



DDES2150 Interaction 2: Design Methodologies

Term T2, 2020

Course Information

Units of Credit: 6

Course Overview

Course Description

Fully Online Delivery Term 2 2020

Some adjustments have been made to this course to allow for fully online delivery during the COVID-19 situation. Please refer to the Resources section at the back of this document for more information about materials and resources required to complete this course outline.

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

- Review – Assessment / Feedback Tool
- Collaborate Ultra in Moodle – Virtual Classroom
- Microsoft Teams - Teamwork Hub and Group Chat Platform
- The Box - Media Repository
- 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 |

Resources

You need to have access to Adobe XD, Adobe Photoshop, Adobe Illustrator (note, if these are no longer freely available to UNSW students, alternative arrangements will be made).

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.