

Interaction Design Intro

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PLAN & PURPOSE

Interaction Design (IxD) 2024 – Department of Design – Aalto University

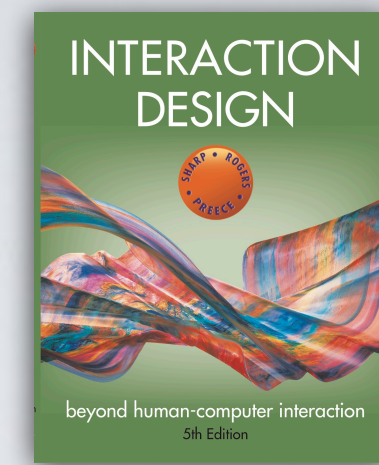
Weeks 2-7: Mondays (9.15-12.00 and 13:00-17:00), Fridays (13:00-17:00) and 16-19.1 (8:30-9:00) Room F102 (M202 on 19.1) @ Väre

	Analyze Week 1	Sprint Week 2	Ideate: Concept Design Week 3
Lecture	Interaction Design Intro Mon 8.1 (AM)	Sprint Mon 15.1 (AM)	Interaction Styles Mon 22.1 (AM)
Reading	Chapter 1: What is IxD? (*)	Knapp et al. (2016) Sprint	Chapter 7: Interfaces (*)
Exercise	IxD Disciplines	F-formations Sprint	Mindful Touch
Lecture	F-formations Mon 8.1 (PM)	Daily Sprint Intro Tue 16.1-Fri 19.1 @ 8:45	Prototyping Mon 22.1 (PM)
Reading	Kendon (1990) Conducting Interaction	-	Chapter 12: Design, Prototyping (*)
Exercise	F-formations	Work on Sprint	Paper Prototype
Presentation	F-formations Observations Fri 12.1 (PM)	Sprint Results Fri 19.1 (PM)	Concept Design Results Fri 26.1 (PM)
	Prototype: Detailed UI Week 4	Evaluate Week 5	Final Design Week 6
Lecture	Design Systems Mon 29.1 (AM)	Heuristic Evaluation Mon 5.2 (AM)	A/B Testing (cont'd) Mon 12.2 (AM)
Reading	Benyon (2019) Designing UX (CH2: PACT)	Goodman et al. (2012) Observing UC (CH11)	Lucero (2015) Affinity Diagramming
Exercise	Detailed UI Design	Evaluation	Final Design
Lecture	Design Systems (cont'd) Mon 29.1 (PM)	A/B Testing Mon 5.2 (PM)	A/B Testing (cont'd) Mon 12.2 (PM)
Reading	Benyon (2019) Designing UX (CH 2: PACT)	Goodman et al. (2012) Observing UC (CH11)	Holtzblatt (2016) Contextual Design(CH6)
Exercise	Detailed UI Design	Evaluation	Final Design
Presentation	Detailed UI Design Fri 2.2 (PM)	Evaluation Results Fri 9.2 (PM)	Final Design Fri 16.2 (PM)

(*) Sharp H, Preece J, Rogers Y. (2019) Interaction Design: Beyond Human-Computer Interaction (5: e ed.)



PURPOSE & OVERVIEW



Purpose

- Getting to know each other
- Apply **observation**-based user research methods to learn about users' context (LO#1)

Overview (45 + 15 + 45 + 15 + 45 min)

- About you: who you are
- About us: who we are

Break (15 min)

- CH 1: What is IxD? (*Sharp et al. 2019*): understand notions and scope of HCI, IxD and UX
- Exercise: stew of disciplines

Break (15 min)

- Course basics: learning goals, schedule, workload, grading, team composition and rules

INCLUSIVE TEACHING

What is inclusive teaching? (<https://ucat.osu.edu/inclusive-teaching/what-is-inclusive-teaching/>)

- Considers the **diverse needs** and **backgrounds** of all students to create a learning environment where all students feel **valued** and where all students have **equal access to learn**

What is a safer space? (<https://saferspacesnyc.wordpress.com>)

- Supportive, non-threatening environment that encourages open-mindedness, respect, a willingness to learn from others, as well as **physical** and **mental safety**
- **Everyone** who enters a safer space has a **responsibility** to uphold the values of the space

Not acceptable (https://en.wikipedia.org/wiki/Safe_space)

- **Violence**, **harassment**, or **hate speech**
- Being creepy, sleazy, racist, ageist, sexist, heterosexist, transphobic, ablebodiist, classist, sizist

Name tag (<https://www.gse.upenn.edu/news/educators-playbook/erin-cross-pronouns-gender-identity>)

- Please share your **name** and **pronoun** (it's ok if you choose not to share)

ABOUT YOU

WHO ARE YOU?

