Interaction Design

Do you want to design products that are easy to use? Through this course you'll develop an understanding of the patterns and principles that govern interaction design. You'll become familiar with a framework for assessing the success of interaction design, you'll learn to structure the design of products around the goals of users, and you'll learn to sketch and wireframe your design ideas.

OVER FOUR WEEKS, WE WILL COVER

Introduction

Interaction design is a major component of the user experience. It incorporates information architecture and usability to define how a product will behave.

Projects: Business Goals, Competitive Analysis, Context of use Scenarios

Usability

To create products that are easy to use, designers obey a set of usability guidelines. These rules of thumb are good points of reference for making decisions, and for communicating and justifying design decisions to others.

Project: Usability Competitive Analysis

Intro to Sketching

Sketching is a fast and easy way for designers to get their ideas out and discuss them collaboratively with team mates.

Project: Sketching Exercise

Information Architecture

Information Architecture is the structural design of an interface that allows a user to access the right content at the optimal time so that she can navigate the product most effectively.

Projects: Card Sorting, Sitemap

User Flows

User flows are the paths that a user takes through a product in order to complete her tasks.

Project: User Flows

Wireframes

Once a designer hashes out the overall structure and navigation patterns of a product, she draws up the product's blueprints, or wireframes.

Projects: Product Requirements, Wireframes, Sitemap with Wireframes

Design Patterns

Effective interaction design relies on industry standard patterns for the behavior of interface elements.

Project: Design Patterns

You can complete all of our projects using any design tool of your choice. However we strongly recommend the following professional design programs:

Figma
Figma Inc.

Sketch
Bohemian Coding

Adobe XD
Adobe

Your mentors are a great resource to discover tips and tricks to improve with the tools.

WHAT YOU'LL LEARN

✓ Develop a strong foundation in interaction design

✓ Learn to evaluate interaction design by a set of heuristic guidelines

✓ Develop a portfolio of interaction design work that demonstrates various principles

WHAT YOU'LL CREATE

✓ Design patterns for site navigation and recurring/foundation UI elements such as dropdown, forms, and error handling.

✓ How to sketch and wireframe layouts effectively

✓ Creating effective log in/sign up flows