Introduction to
Interaction Design
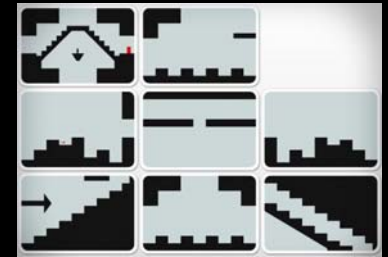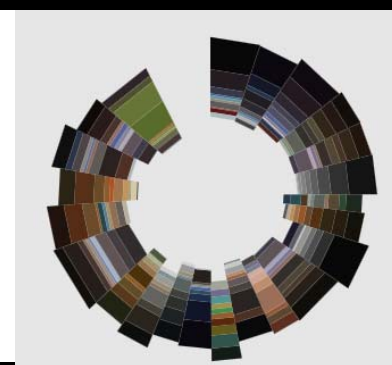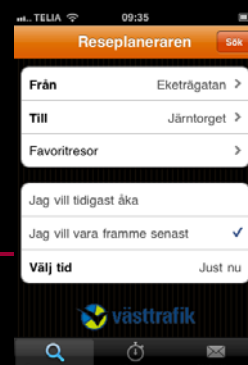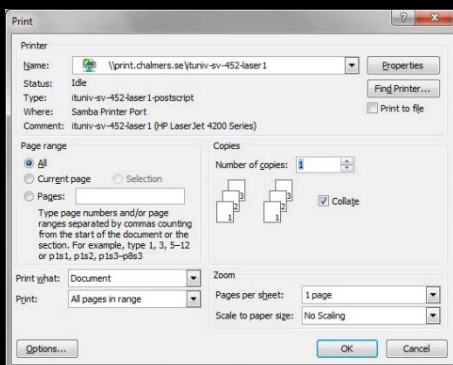
Staffan Björk
2016-11-24

Interaction Design

Any product/system/service with some built in "intelligence" requires interaction design

- Software, like programmes, smart phone apps, online applications
- Consumer products like robotic toys, cameras, GPSes, smart phones, "smart things" in general

- Second-ordered Design…

Wicked problems
(Rittel & Webber, 1973)

- Characteristics
  - Not understood until after solutions are found
  - Have no stopping rule
  - Solutions are not right or wrong
  - Every problem is essentially novel and unique
  - Every solution is a 'one shot operation'
  - Solutions have no given alternatives
- How to Mitigate Wicked Problems?
  - Language to discuss aspects or parts of the problem
  - Methods

