Interaction Design

Its not just the visuals

Define, Discover and Design

- Weaves between Define, Discover, Design, and is used to Develop

- Interaction Design Tools are used to move to shared understanding for all "stakeholders"

- Analytical and Creative

- Blueprint of final product

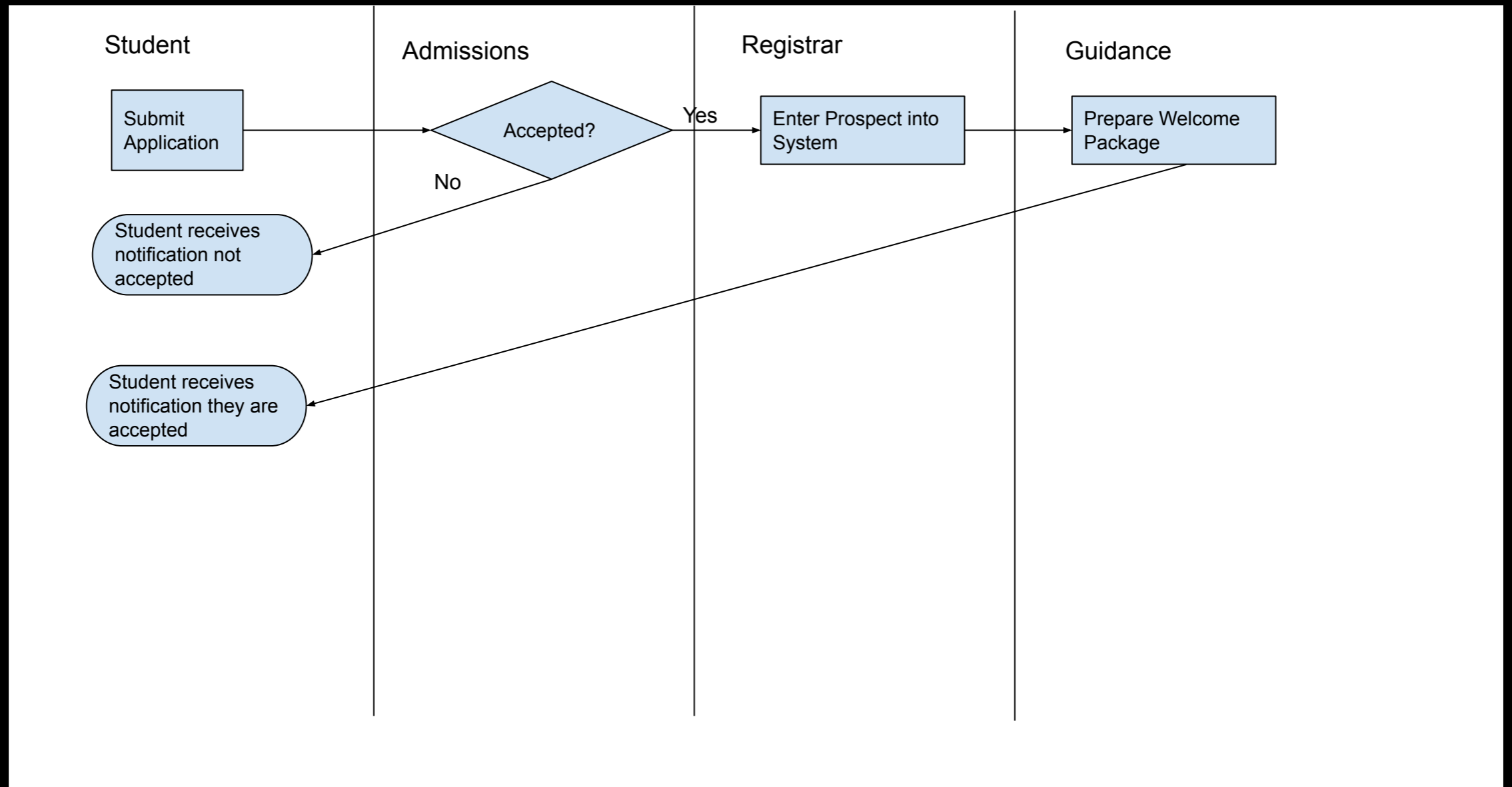# When do you need interaction design?

