

Lecture Topics

W1	Course Introduction
W2	Art + Design + HCI
W3	Reflective Design
W4	Design Noir
W5	Mobile Phone Applications
W6	Pervasive Games
W7	Smart Homes
W8	Game Madness
W9	Ambiguity and Alternatives
W10	Midterm Quiz
W11	Field Trials
W12	Deployment Week
W13	Final Presentations
W14	Flex Week

Labs

Form teams of 3-4 with varying backgrounds.

Teams create designs from art, design, and HCI perspectives.

Phone experiment: what do our mobile phones say about us?

Teams present A2 findings and reflect on human needs being met.

Teams present A2 low fidelity prototypes and video of usage.

Groups are given a game to solve and brainstorm for their own game.

Groups participate in each others games.

Groups present documentary videos.

Groups present low-fidelity prototypes of their design ideas.

Groups discuss prototype evolution.

Presentations of final prototype.

No lab. Designs are deployed for critique.

Final presentation of project.

Final presentations continued if needed.

Assignments

Team Contract

A1: Write a short science fiction essay on the future.

A1 is due.
A2: Log mobile phone usages for the week.

A2: Create a low-fidelity prototype of a new mobile phone app.

A2 is due.

A3: Design a simple pervasive game.

A3: Documentary video of game and the game play.

A3 is due.
Project: Low-fi prototype.

Project: Create prototype of design.

Project: Continue prototype creation.

Project: Deploy prototype.

Project: Deploy prototype.

Project: create presentation.

Project: submit video, design and write-up.