lecture - Oct 13: DUE P2 Process Part 1 (PDF submitted via mycourses before 1pm)
• Process Part 1 - Problem Statement, Project Goal, Competitive Analysis, Trend Research, Personas, User Stories, Core Features, Sketches, Product Concept Inspiration Board

Week 9
Lecture - Oct 19: DUE P2 Process Part 2 (PDF submitted via mycourses before 1pm)
• Process Part 2 - Revised Sketches, IA, Wireframe V1

Week 10
Lecture - Oct 26: DUE P2 Process Part 3 (PDF submitted via mycourses before 1pm)
• Process Part 3 - Wireframe V2

Week 11
Lecture - Nov 2: DUE P2 Process Part 4 (PDF submitted via mycourses before 1pm)
• Process Part 4 - 3 Design Inspiration Boards (mood, typography, color, imagery, graph, icons, etc) and its 3 Preliminary Visual Comps (3 distinct visual directions)

Week 12
Lecture - Nov 9: DUE P2 Process Part 5 (PDF submitted via mycourses before 1pm)
• Process Part 5 - Visual Comp V1 and Design Inspiration Board

Week 13
Lecture - Nov 16: DUE P2 Process Part 6 (PDF submitted via mycourses before 1pm)
• Process Part 5 - Final Visual Comp and Design Inspiration Board

Week 14
Lecture - Nov 23: DUE P2 Process Part 7 (PDF submitted via mycourses before 1pm)
• Process Part 7 - Storyboard
• Working on prototype

Week 15
Working on prototype

Week 16
Lab - Dec 9 / 11: DUE P2 WIP Prototype (MP4 file submitted via mycourses before 2pm)

Final Week

Dec16: Due P2 Final Prototype & Final Design Process Documentation (**Designed Document**)

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