

INTERACTION DESIGN 2017

SKETCH

DESIGN BRIEF

Room 016 : #2 App für Opa

Room 114 : #3 My Home is My Castle

Room 209 : #4 Augmented Beerality

Room 216 : #5 Schmatzsuche

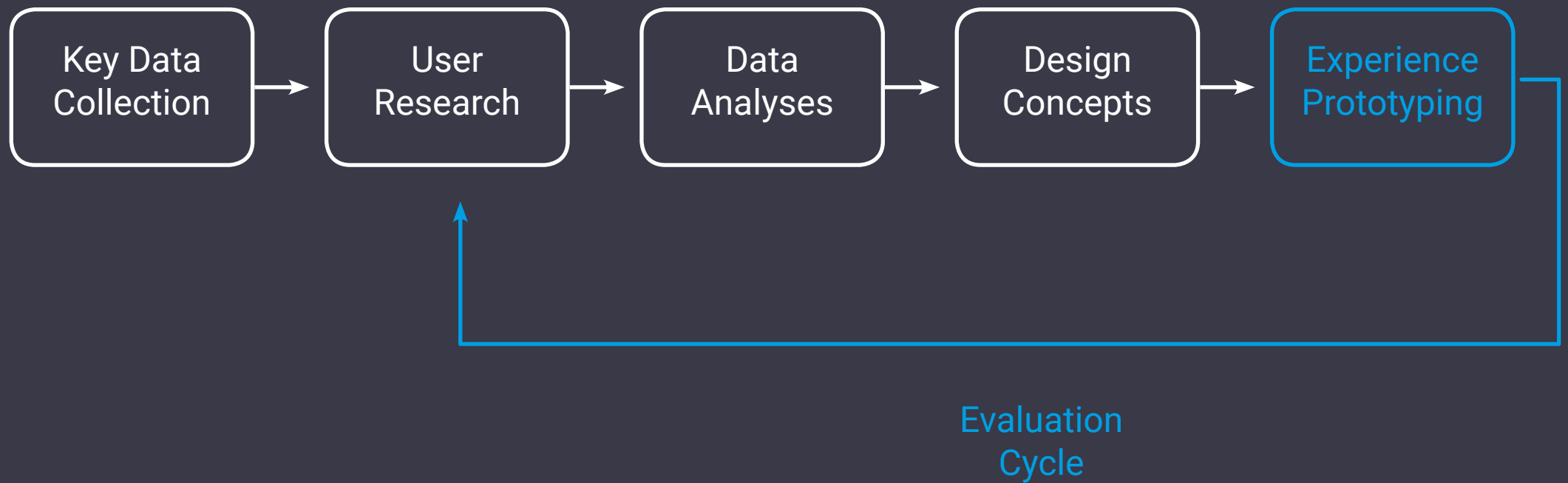
DESIGN BRIEF

TASKS

Given a three month project deadline, what process would you use to approach this 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 man-days?

THE INTERACTION DESIGN PROCESS



SKETCHBOOK

- 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 (at the last lesson)
- If there is a homework, hand it over until wednesday evening to Svenja Dittrich via email: svenja.dittrich@campus.lmu.de

HOMEWORK

TASK

You already had your project kick-off, now work out a quick research (Key Data Collection) until next week.

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