

## 2.S97: Iterative Interaction Design IAP 2015

<http://web.mit.edu/ideation/2.S97/>

### Teaching Staff

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### Course Information

Iterative Interaction Design is a hands-on bootcamp in interaction design. Students will learn about design process (needfinding, ideation, concept selection, prototyping, and testing) while developing physical computing projects in groups. We will cover prototyping techniques such as foamcore prototyping, Arduino, digital modeling, visual programming, and digital fabrication as well as communication design (storyboarding and graphic design).

### Course Logistics

This is a 6-unit graded course taking place every weekday from Jan. 12 – Jan. 30 from 10:00 AM–1:00 PM in 35-308. There will be no class on Jan. 19

Shop hours will be help in the evenings after class from 6-8PM in the Product Design Laboratory (35-307) on Tuesdays, Wednesdays, and Thursdays. Students are expected to be developing their projects outside of lecture, and we strongly encourage students to take advantage of shop hours, which will monitored by the teaching staff. Additional lab hours will be added as needed and can be viewed on the course website.

### Attendance

Students are required to attend all lectures. If a personal emergency or extreme illness arises, please email the instructors as soon as possible to arrange a time outside of class to review and make up the missed material.

### Grading

This class is graded with a standard A-F system. Everyone can do well by coming to every lecture, actively participating, completing their work on the time, and working well with their team members. Since students are coming from all design experience levels, we will be grading based off of effort and enthusiasm.

There will be two projects within the course: an introductory lab project (LP) and the final project (FP). The final project will involve three different iterations, which will be graded as follows:

Week 1 Lab Project: 15%  
 Final project iteration 1: 15%  
 Final project Iteration 2: 20%  
 Final project Iteration 3: 30%  
 Class participation: 20%

Students will work in the same groups for both projects and are required to maintain online documentation for both projects using Build in Progress ([buildinprogress.media.mit.edu](http://buildinprogress.media.mit.edu)). All project work will be evaluated along with the documentation.

## Schedule

Jan. 12	Jan. 13	Jan. 14	Jan. 15	Jan. 16
<b>Course Intro</b>	<b>Needfinding</b>	<b>Ideation</b>	<b>Concept Selection</b>	<b>Storyboarding</b>
Foamcore Prototyping	Arduino and electronics	Digital modeling	Laser cutting and 3D printing	
Jan. 19	Jan. 20	Jan. 21	Jan. 22	Jan. 23
<b>NO CLASS (MLK Day)</b>	<b>Prototyping</b>	<b>Intermediate Arduino + Electronics</b>	<b>Processing + Visual Programming</b>	<b>Testing</b>
Jan. 26	Jan. 27	Jan. 28	Jan. 29	Jan. 30
<b>Iteration 2 Review</b>	<b>Graphic Design</b>	<b>Guest Panel</b>	<b>Lab</b>	<b>Final Project Presentations</b>

Assignment due dates:

Week 1 Lab Project – due Friday 1/16

Final project Iteration 1: 3 concepts – due Monday 1/19

Final project Iteration 2: 2 prototypes – due Monday 1/26

Final project Iteration 3: 1 final design – due Friday 1/30

This schedule is subject to change – please check course website for the most up-to-date information.