

INTM 3200 – Interface Design

Term

Fall 2010 – 16 week course

Course Description

This course explores design issues involved in creating functional interfaces for interactive media. The intricacies of designing the interfaces for ease of use and navigation, intuitive understanding of icons and their functions, continuity of layout, ergonomics, and the use of metaphors and known conventions are all studied.

Prerequisites

INTM2200, INTM3100

Learning Outcomes

- 1) Students will be able to define the process of designing interfaces
- 2) Students will expand both their visual and verbal vocabulary as it relates to interface design and its technologies
- 3) Students will make connections between the impact of the interface and everyday culture
- 4) Students will gain an understanding and awareness of how content, architecture and design merge to form an interactive experience
- 5) Students will learn how to build interfaces that are functional and usable that work within the confines of current interactive technologies.

Assessment of Learning Outcomes

- 1) Interface design skills will be assessed via a series of hands on projects where students design interfaces for interactive pieces. The effectiveness of the design will be determined by how well it meets the initially stated goals.
- 2) Visual and verbal vocabulary will be assessed via in-class and on-line critiques of student work. Both instructor and students will participate in the critiques.
- 3) Students understanding of the impact of interface will be assessed via in-class discussion and a writing assignment on this topic.

Summary of Assignments and Grade Calculation

Interface Design Project 1 = 20%

Interface Design Project 2 = 20%

Interface Design Project 3 = 20%

Site Audit = 20%

Quizzes, Short Assignments, Class Participation 2 = 20%

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Weekly Plan

Class 1

Lecture: What is an interface? interactivity?

Lecture: Brief history of communications

Class 2

Lecture: Natural Design

Lecture: The Interface Design Process: Phase 1 = Information design

Class 3

Lecture: Evolution and Impact of the GUI

Lecture: Concept development and brainstorming

Class 4

Lecture: Creating a color palette

Lecture: Phase 2: = Interaction design

Class 5

In-class critique

Class 6

Lecture: Writing a Site Audit – Assessing the Effectiveness of a Web Site

Class 7

Lecture: Phase 2 = Interaction Design (complete)

Class 8

In Class Presentations

Class 9

Lecture: Tufteism

Class 10

Lecture: Phase 3 = Presentation Design

Class 11

In-class critique

Class 12

Lecture: Presentation Design, continued – Technical Considerations & Style

Class 13

Lecture: Icons and Metaphors

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Class 14

Lecture: The Post Presentation Design Phase: Turning the interface into a working web site

Class 15

Lecture: Icons and Metaphors

Class 16

In-class critique