Course C36
Interaction Design Studio
1 unit

Instructor: Shane Morris, Echo Interaction Design, Australia

Companion Course: Principles of Interaction Design (Morris)

Benefits:
The 'design studio' plays an important role in the education of designers from many disciplines. Acknowledging that design theory and formal techniques are only half of the equation, design studios provide students with an environment where they are able to experiment, explore, access and defend their own work. In doing so they build their own design 'intuition' – the part that can't be learnt from books.

Acknowledging that many people who have come to the field of interaction design have not come from a design background, this course aims to reproduce, for a very short time, the environment of the design studio.

Interaction Design Studio provides a dynamic, fun and most importantly safe environment for practicing user interface designers, interaction designers and information architects to explore and build their design intuition, hone their ability to generate design solutions and critique and defend their own work, and the work of others - away from the demands of clients, colleagues and production deadlines.

There are no formal lectures, no formal content – just the chance to develop new and existing skills through fun, fast-paced design exercises, active dialogue and the sharing of ideas in a safe environment. This is place where experienced designers can take risks and make mistakes all in the name of building their skills, knowing that no project deadlines will be harmed in the creation of their designs.

WARNING: This course contains crayons.

Origins:
Interaction Design Studio is a new course based on exercises from Echo Interaction's full day course, Principles of Interaction Design (Principles of Interaction Design been presented at HCI 2006, OZCHI 2006 and OZCHI 2005).

Features:
This course is based on the premise that you can only learn so much from books - the rest is by practice. Through practical exercises and critical discussion, participants will

– Build their intuitive knowledge of good and bad design.
– Explore interaction design skills away from the glare of clients, colleagues and looming deadlines.

– Gain confidence in their abilities to solve tough design problems within tight timeframes.
– Learn to critique and defend their own design work and to discriminate between design options.

Intended Audience:
This course is for experienced interaction designers, user interface designers and information architects. Beginners may find it difficult due to be productive and gain the most benefit from this course, given the fast pace and lack of formal materials.

Presentation Style:
Fast-paced design exercises and group discussions with "background" materials provide for individual exercises.

Instructor's Background:
Shane Morris is one of Australia's most experienced interaction designers, with 14 years experience designing for all forms of interactive technology from physical devices to mobile applications, kiosks, graphical user interfaces and web sites.

More Information:
http://www.echointeraction.com.au