Interaction Design Projects
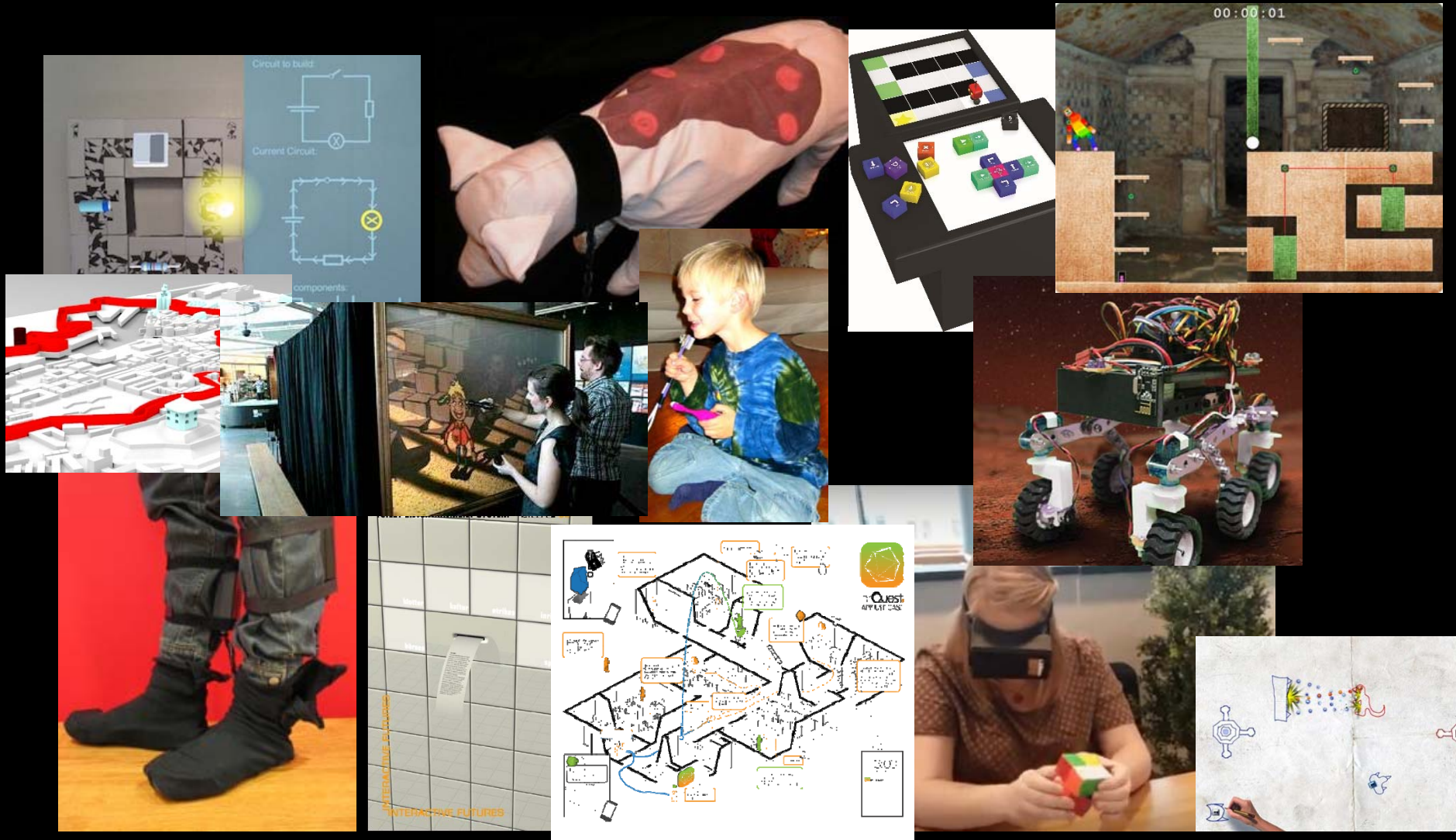
Where do you get jobs after doing this? Well, for example:

- GUI/web/app designer
- GUI/web/app programmer
- Social media designer
- "Entertainment designer"
- "Experience designer" (UX)
- Information Visualization expert
- HCI professional
- Game programmer
- Gameplay designer

"interaction designer"

IxD or ID: Interaction Design
UX: User Experience design
HCI: Human Computer Interaction

Where do you get jobs after doing this? Well, for example:

- Apple
- Avalanche Studies
- eBay
- DICE, Electronic Arts
- EON Reality
- Ericsson
- Forsman & Bodenfors
- FRA
- Ghost Games, Electronic Arts
- Google
- HiQ
- Image & Form AB
- InUse

- King
- Massive Entertainment
- Microsoft
- Paradox Interactive
- Rockstar North
- SAP
- Semcon
- Spotify
- Square Enix Montreal
- TeliaSonera
- TIBCO Spotfire
- Volvo Car Group
- Zoink Games

ID&T: Teaching Approach

The programme is based on three teaching principles

1) Mixing theory and practice

2) Mixing individual work with group work

3) Mixing defined problems/tasks with open ones

Why is this different

- It's design, not calculus!
  - You will never know when you are "done" or "right"
  - You must consider, and be able to motivate, your design choices
- There is a lot of hands-on work
- We work a lot with crits – giving and getting feedback
  - *Good design is about acknowledging the need for improvement when necessary*

Location: Campus Lindholmen

IDT@Chalmers, 2017-18

Sp1	Sp2	Sp3	Sp4	Sp1	Sp2	Sp3	Sp4
Interaction design methods	Graphical Interfaces	Game Engine Architecture	Understand-ing Users and Use	Interaction design project	Emerging trends and critical topics in interaction design	Thesis	
Prototyping in IxD	Tangible Interaction	Information Visuali-zation	Designing User Experiences	Human-centred design	Gameplay Design		
	Computer graphics*			Mobile Computing	Technologically-Driven Experimental Gameplay Design		
	Design of Children's Technology			Introduction to Game Research			

