

Introduction to

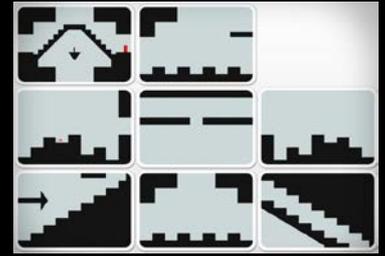
Interaction Design

Marco Fratarcangeli





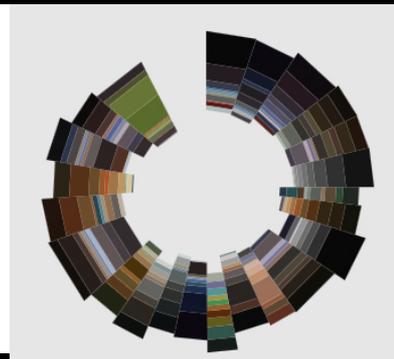
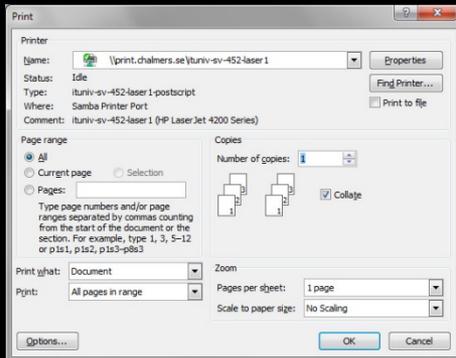
Interaction Design



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...





