Interaction Design: 1-credit workshops

Fall 2012

Interaction design is the emerging, interdisciplinary practice of understanding human behaviors in order to design digital interfaces, products, built environments, systems, services, and other tools that people use. The goal is to develop innovations through a collaborative process of imagining things as they might be in the future. The process is relevant to architecture, engineering, business, social work, the humanities, and medicine, as experts in these fields seek strategies to solve complex, human challenges.

Each workshop will feature a day with a national expert in the field. Pre- and post-class activities will include readings, class discussions, and additional presentations. All participants will be required to attend a public lecture on one of the evenings of the workshops.

F10 435A ART

Research about people

Workshop instructors
Jon Kolko, James Macanufo, Dave Gray

Area faculty
Abe Siemsen, Enrique Von Rohr, Heather Corcoran

OPEN TO ALL WU UNDERGRADUATES AND GRADUATE STUDENTS

15 students, Bixby room 9

Section 1
Thurs, Sept 6, 9am–noon
Thurs, Sept 13, 9am–1pm
Thurs, Sept 20, 9am–noon

Section 2
Fri, Sept 7, 9am–noon
Fri, Sept 14, 9am–1pm
Fri, Sept 21, 9am–noon

Public lecture
September 13, 2012, evening time TBA, Steinberg Auditorium

Workshop description
This workshop introduces students from all disciplines to ethnography synthesis as a way to begin the process of designing effective and innovative interactive tools.

About the workshop leader

F10 435B ART

(Rapid) prototyping

Workshop instructors
Rachel Hinman, James Macanufo, Dave Gray

Area faculty
Abe Siemsen, Enrique Von Rohr, Heather Corcoran

OPEN TO ALL WU UNDERGRADUATES AND GRADUATE STUDENTS

Pre-requisite: Research about people

Section 1
Thurs, Sept 27, 9am–noon
Thurs, Oct 4, 9am–1pm
Thurs, Oct 11, 9am–noon

Section 2
Fri, Sept 28, 9am–noon
Fri, Oct 5, 9am–1pm
Fri, Oct 12, 9am–noon

Public lecture
October 4, 2012, evening time and location TBA

Workshop description
Students will learn a broadly relevant process for generating ideas and prototypes quickly, based on user and context insight. Focus will be on specific strategies for gathering user insights and presenting such as body storming, speed dating prototypes, concept videos and storyboarding.

About the workshop leader
Rachel Hinman is a researcher, designer, and recognized thought leader in the mobile user experience field. Her passions for cultural study, art, and design coupled with the belief that people can use technology to improve the human condition have been the driving forces in her career. Currently, Rachel is a Senior Research Scientist at the Nokia Research Center in Palo Alto, California. There she focuses on the research and design of emergent and experimental mobile interfaces and mobile experiences for emerging markets. She is author of the book The Mobile Frontier: A Guide to Creating Mobile User Experience with Rosenfeld Media.