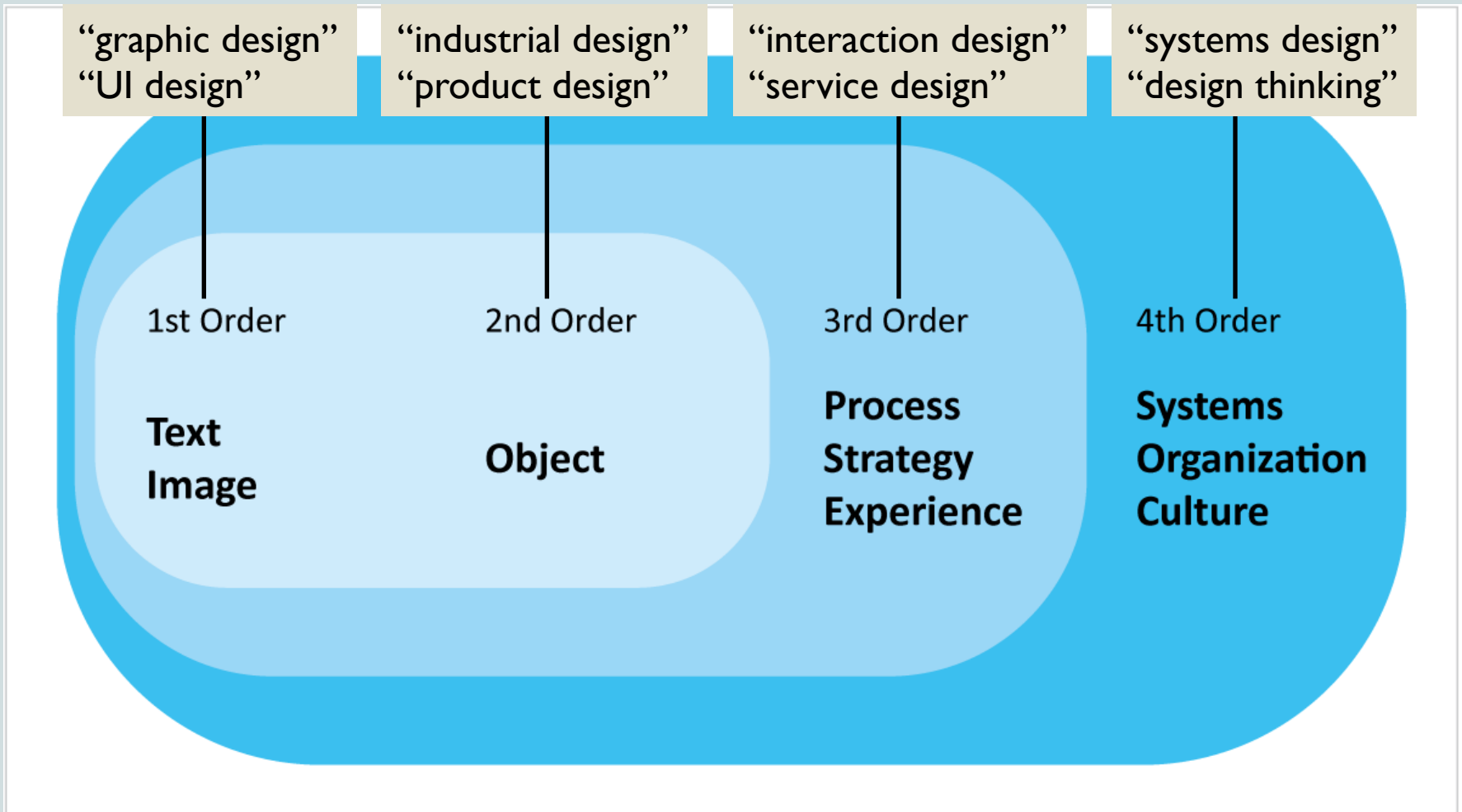




# Space-time User Experience

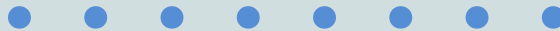
# Flashback to...

## Four orders of design



# Overview of my elective

- I will focus on designing products that exist in **three and four dimensions** (i.e. physical objects, space, and time)
- For example, tangible interfaces, environments and hybrid digital-physical spaces
- Topics that will come up: navigation, wayfinding, onboarding, service design, designing for emotion, and speculative design



# What this elective is NOT

(sorry)

- UI Design or the “rules” for good user interface design
- Visual communications and graphic design: typography, grids, color theory etc
- Mobile app development or web design
- Virtual Reality or Augmented Reality
- Building a complete product from concept to high-fidelity prototype and/or beta
- Research methods such as surveys, web analytics, usability testing or unmoderated remote user testing tools

# Themes of the class

**People and Interactions:** What is empathy, design, and interaction? How do you design for people?

**Place and Space:** What impact does physical space have on a design? What is context and why does it matter? How can we better orient and guide?

**Emotion and Play:** How can we design for human emotion? How can we optimize for play and flow?

**Fiction and Futures:** How can you design something that doesn't yet exist? What are ways of exploring futuristic concepts?

# What will we do?

## People and Interactions:

- Prototyping a tactile, tangible interaction
- Empathy Field trip
- Make a toolkit

## Place and Space:

- Outdoor competition
- Service Design Field trip
- Low fidelity prototyping

## Emotion and Play:

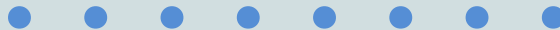
- Board game/analysis
- Habits, flow, fun
- Designing instructions and learning

## Fiction and Futures:

- Demonstrating a vision/concept

# What will class be like?

- Reading, watching and assignments due before class (flipped class...i.e. not many lectures)
- Our class will usually be a mix of workshops, field trips and hands-on activities
- We'll also have some discussion and analysis thrown in for good measure



# What will class be like?

There might be some changes along the way too based on questions that arise and topics that are of interest



# Individual vs. team work?

- 6 individual assignments
- 4 team assignments
- All are equally weighted (that is, there's slightly more to do on your own)



- Some assignments are reading/analysis; some involve making things (objects, sketches, low fidelity prototypes)

# What will I learn?

- Human-centered design framework
- UX design principles for non-screen based products
- Ways of evaluating qualitative experiences
- Non-digital ways to prototype
- Rapidly sketch and ideate designs individually as well as part of a team

# Interested?

Please indicate your interest by  
completing the form:

<https://uxedu.typeform.com/to/T4SWuT>

(Limited number of spots.)