

Course C35
Principles of Interaction Design
2 units

Instructor: Shane Morris, Echo Interaction Design, Australia

Companion Course: Design Studio (Morris)

Benefits:

Great interaction design requires more than just a methodology. Through years of practice, master interaction designers build up a body of design 'intuition' that allows them to rapidly design excellent user interfaces.

This course introduces and explores many of the fundamental principles that underlie the practice of interaction design and user interface design. It is by consciously or unconsciously drawing on these principles that practising designers are able to efficiently produce excellent designs, and minimise redesign. Nevertheless, apart from some 'heuristics', many practitioners have not been formally introduced to these principles. This course gives participants a 'kick start' towards master status by exploring the underlying principles of interaction design through examples. Practicing interaction designers will develop their working vocabulary of design principles that can be applied in the design and evaluation of all forms of user interfaces in everyday use - including physical devices, graphical user interfaces and internet applications.

Origins:

This course has been presented at HCI 2006, OZCHI 2006 and OZCHI 2005.

Features:

- What are the main interaction design principles underlying the design of effective user interfaces?
- How do the principles support or interfere with each other?
- How can the principles be applied in the practical design and evaluation of user interfaces?

Intended Audience:

This course is for designers and evaluators of all forms of user interfaces, including graphical user interfaces, internet applications and physical devices. The course material is aimed at an intermediate level audience. No specific prior knowledge is assumed.

Presentation Style:

Lecture with class discussion

Instructor's Background:

Shane Morris is one of Australia's most experienced interaction designers, with 14 years experience designing for all forms of interactive technology from physical devices to mobile applications, kiosks, graphical user interfaces and web sites.

More Information:

<http://www.echointeraction.com.au>