SYSTEM and EVENT LOGIC:

- If > Then > Else

- While x is some condition, do [statement]

- For x condition, do statement

- True / False (i.e., Boolean)

- Switch to case that equals X

Interaction Design Tools

- Business Case

- Use Case / User Story

- Site Map <<< (seen this before)

- Network Diagrams

- Data Models

- Wireframes <<< (seen this before)

- Pseudo Code

"Business Case"

Use Case

Use Case Example **Use Case Story:**

User wants to login to site

Assumption:

User has existing account

Steps:

1. User loads front page
2. User enters their information in the username and password field 3. User hits submit
4. User is redirected to existing profile page

Variable Interactions:

- user needs to create their account > Provide signup - user's account doesn't verify > Try again
- user tries to many times > lock them out
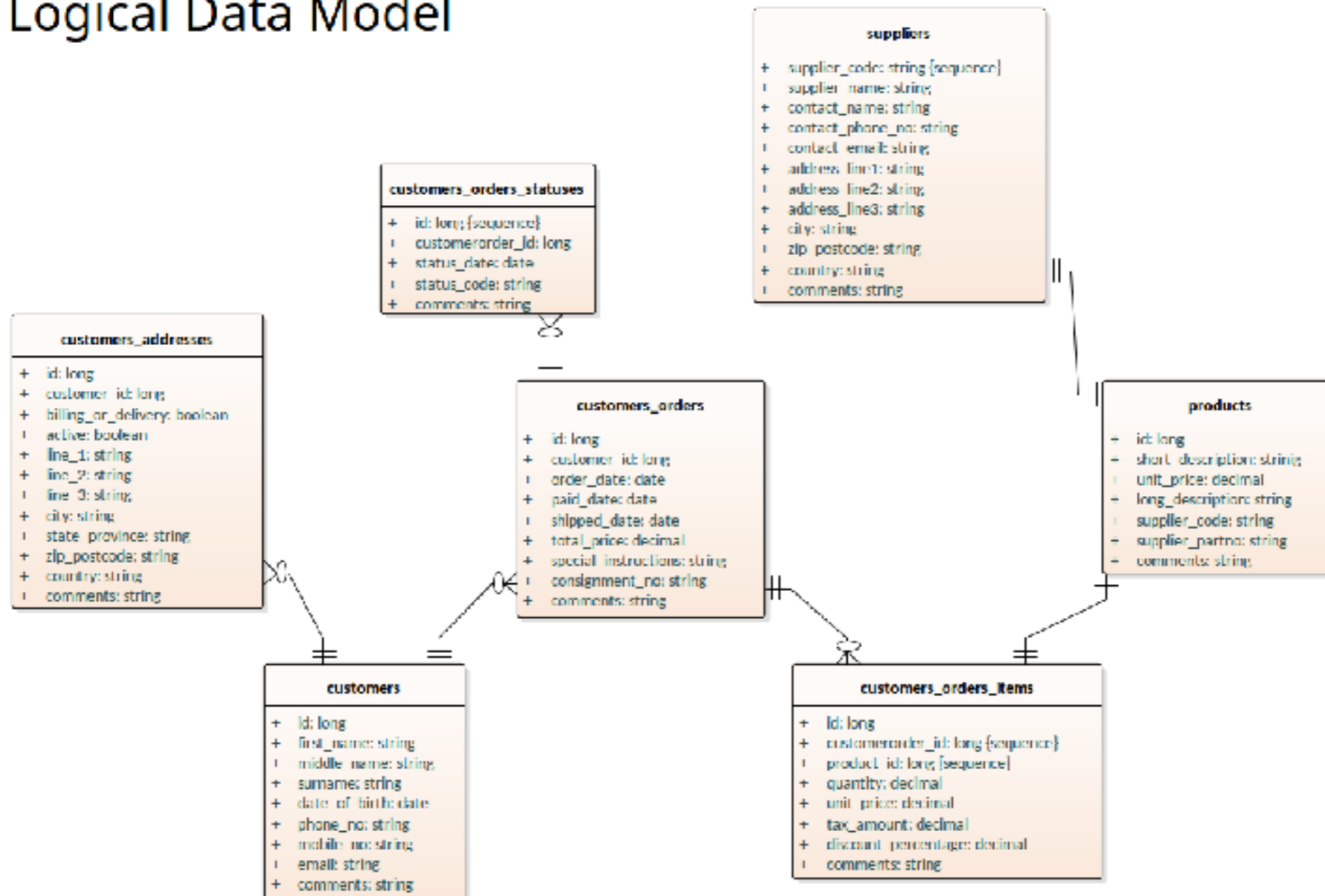- forgot username/password > reset link

