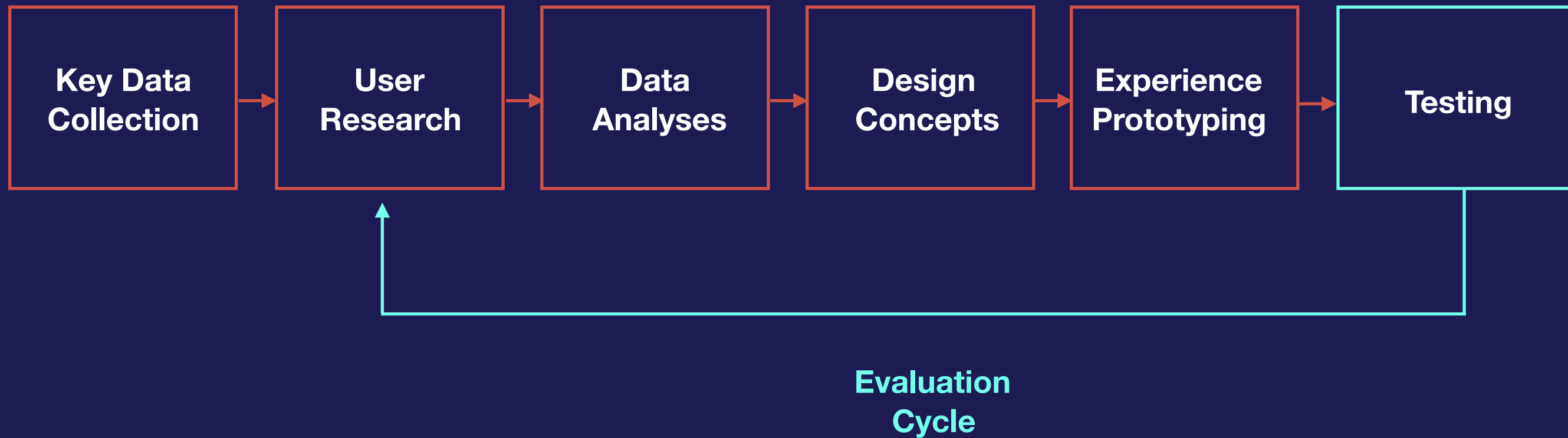


Kick-Off

User Experience Design I (Interaction Design)
SoSe 2018

Kick-Off

The Interaction Design Process



Kick-Off

Deliverables

- Bonus of 5% in exam possible if you hand in deliverable at the end
- Deliverable: sketchbook with ideas inspired by lecture and documentation of project
- To be delivered at the end of the semester (last lesson)
- If there is a homework, hand it over until Wednesday evening to Svenja Dittrich via email: svenja.dittrich@campus.lmu.de

Kick-Off

Room: 118

Rauszeit -
Auszeit im Freien

Room: 103

The Internet of too much -
Zwischen Selbstquantifizierung
und Datenkrake

Room: 106

Eine App fällt nicht weit
vom Stamm -
Eine Heimgarten Anwendung

Room: 101

GalARie -
Kunst und Kultur für
Digital Natives

Kick-Off

Task

Given a three month project deadline, what process would you use, to approach your design problem? Break this process down into a schedule with an overview of activities for each phase.

Who do you need for your team? How many work-days?

Kick-Off

Homework

You already had your project kick-off, now work out a quick key data collection and research until next week

Each group has to send me their first findings till next Wednesday evening. The findings should also be presented to all, by each group, next lesson