Master Students

- Collaborative and Industrial Design (CoID)
- Other? Bachelor? Doctoral? Exchange?

Introduce yourselves to each other

- Discuss in pairs/small groups (10 min)
- Introduce someone other than yourself to the rest of the class (1 min/student)

Questions

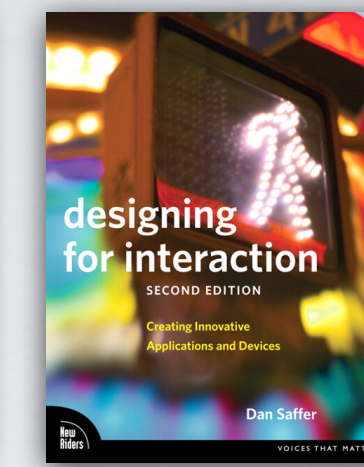
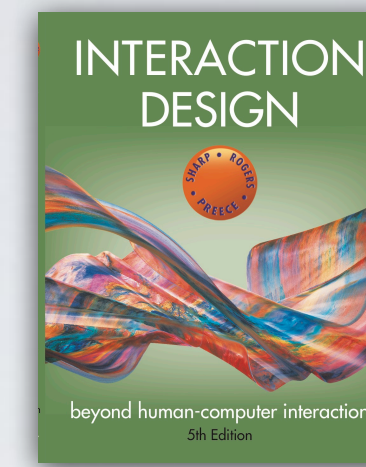
- Who are you? in a professional sense
- What are you good at?
- What would you like to do? as a job, perhaps travel
- What do you want to learn in this course?

ABOUT US

BREAK

HUMAN-COMPUTER
INTERACTION,
INTERACTION DESIGN
OR USER EXPERIENCE?

DEFINITIONS



What is interaction design (IxD)?

- Designing **interactive products** to support the way people communicate and interact in their **everyday** and **working** lives (*Sharp et al., 2019*)
- The **art of facilitating** interactions between humans through **products** and **services** (*Saffer, 2009*)

What is human-computer interaction (HCI)?

- Concerned with the design, evaluation, and implementation of interactive **computing systems** for human use and with the study of major phenomena surrounding them (*ACM SIGCHI, 1992*)
- Closely related to IxD, but its methods are **quantitative**, more engineering than design (*Saffer, 2009*)

What is user experience (UX)?

- A person's perceptions and responses that result from the use or anticipated use of a **product**, **system** or **service** (*ISO 9241-210*)
- Looks at all aspects of user's encounter with a product, making sure they are in **harmony** (*Saffer, 2009*)

IXD DISCIPLINES

Information Architecture (IA)

- **Organising** and **labelling** content so users find info

Architecture

- **Physical spaces**, their form and use (i.e., interior design)

Industrial Design (ID)

