

Summary of Interaction Design

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Description

With the emergence of ubiquitous technology the complexity of designing useful, usable and desirable artifacts is a major endeavor. The Interaction Design Process' intention is to define both the behavior of an interactive product and how will this product interact with the user; in particular focusing on the complex dialogues that occur between people and interactive devices [1]. The core of the process is to follow a user centered design in which attention is paid to capture the goals, tasks, experiences, needs and wants but keeping in balance with the business goals and technological capabilities[2]. The general steps are considered to be [3]

- a) Design Research: General goals of the projects are learned from all stakeholders
- b) Seeing Work: conceptual designs are conceived drawing from multiple sources like user research, technological possibilities, and designers experiences
- c) Seeing across Customer and Stakeholders: Moving away from user cases, designers will select a their audience and present accordingly, in words being reflective of the targeted user group
- d) Innovation from Documentation: A complete set of documenting encompassing each of the functionalities of the system.
- e) System Design: In an interactive process a prototype is taken to maturity
- f) Implementation:
- g) System Testing: refining the model

Background

The formalization of the design process came about in 2003. Rick Cecil, David Heller, Challis Hodge and Jim Jarret took the initiative to create a community around Brice Tognazzini's call for creating an organization around interactive design [4]. It is worth mentioning that this process is the end product of refining and adapting many design process, such as Conceptual Design, usability design processes [5]. .

Reference

[1]<http://gamma.ixda.org/>, Accessed on Oct 15,2007. IxDA (Interactive Design Association)

[2] <http://gamma.ixda.org/about.php>, Accessed on Oct 15, 2007. IxDA (Interactive Design Association)

[3] Beyer, Hugh Holtzblatt, Karen "Contextual Design" Morgan Kaufmann. 1998

[4] <http://www.ixda.org/>, Accessed on Oct 15th, 2007. IxDA (Interactive Design Association)

[5] <http://www.designcouncil.org.uk/en/About-Design/Design-Disciplines/Interaction-design/> , Accessed on Oct 17, 2007