



Aalto University  
School of Arts, Design  
and Architecture

# Course basics + group creation + project instructions

**MUO-E3055 Interaction Design (IxD)**

**1st lecture 8 January 2024**

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## Course basics

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# Course basics

# Learning goals: What you will learn in this course

## Learning outcomes

Observation-based user research methods to learn about users' context.

Analysis of user data to develop product concepts that meet users' needs.

Principles of cognition, collaboration, design patterns and design conventions in an interaction design process.

Construction of interaction design prototypes with a fidelity level that allows for their evaluation with users.

Evaluation of an interactive prototype or system.

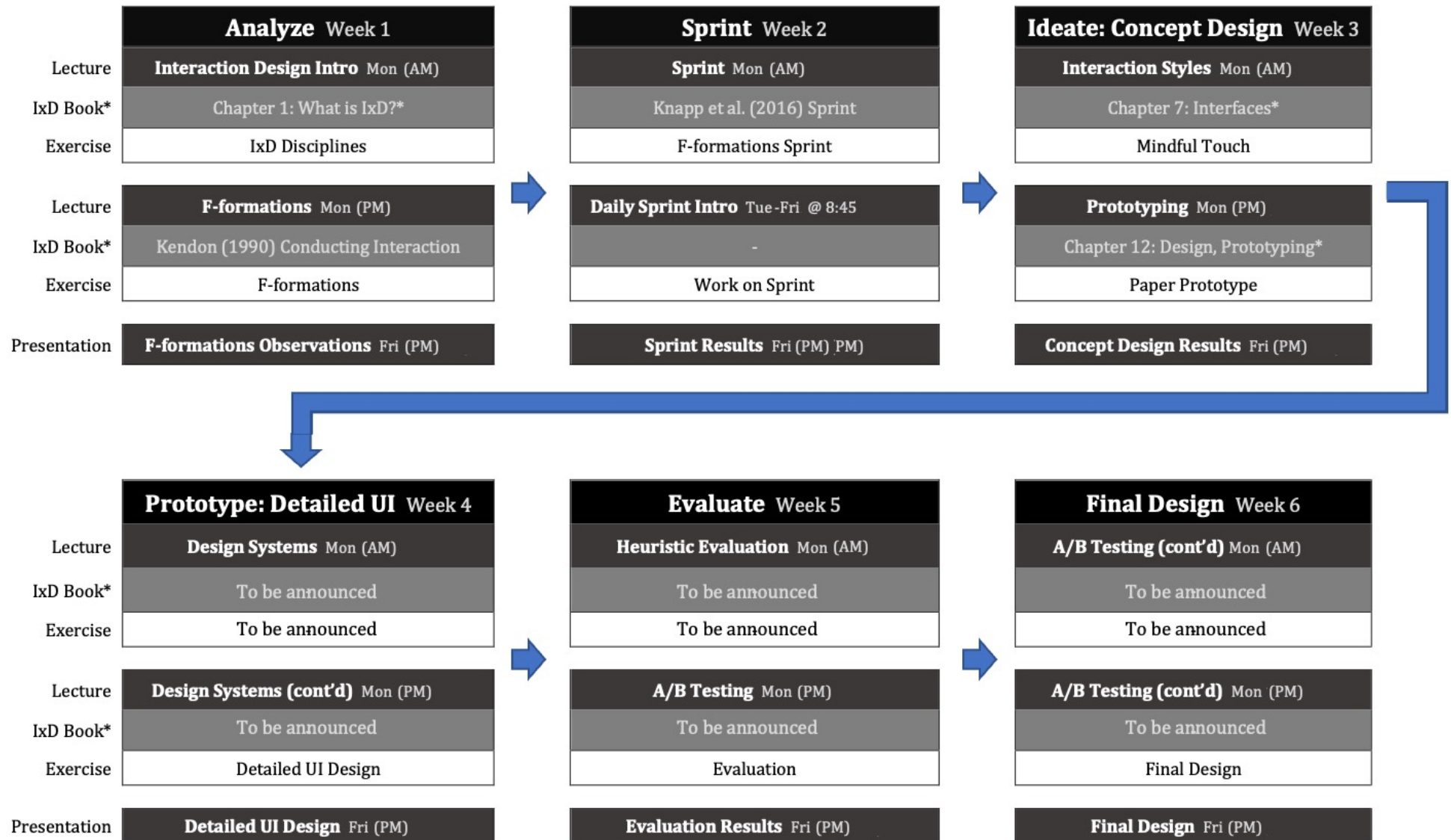
## Two stages:

Weeks 1–3: User-centred concept design (Andrés)

Weeks 4–6: Interactive prototype design (Antti)

More detailed description:

<https://sisu.aalto.fi/student/courseunit/aalto-CU-1150932554-20220801/brochure>



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

Visible at <https://mycourses.aalto.fi/course/view.php?id=40122>

# Weekly schedule (except for Week 2)

Monday	Tuesday	Wednesday	Thursday	Friday
9–12 + 13-17: Contact teaching in class (Väre F102)	Group and individual work  Weeks 4–6: 9–15: 20/30-minute group tutoring sessions (Väre O112 meeting room)	Group and individual work	Group and individual work	Group and individual work + 13-17: Contact teaching in class (Väre F102)

# Week 2 (Google Design Sprint week)

Monday	Tuesday	Wednesday	Thursday	Friday
9–12: Sprint introduction + Group work	8:45–9:00: Kick-off + Group work	8:45–9:00: Kick-off + Group work	8:45–9:00: Kick-off + Group work	8:45–9:00: Kick-off + Group work + 13-17: Presentations (Väre M202)

# Workload

Week	Classes (Mon, Fri)	Tutoring (Tue)	Group work	Individual work (reading, essays)	Reflection (20%)	Total
1	11	0,5	17	4	8	40,5
2	4	1	23	4	8	40
3	11	0,5	15	6	8	40,5
4	11	0,5	17	4	8	40,5
5	11	0,5	15	6	8	40,5
6	11	0,5	15	6	8	40,5

242,5 ≈ 9 credits

Do not take other time-consuming courses in this Period.



# Grading

<https://mycourses.aalto.fi/course/view.php?id=40122&section=1>

## Group work:

Weekly progress (based on tutor meetings and project outcomes)

Quality and insightfulness of work, justifications for design choices

Group grade (1–5) in the ends of weeks 3 and 6

## Individual work, evaluated at the end of week 3 and week 6:

1-page reflections (grading + 0 –)

Positive activeness in class, tutoring and group work (grading + 0 –)

When summed together, two or more plusses raise grade (+1), two or more minuses decrease it (-1)

## Required:

Participation in contact teaching (min. 80% attendance)

Participation in group work

# Group work grading scale

## 1 (passable)

project outcomes and/or the process have severe failures with poor interaction design and understanding of the users

## 2 (satisfactory)

project outcomes and/or the process have failures that demonstrate that important elements about the learning outcomes have not been fully understood or appreciated

## 3 (good)

The expected quality criteria are met in the project outcomes and in the methods. They are also reported in a clear manner. However the project does not demonstrate insights or originality.

## 4 (very good)

In addition to requirements for grade 3, the project has parts that have been carried out or conceptualised particularly well.

## 5 (excellent)

In addition to requirements for grade 4, the project has elements that are insightful, original and creative, and have been executed with a high quality.

# Group creation

# Project team creation

Teams will have 8 students each

On weeks 4–6, most work will be carried out in split teams (4 students each)

Gather in teams (next slide has pre-created teams)

Do calendar coordination:

Find 2 slots à **3–4 hours every week** for joint work

Ensure that you can participate in **Tuesdays' 30-min** tutor meetings on weeks 4–6

Group work is essential in this course: Drop the course if you notice that you cannot contribute to group work

# Getting your group work started

## Share contact information

Ask the teachers if someone of you is missing and you don't know that person's contact information