- **Shaping objects** to communicate use, making them functional

Human Factors

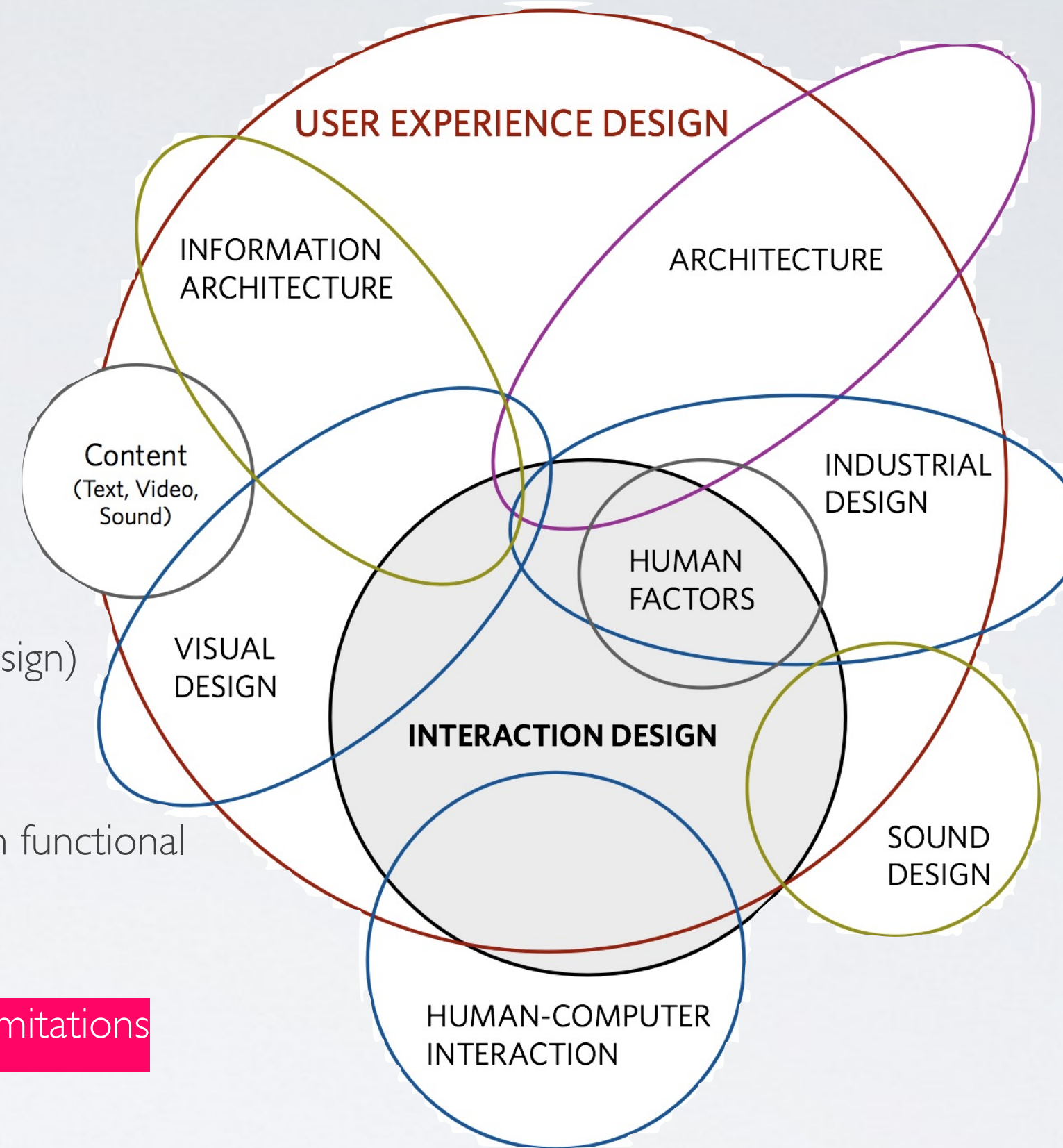
- Ensures products conform to our **human** body's **limitations**

Sound Design

- Set of noises, spoken word, music to create **aural landscape**

Visual Design

- **Visual language** to communicate content



Saffer D (2009). Designing for interaction: creating innovative applications and devices. New Riders