Network Diagram
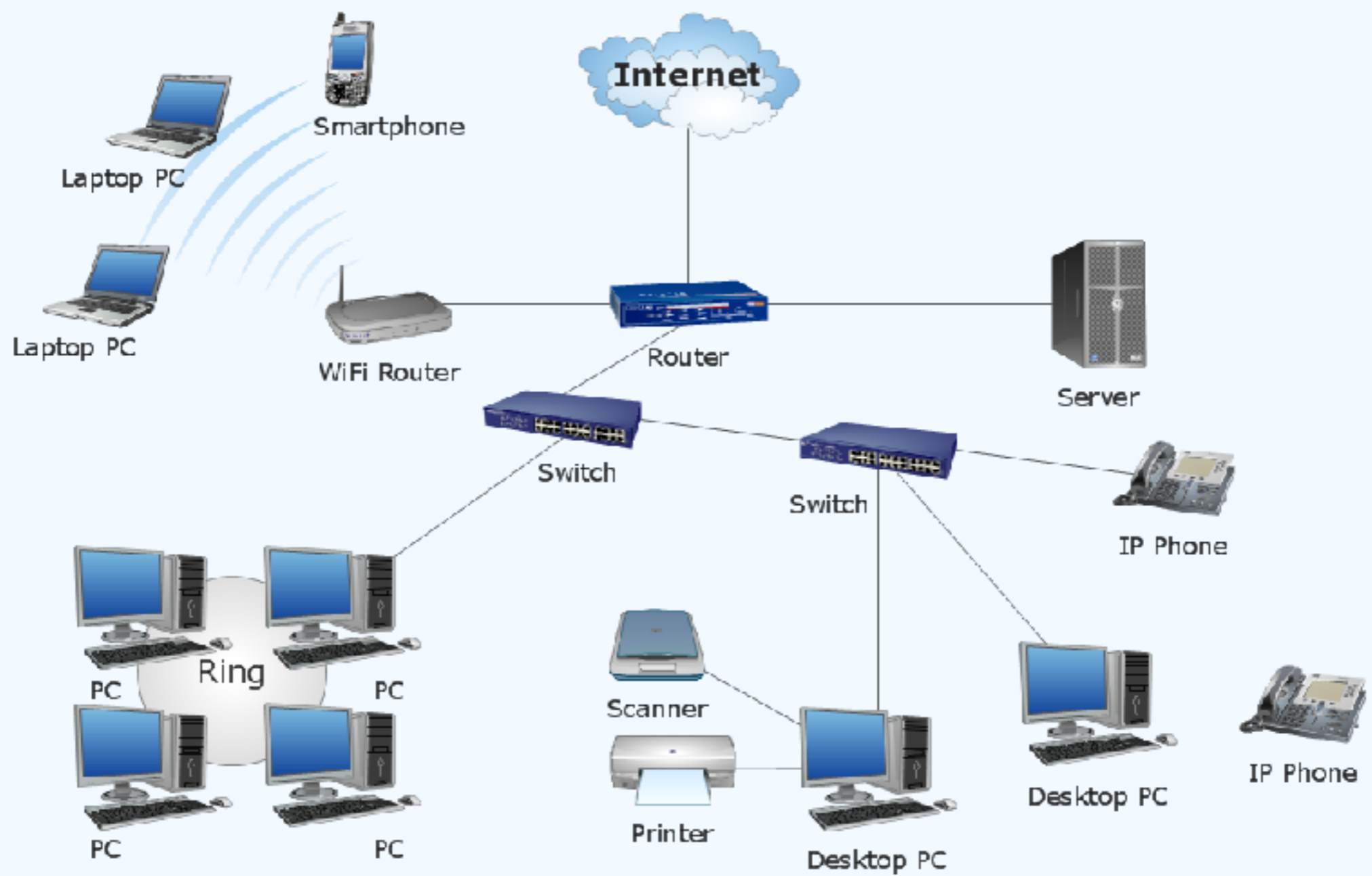
Data Model

Pseudo Code

Set total to zero

Set grade counter to one

While grade counter is less than or equal to ten

    Input the next grade
    Add the grade into the total

Set the class average to the total divided by ten

Print the class average.