8.1 Designing Interactions

Chapter 7

Design of Interactive Devices
CS 5984

Steve Harrison
8.1 Digital Ground: Designing Interactions

Manas Tungare

- From technology-centered to human-centered.
- Design permeates all phases of development, not simply in a corrective role.
- Architecture versus Computing: social first, equipment later & vice-versa.
- The Evolution of Interfaces.
  - Interfaces, Machines, Identity, Context, Users, Experience, Architecture.
“Once the product’s task is known, design the interface first; then implement to the interface design. As far as the customer is concerned, the interface is the product.”

8.1 Digital Ground: Designing Interactions
Arul Imran

- Designing Interactions:
  - Strategists, craftsmen, architects and psychologists
  - Design practices, identities and experiences
  - Context, Context and Context

UNIQUE
JUST BECAUSE YOU ARE UNIQUE DOES NOT MEAN YOU ARE USEFUL
"The plan preceded the building."

"The worst misstep one can make in design is to solve the wrong problem."
8.1 Digital Ground: Designing Interactions

- Manas Tungare
  - “We will focus on services, not on things. We will not flood the world with pointless devices”
  - “We will not presume to design your experiences for you – but we will do so with you, if asked."
  - “The success of a design is arrived at socially. Market acceptance is the only criterion necessary.”

- Arul Imran
Planning Ahead

○ *Meet with me about your bill of materials*