SHORT EXERCISE: STEW OF DISCIPLINES



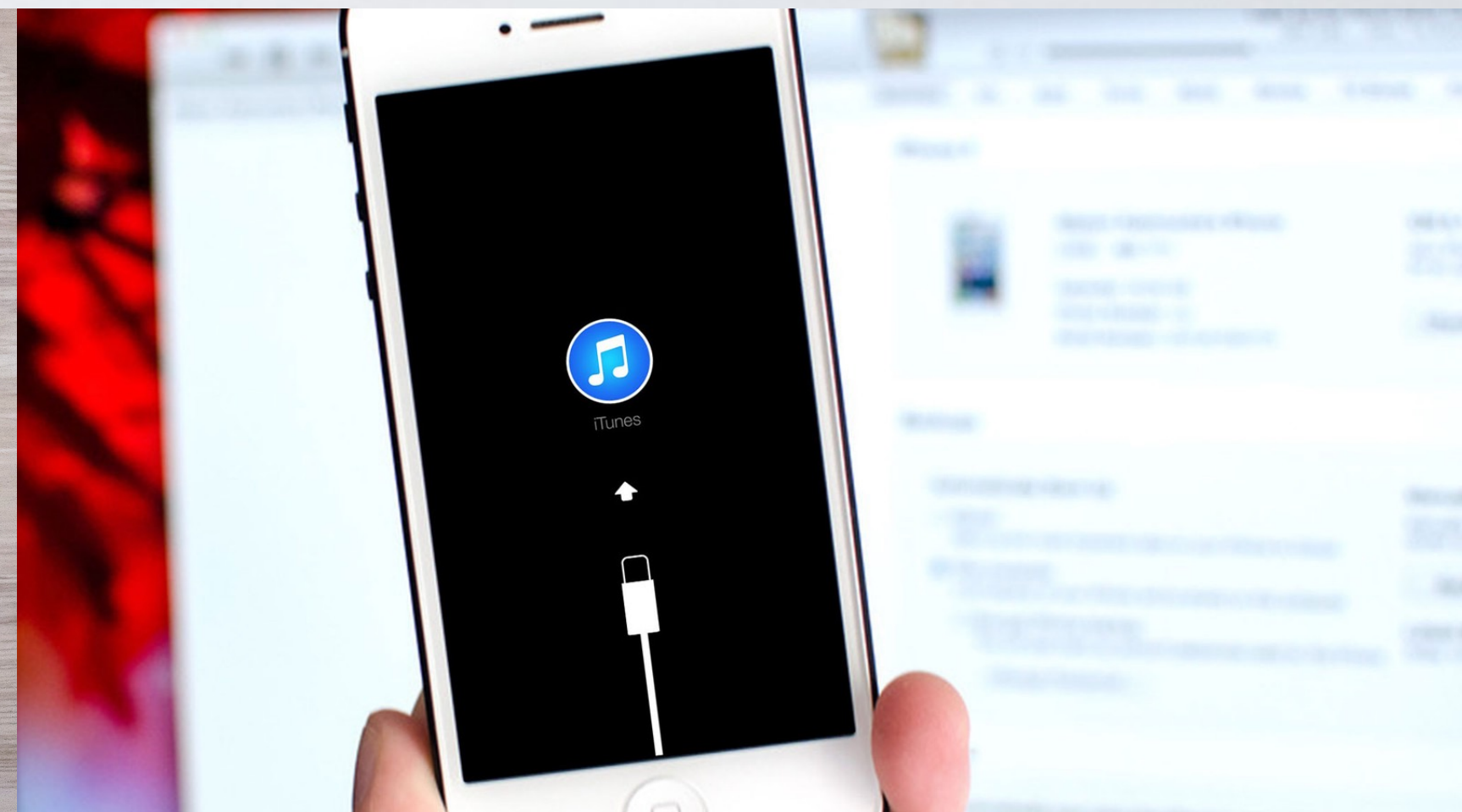
Design

User experience

Design vs User Experience?

- Both provide a user experience
- Bad design vs actual use

WHEN DOES UX START/END?



FURTHER READING

FURTHER READING



Books

- Benyon D (2010) *Designing Interactive Systems*. Pearson.
- Buxton W (2007) *Sketching User Experiences: Getting the Design Right and the Right Design*. Morgan Kaufmann.
- Cooper A, Reimann R, Cronin D (2007) *About face 3: the essentials of interaction design*. Indianapolis, Wiley.
- Hartson R, Pyla PS (2012) *The UX Book: Process and guidelines for ensuring a quality user experience*. Elsevier.
- Moggridge B (2006) *Designing Interactions*. MIT Press.
- Norman D (2004) *Emotional design: Why we love (or hate) everyday things*. Basic Books.
- Saffer D (2009) *Designing for Interaction*. New Riders.
- Sharp H, Preece J, Rogers Y (2019) *Interaction Design*. Wiley.

Articles

- Sanders L. ON MODELING: An evolving map of design practice and design research. *interactions* 15, 6 (November 2008), 13-17. <https://doi.org/10.1145/1409040.1409043>

QUESTIONS?

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