Motivation

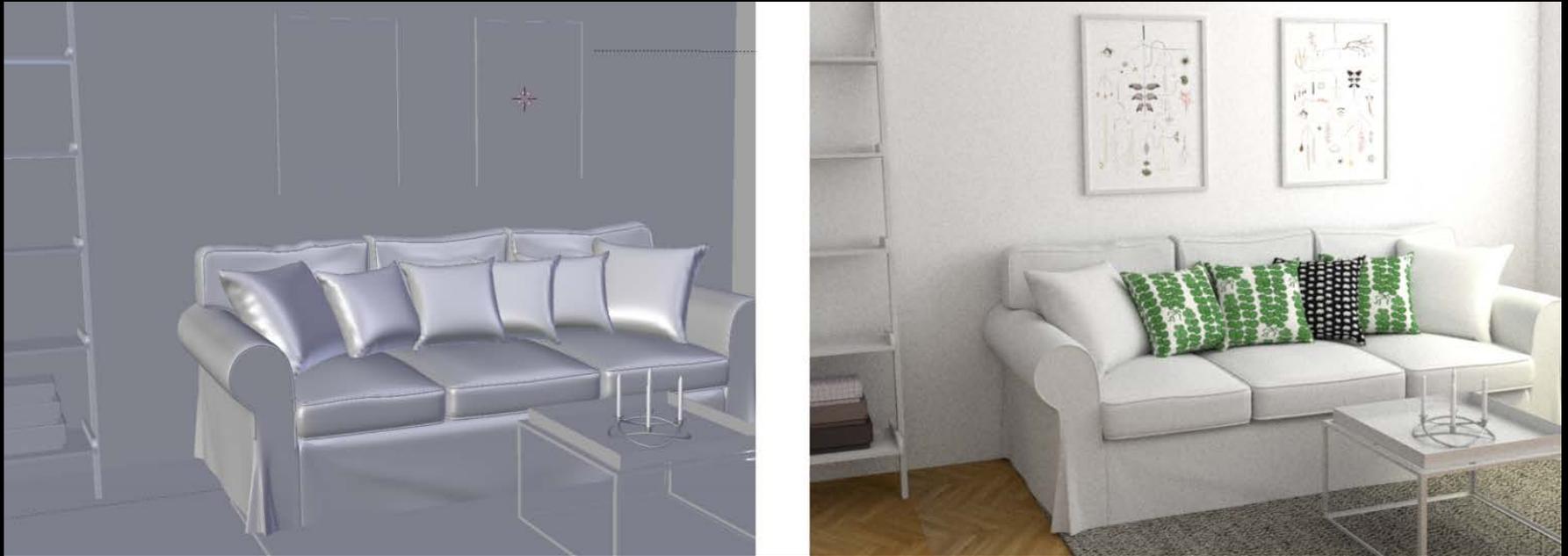


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Motivation



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Motivation

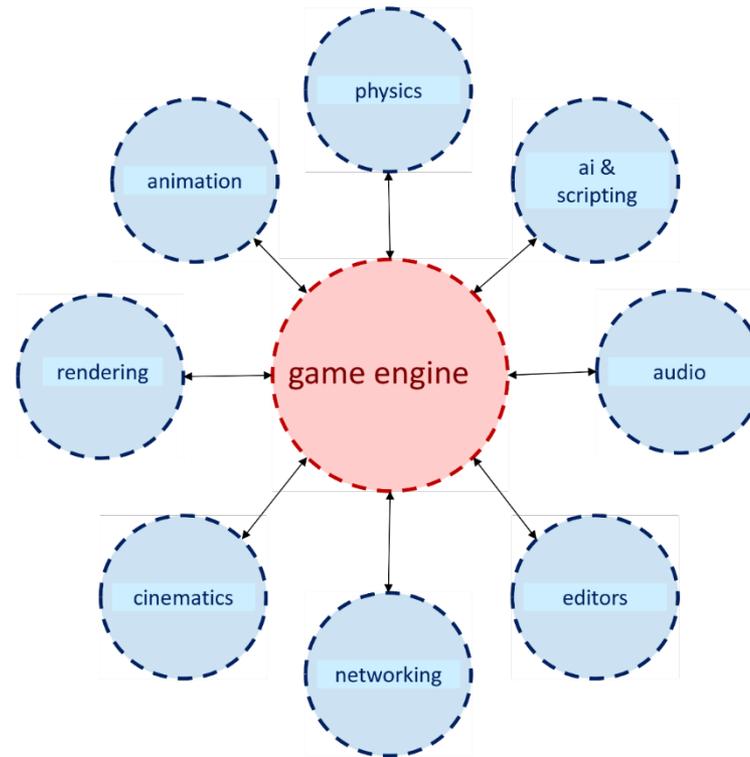


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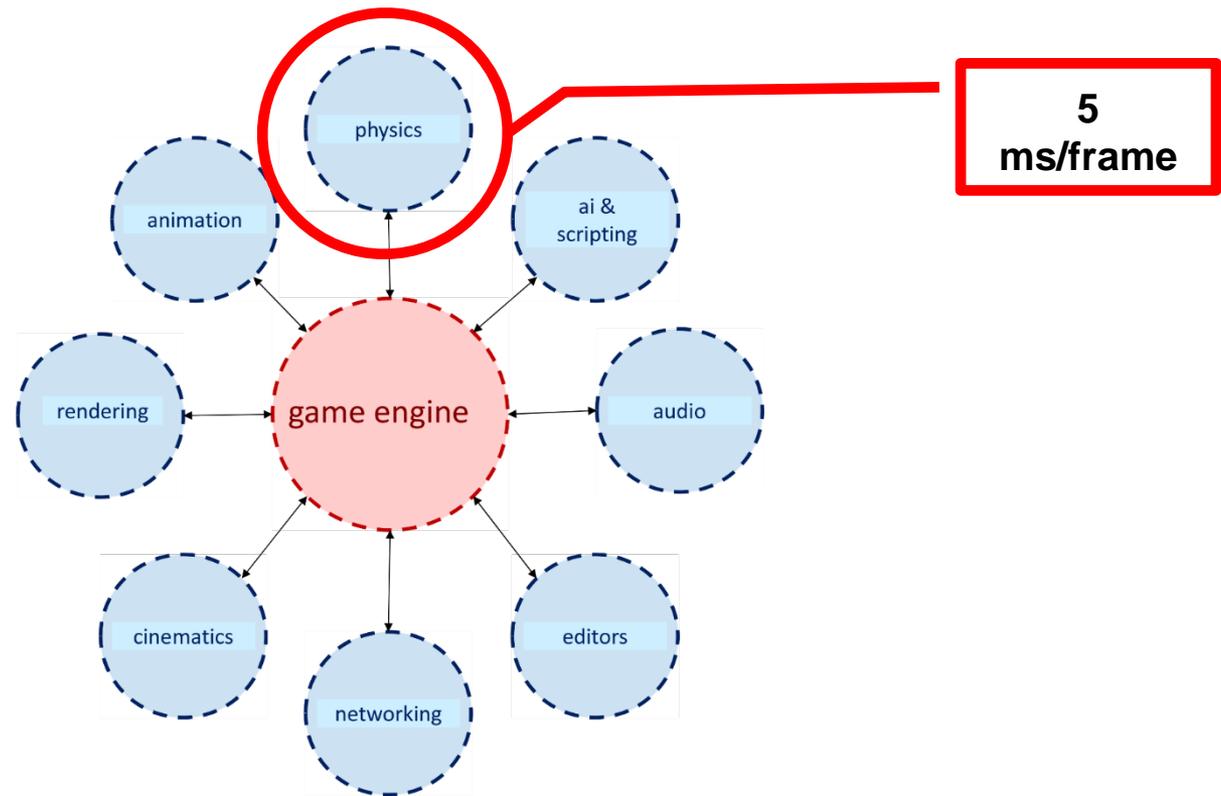


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Motivation



Motivation



Requirements

Fast

Stable

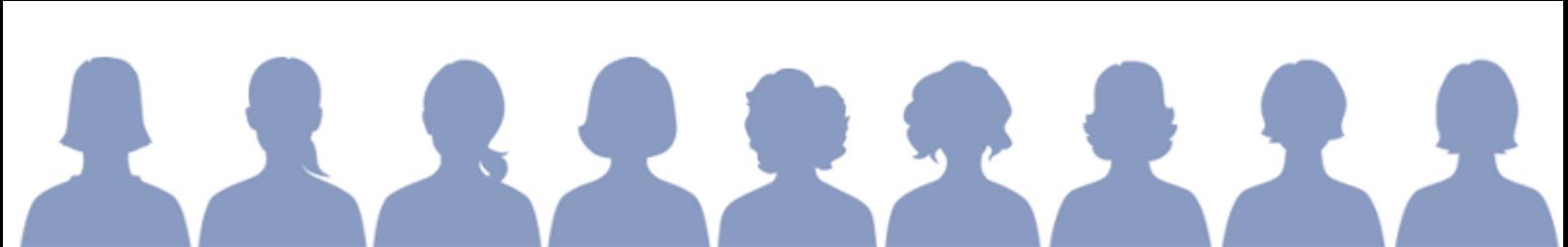
Reasonable Accuracy







Parallelism is key



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 Studios
- 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

