

For more information

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MIUR
AFAM
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ISIA

Firenze

WORKSHOP

COMMUNICATION DESIGN MASTER
PRODUCT DESIGN MASTER

Human-Centered Interaction Design

Joannes Vandermeulen

COURSE OUTLINE

Friday 27th

Saturday 28th

April 2012

ISIA Library

Via Alfani, 58

Florence

Learning targets

The learning targets for this course are:

- To become familiar with state-of-the-art techniques in interaction design;
- To gain practical experience in applying these techniques;
- To experience brainstorming and workshop techniques

Didactic method

Together with the teacher, the students conceive an application that would serve them well, as students. The only initial requirements are that the application should be (1) a mobile app (2) location based and (3) social.

The students are divided into break-out groups of about four students.

The students run through 6 design cycles, each

cycle consisting of:

- A theoretical introduction
- An individual ideation session
- A design session within the break-out group
- A presentation to the plenum

The last cycle consists of a usability assessment.

Content

The content is supported by a 100-slide Powerpoint presentation, and is built up as follows: Introduction to Interaction Design, Field studies, Requirements analysis, Storytelling, Mental modeling, Conceptual design, Prototyping, Usability assessment.