Contact the absent team members

## Introduce yourselves to each other

Describe which things motivate you in particular in this course

Find themes and interests that you share in common

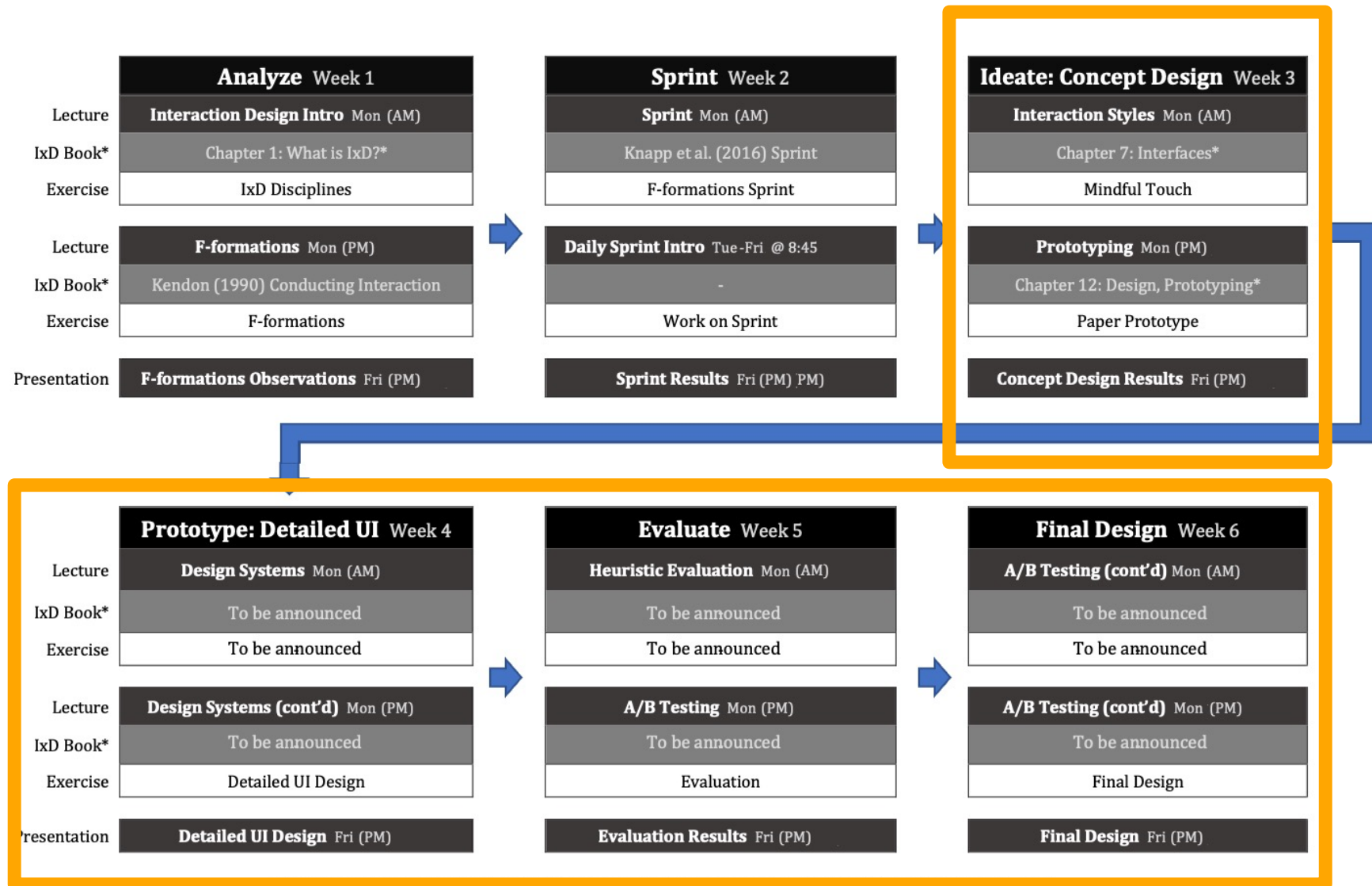
## Agree about group rules:

What does good team work mean to you?

Do you have wishes to divide responsibilities and roles somehow?

