

Design in the Digital Domain

WEEK	TOPIC	PORTFOLIO SUBMISSION
1	Online Class: Module Overview and Design Thinking <ul style="list-style-type: none">• Introductions• How the module works• Semester project groups• What is Design Thinking and why is it important for digital design.• The Task <ul style="list-style-type: none">• Confirm project groups• Review Design Principles material: 5 important points	
2	Online Class: Design Principles <ul style="list-style-type: none">• Visual, UX and Multimedia design principles• Exploration: visual design elements Task <ul style="list-style-type: none">• Create personal identifier—3 ideas then final idea	
3	Online Class: Present Personal Identifier <ul style="list-style-type: none">• Present ideas• Critique designs Task: Stage 1—Understand <ul style="list-style-type: none">• Review material:<ul style="list-style-type: none">• Design Thinking process• Understand the problem	Portfolio Task 1 <p>Revise according to feedback and then submit personal identifier.</p> <p><i>[individual task]</i></p>

4 **Online Class: Conduct Interviews and Stage 2—Define**

- Interview users for semester project (Understand)
- About personas and scenarios
- Allocation of persona types to groups

Task: Stage 2—Define

- Develop a persona
-

5 **Online Class: Stage 2—Define continued**

- Wicked problems
- Review interview process and outcomes
- Q&A
- Design critique of personas
- About context scenarios

Task: Personas and Context Scenarios

- Revise persona based on critique
 - Write context scenarios
-

Portfolio Task 2

Submit updated persona and context scenarios.

[group task]

6 **Online Class: Scenarios to Requirements**

- Solution-agnostic requirements
- Creating requirements from scenarios

Task: Requirements and Problem Definition

- Finalise requirements
 - Write up problem definition
-

Portfolio Task 3

Submit problem definition which includes a complete list of requirements.

[group task]

7 **Online Class: Stage 3—Explore**

- Brainstorm ideas

Task: Initial Design

- Review theory
 - Design Principles
 - Visual Design
 - Design for Mobile
 - Develop 5 rough ideas
 - Get feedback on ideas before next week
-

8 **No class: Stage 3—Explore continued**

Task: Idea to Prototype

- Choose design idea
 - Develop design
 - Get feedback
 - Develop prototype of final idea
-

Portfolio Task 4

Submit final design.
[group task]

9 **Online Class: Stage 3&4—Explore & Create**

- User testing of prototype
- Critique in terms of problem definition and design principles

Task: Completion of project

- Understand relation of Explore & Create stages (although will not actually complete creation of artefact for this project)
 - Individual report on user testing
 - Does your team's design meet requirements?
 - What did you learn in the process?
-

Portfolio Task 5

Submit report on user testing.
[individual task]

10	Online Class: Review of Process & Nature of Creative Design <ul style="list-style-type: none"> • Wicked problems • Other processes and theories • Digital media and ethics • Cultural and social issues (digital media in everyday life) • Working in multidisciplinary teams • What is the value of our design process? Task: Design Philosophy <ul style="list-style-type: none"> • Write a personal design philosophy 	Portfolio Task 6 Submit personal design philosophy. <i>[individual task]</i>
11	Design and create portfolio presentations <ul style="list-style-type: none"> • Follow entire process to create presentation • This week: Stage 1&2—Understand & Define Online Class: Understand <ul style="list-style-type: none"> • Interviews with stakeholders (lecturers and rest of class) Task <ul style="list-style-type: none"> • Define the problem (personas and context scenarios; requirements list) 	
12	Online Class: Define (Presentation) <ul style="list-style-type: none"> • Finalise requirements (to be used as evaluation criteria) Task <ul style="list-style-type: none"> • Brainstorm and develop 3 draft ideas • Critique of draft designs • Decide on final design idea 	

13 **No class: Stage 4—Create (Presentation)**

- Prototype idea and get feedback
- Create presentation

Portfolio Task 7

Submit process documentation for design of presentation.

[group task]

GROUP PRESENTATIONS

Portfolio Task 8

Presentations

[final group task]

Portfolio Task 9

- Discussion of concepts and critique of assignments.
- Personal reflection on learning.

[individual task]
