



DDES2150

Interaction 2: Design Methodologies

Term T1, 2020

Course Information

Units of Credit: 6

Course Overview

Course Description

This intermediate course within the Interaction disciplinary studio will introduce you to the formal methodologies of interaction design. Building on the principles and practices acquired in the introductory course, a holistic, situated approach to technology will be used as a framework to look at how new designs work and are used in industry. You will examine design probes, need finding and user evaluation studies, and investigate case studies to understand how specific companies and individual designers innovate, adapt and respond to multiple constraints. Through the implementation of iterative design processes such as the interaction design lifecycle model, you will learn to evaluate the feasibility of projects and adapt project goals. Beginning with identifying users' needs, design development, prototyping, and testing of new designs, your work will culminate in a working prototype, communicated through text, video and/or interactive demonstrations to clearly explain the design concept.

Course Learning Outcomes

On completion of this course, the student should be able to:

1. Apply a range of methods that identify user needs, design problems and design principles.
2. Plan and execute an interaction design project using an iterative design approach.
3. Explore possible design solutions by developing functional low-fidelity prototypes and test these using formal evaluation methods.
4. Present and demonstrate new design concepts and solutions through individual and collaborative practice.

Teaching and Learning in this Course

This course uses a variety of teaching approaches:

Blended/online

- Moodle - learning management system

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Requirements Elicitation	35%	Project
Assessment Task 2	Prototyping	40%	Project
Assessment Task 3	Functional Prototype and Pilot Evaluation	25%	Project

References for this Course

Book: Preece, J., Rogers, Y., & Sharp, H. (2015). *Interaction design: beyond human-computer interaction*. 4th Edition, John Wiley & Sons.

For other resources, refer to Moodle.