# Project instructions

# What kind of concept suits for detailed UI design?



# A good design concept:

1. Has a screen (mobile, computer, touch display, ...)

=> helps you practice visual UI design

2. Involves a sequence of interactions

=> helps you design interactions

That is: no information displays or single-click systems

3. Is not too difficult to prototype in low fidelity

Such as with Figma, ProtoPie, wizard of Oz, programming, or their combination

=> helps you arrange a believable-feeling user evaluation



# Let's go! Ice-skating rink info app

Uyanga Baasankhuu, Katriina Kalliokoski, Niilo Lehtonen, Jari Miranda, Tytti Niemi, Runhua Zhang 2023

## Design A & B

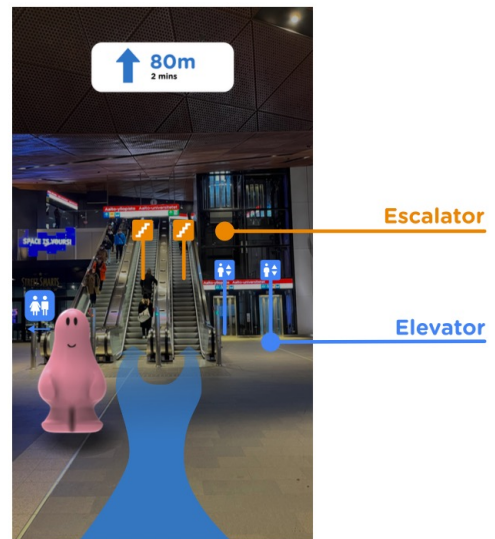
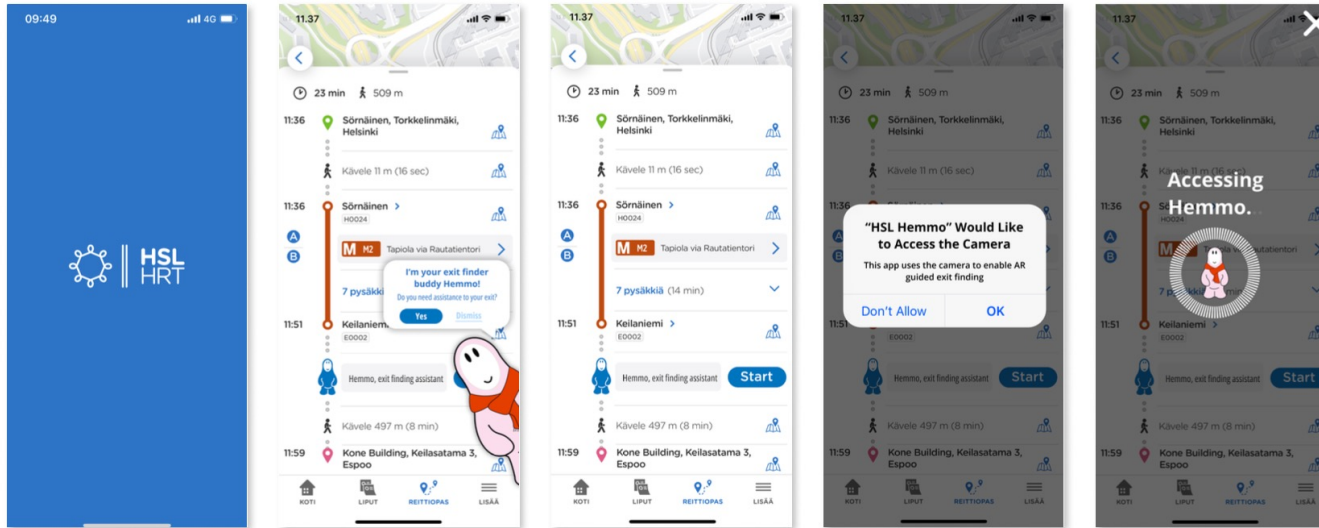
A: Three tabs



B: Linear path

# Hemmo: metro navigation buddy for HSL

Laura Hietala, Kalle Mustonen, Jisoo Kim, Camila Hergatacorzian, Yunhao Zhong 2023



# Food courts website

Elena Amaglio, Elizaveta Lopatina, Pedro Luna, Vili Sihvola, Tuomas Auvinen 2023