GDT@GU, 2017-18

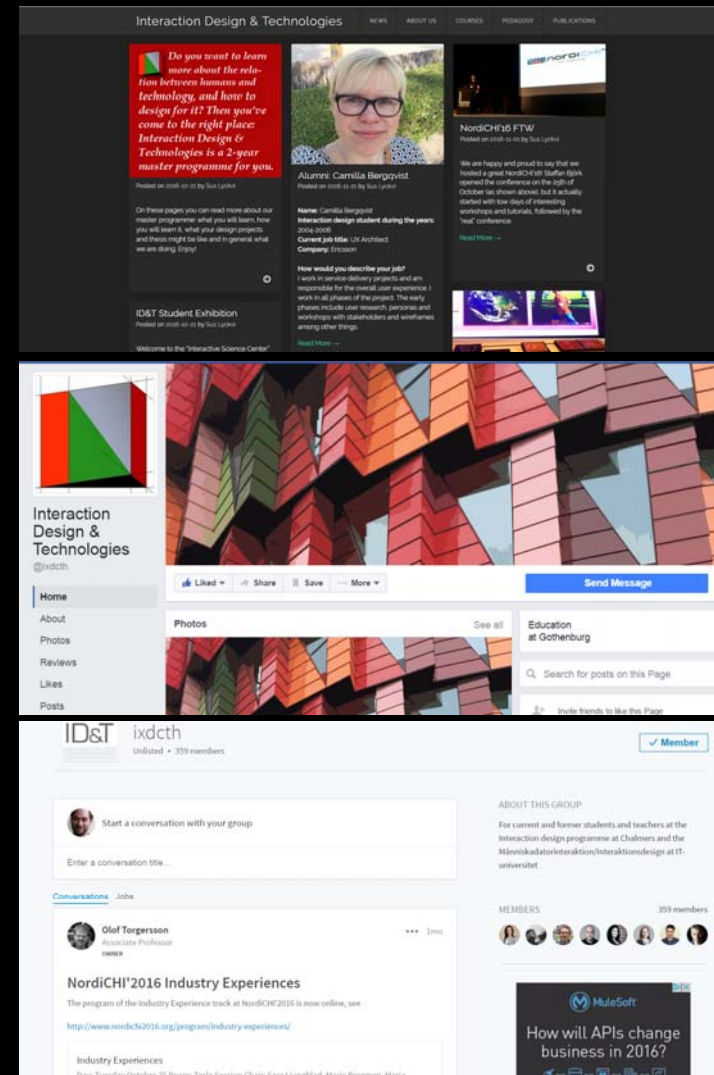| Sp1	Sp2	Sp3	Sp4	Sp1	Sp2	Sp3	Sp4
Requirement Engineering	Computer Graphics	Game Engine Architecture	Agile Development Processes	Game Technology project	Technologically-Driven Experimental Gameplay Design		
Introduction to Game Research	Gameplay Design	*Real Time Systems, Adv. CG, InfoVis, Machine Learning, Information Theory for Complex Systems, Image Analysis, …*	*Compiler Construction, High Performance Computing, AI, Designing User Experiences, Games and decisions, …*	*Software Quality, Prototyping in IxD, Fluid Mechanics, Mobile Computing, Artificial Neural Networks, Numeric Linear Algebra, Digitala Kulturer, …*	*User Interaction Analytics, Computer Architecture, Graphical Interfaces, Empirical Software Engineering, Simulation of Complex Systems, Perspektiv på delnings- och publiceringskulturer, …*	Thesis	

People

- ## Staffan Björk
  - Programme Director
  - staffanb@chalmers.se
- ## Anette Järelöw
  - Study Counselor
  - anette.jarelow@chalmers.se
- ## Josef Wideström
  - Director of studies
  - josef.widestrom@chalmers.se

More Information

ixdcth.se

facebook.com/ixdcth/

linkedin.com/groups/323
2236

Thank you!

Questions?