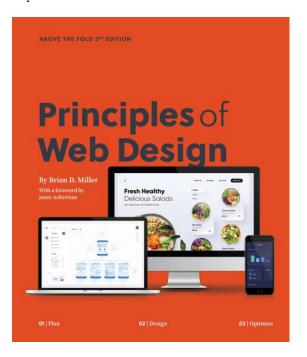
ARTV 330: Interaction Design for Visual Communication I



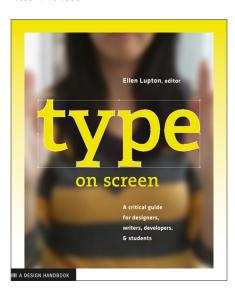
TEXTBOOKS

Required





Recommended



PROJECT TRAJECTORY: A METAPHOR

PROJECT 1LIKE PREPARED, FROZEN PIZZA



Basic preparation

PROJECT 2

ASSEMBLE-YOUR-OWN PIZZA



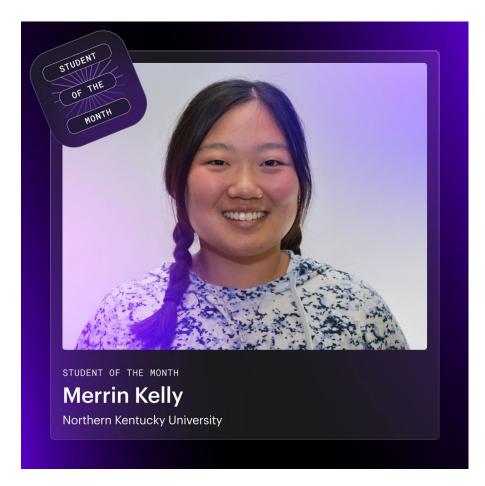
Bring some ideas to the table working from existing parts

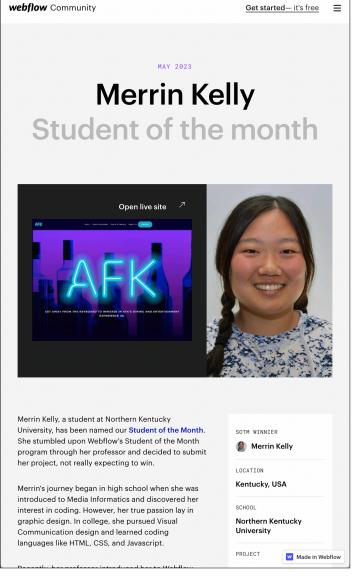
PROJECTS 3LIKE FARM-TO-TABLE CUISINE

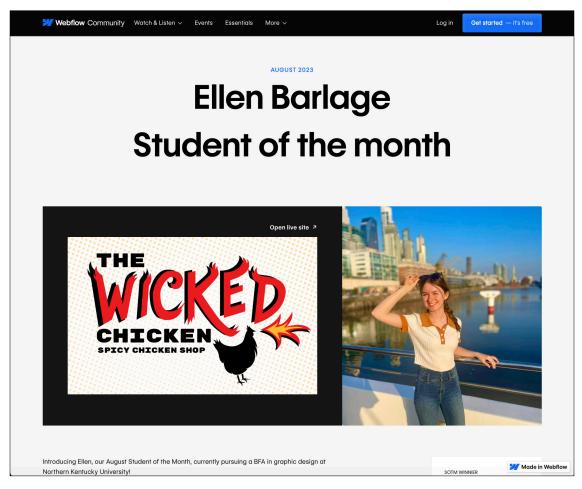


Design your way

WEBFLOW SOTM MAY '23: MERRIN KELLY









WHAT IS INTERACTION DESIGN?

It involves participation.

It invites choice-making.

It appeals to multiple senses.

It engages emotion.

It's experiential.

It isn't entirely new.

OLD SCHOOL PEPSI CHALLENGE

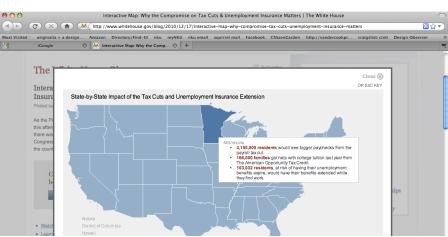


It is interdisciplinary.