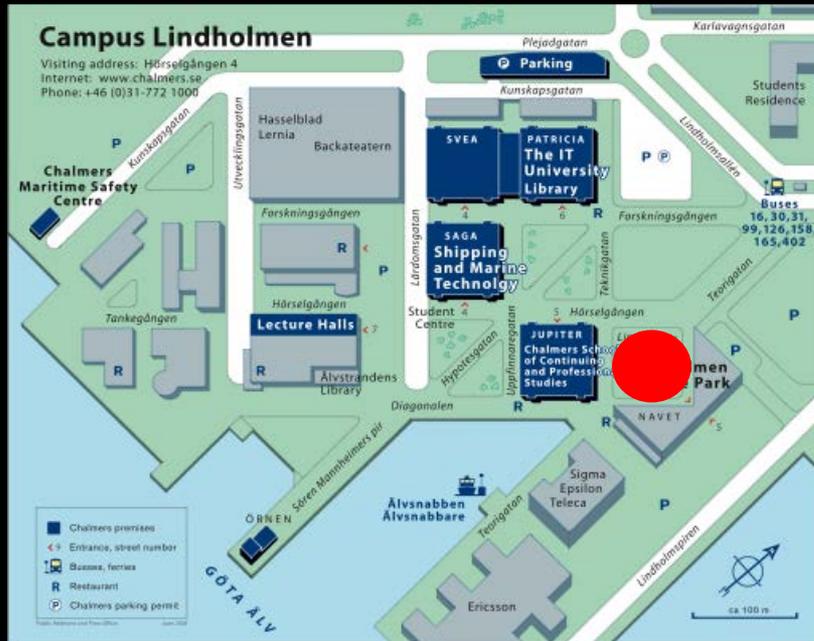
The programme is based on three teaching principles

- 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	Understanding Users and Use	Interaction design project	Emerging trends and critical topics in interaction design	Thesis	
Prototyping in IxD	Tangible Interaction	Information Visualization	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	Thesis	
Introduction to Game Research	Gameplay Design	<i>Real Time Systems, Adv. CG, InfoVis, Machine Learning, Information Theory for Complex Systems, Image Analysis, ...</i>	<i>Compiler Construction, High Performance Computing, AI, Designing User Experiences, Games and decisions, ...</i>	<i>Software Quality, Prototyping in IxD, Fluid Mechanics, Mobile Computing, Artificial Neural Networks, Numeric Linear Algebra, Digitala Kulturer, ...</i>	<i>User Interaction Analytics, Computer Architecture, Graphical Interfaces, Empirical Software Engineering, Simulation of Complex Systems, Perspektiv på delnings- och publiceringskulturer, ...</i>		

People

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Interaction Design & Technologies

NEWS ABOUT US COURSES PEDAGOGY PUBLICATIONS

Do you want to learn more about the relation between humans and technology, and how to design for it? Then you've come to the right place! Interaction Design & Technologies is a 2-year master programme for you.

Posted on 2015-10-15 by Sus Lytkal

On these pages you can read more about our master programme, what you will learn, how you will learn, what your design projects and thesis might be like and in general what we are doing here!

ID&T Student Exhibition
Posted on 2015-10-15 by Sus Lytkal

Welcome to the "Interactive Science Center"

Alumni: Camilla Bergqvist
Posted on 2015-10-15 by Sus Lytkal

Name: Camilla Bergqvist
Interaction design student during the years: 2013-2016
Current job title: UX Architect
Company: Gussman

How would you describe your job?
I work in service delivery projects and am responsible for the overall user experience I work in all phases of the project. The early phases include user research, personas and workshops with stakeholders and wireframes among other things.

NordICHI'16 FTW
Posted on 2015-10-15 by Sus Lytkal

We are happy and proud to say that we hosted a great NordICHI'16 Staffan Björk covered the conference on the 13th of October (as shown above), but it actually started with two days of interesting working sessions before, followed by the "real" conference.

[Read More](#)

Interaction Design & Technologies
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NordICHI'2016 Industry Experiences
The program of the industry experience track at NordICHI'2016 is now online, see <http://www.nordich2016.org/program/industry-experiences/>

Industry Experiences

ABOUT THIS GROUP
For current and former students and teachers at the interaction design programme at Chalmers and the Alnåskådetorinteraktion/totvaktionsdesign at IT-universitet

MEMBERS 359 members

MuleSoft
How will APIs change business in 2016?

Thank you!

Questions?