

**Course Outline – 2010/2011 Academic Year  
IAT 333-3: Design: Practice and Methods  
School of Interactive Arts and Technology**

**Instructor:** Carman Neustaedter

**Location:** SFU Surrey, Room 3150

**Prerequisite:** Completion of 48 credits, including IAT 265. **Recommended:** IAT 102 or 233. Students with credit for IART 316, 317 or 318 cannot take this course for further credit.

**Course Description:**

Examines concepts of design practice and design methods for interaction designers. Students will learn design methods focused on understanding the people for whom we design, situations of use, participatory involvement and modes of conceptualization. These methods include design ethnography, personas, design games, role-playing, scenarios, participatory workshops and prototyping. In addition to readings, students will engage in a major interaction design project.

**Course Objectives:**

Learning outcomes expected for students include:

- Develop an understanding of interaction design practice
- Understand a range of interaction design methods and techniques
- Demonstrate an ability to synthesize appropriate methods and techniques through a semester-long project

**Topics:**

This course examines concepts of design practice and related design methods for interaction designers. Interaction design requires design actions to be situated and to highly involve participation of individuals and stakeholders in the design process. This course explores the range of relevant techniques and methods for Interaction Design. In addition, the course introduces the conceptual context of reflective practice as mode of understanding and discussing the design process.

Students will review a wide range of methods focused on conceptualization, use experience and situated use. These include pattern language, prototyping, scenarios, role-playing and enactment, body/mind storming, design games, design happenings, participatory design and the use of workshops. In addition to readings, students will engage in exploratory design method projects.

Lectures and readings complement the studio assignments.

**Evaluations:**

Minor Assignments: 40%

Major Project: 40%

Participation: 20%

**Text, Resources & Materials:**

Course Pack

**Note:** This outline is a draft and subject to change.