COLLABORATION IS REQUIRED









industrial and product designers



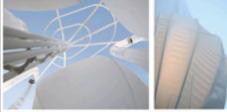
information architects and content strategists

It can be found in many fields —

like architecture:

MICHAEL FOX









Visitors encounter an adaptive volumetric sense of architecture rather than a static surface. When a visitor bumps or pushes a bubble, it deflates, providing a pathway into the installation. More activity opens up the space, making it more envisitors are present, the system returns to a state of equilibrium in which the bubbles fill the space. The hope airbags, made of translacent rip-stop reject not have to conected by clear ducting. When touched, sensors initiate an exchange of air between the spheres. At the center of each bubble is a hard "seed" made of cone out polyethylene.

From the onset the intent was to make a fully immersive architectural environment which could spatially respond to the changing social conditions. The idea behind the interaction is much more about emergent behavior; that there sort really a program behind what it does; it operates by a few very simple rules. How the bubbles interact with humans over the course of an evening is impossible to predict. As you add more bubbles to the system the behavior gets much more complex and yet the system does not; the behavior becomes synergotic.







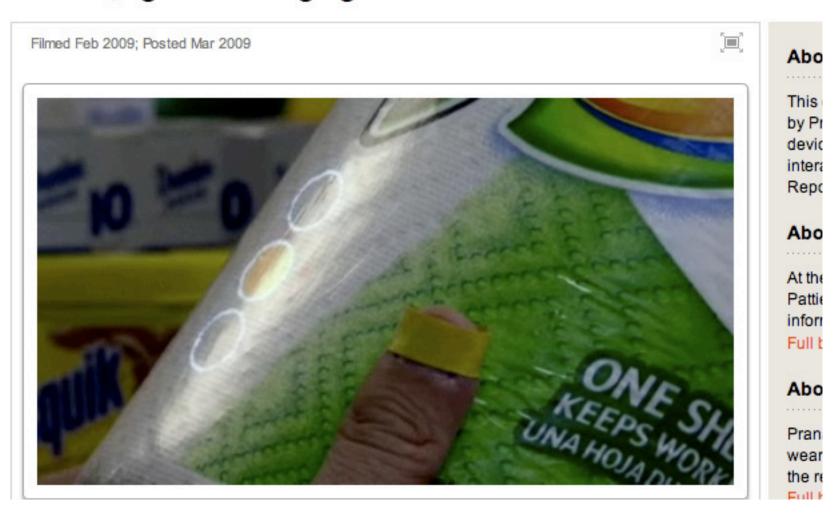
like industrial design:

IDEO FOR AT&T

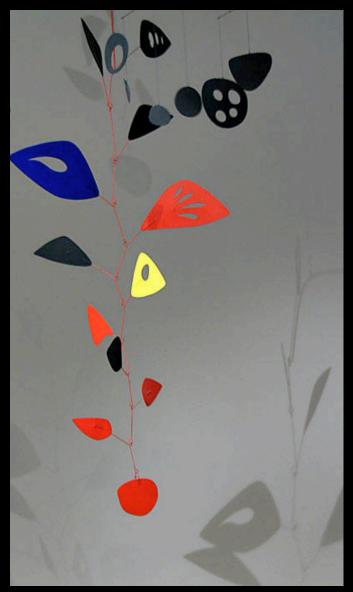


like computer science:

Talks Pattie Maes & Pranav Mistry: Unveiling the "Sixth Sense," game-changing wearable tech



like art:





CAMILLE UTTERBACK



like visual communication design:

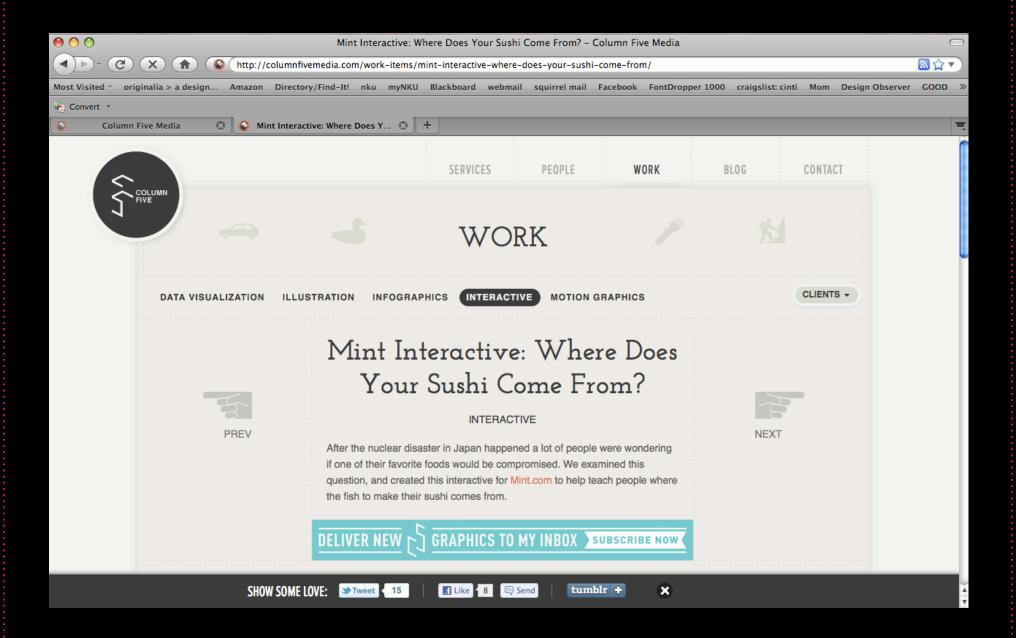
RALPH APPLEBAUM ASSOC: ENVIRONMENTAL DESIGN



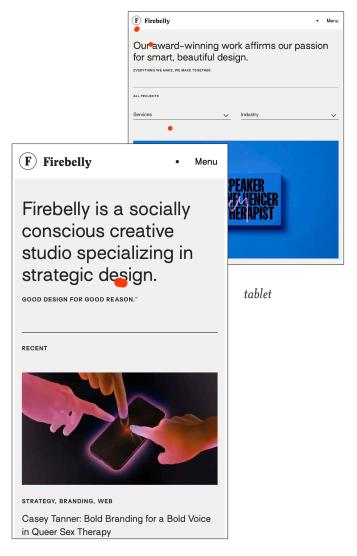




COLUMN FIVE: DIGITAL ART & DESIGN



FIREBELLY: STRATEGIC DESIGN





phone

ANDREW BLAUVELT: BRAND + EXPERIENCE

WALKER ART CENTER MINNEAPOLIS SCULPTURE GARDEN

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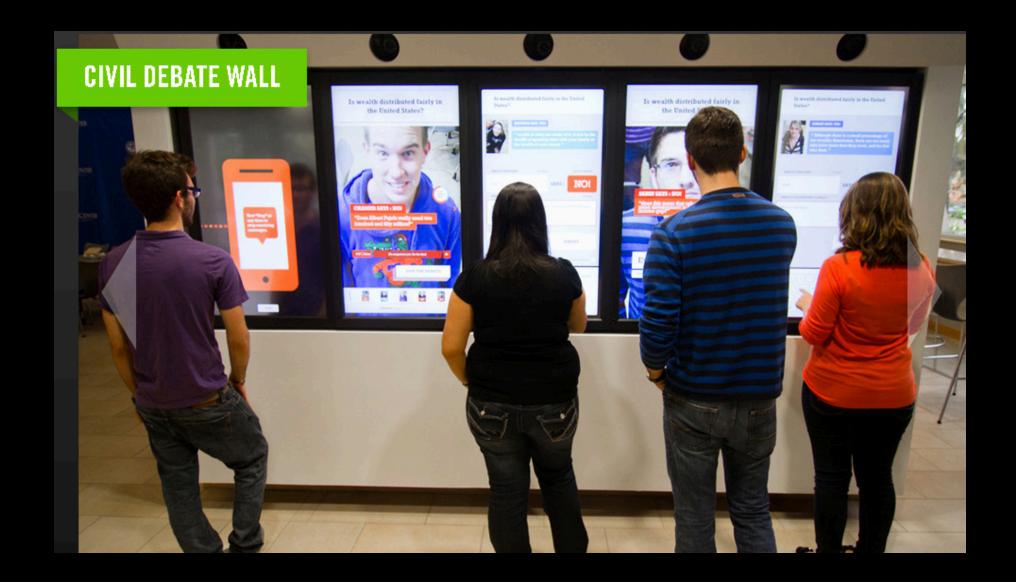
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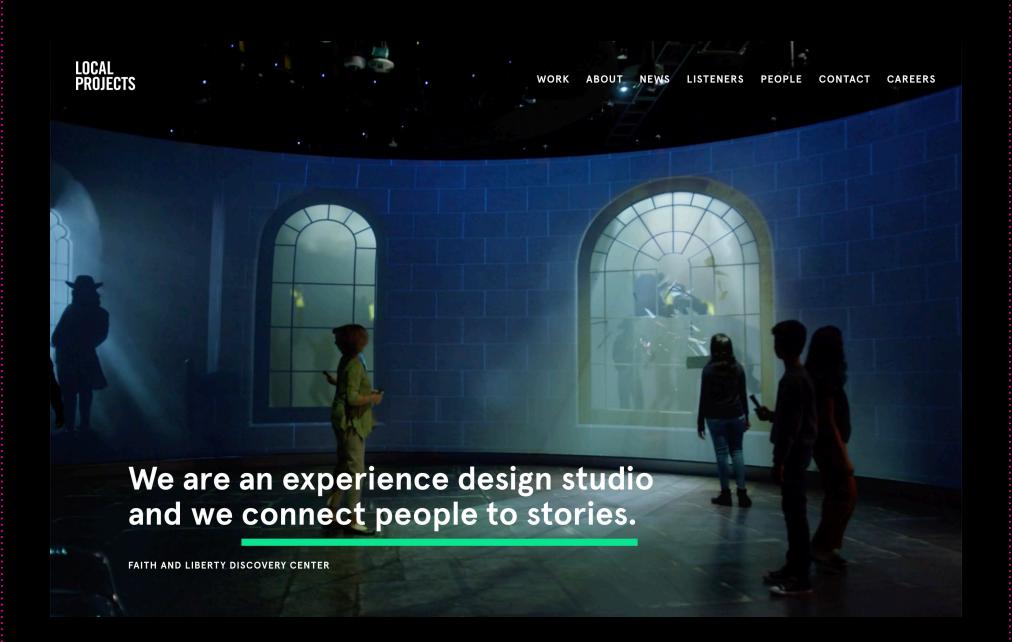
Home > articles > Walker Art Center Recipient of National Design Award











"People are more likely to write about a time travel store than a tutoring center."

— STEFAN BUCHER



CONDÉ NAST



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Details

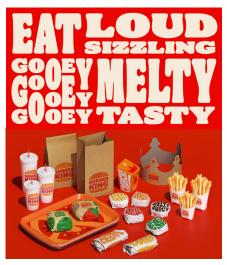
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JONES KNOWLES RITCHIE FOR BURGER KING







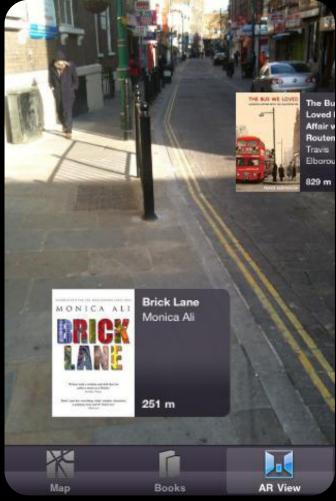




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New York, Philadelphia, San Francisco



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to understand Brighter Planet's needs and those of our customers. They were instrumental in helping to shape our concept, voice and audience, and as a result, crafted a magnificent architecture and design.

-Adam Rubin, CTO, Brighter Planet

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— MEAGAN FISHER COULDWELL

Good interaction design creates a positive experience.

