Due Oct 30, 2015

[**Homework PROJECT THREE Aesthetics of Interaction Design**](https://classroom.google.com/u/1/c/MTI2MzE4MzIz/a/MzA4NDQ4NTIy/submissions/by-status/and-sort-name/list)

Find very different three works of art that inspire you, and research the artist behind them (light weight research: who were they? how did they work?)  
  
Create three directions for your sketching app inspired by these works and the artists behind them.   
  
Deliverable  
1. The work of art and the artist's name  
2. A sitemap/app mpa/concept model for each work of art.   
3. A screen from the app showing how the artist influenced your layout and UI choices.  
  
You should have THREE maps and THREE UI's. These are directional sketches. You can do them digitally or with drawing. If drawing, consider the quality of your drafting. They should be clear and readable without you sitting there to explain them.   
  
As well, consider if you wish to remove features, or add them to reflect the artist's working style. Were they minimalist? did they use photos and real life? Did the use randomness?   
  
Gather these into a PDF and name it FirstnameLastname\_SketchAPPdirection and upload it.  
  
Print it and hang it for critique next Friday.

Directional Sketches: unfinished designs, either digital or hand drawn, that represent your design direction. IN this case, sketch refers to the unfinished nature of the work, rather that it literally being sketched (though it can be.) It should include color and type (if important) and real text (no lipsum)

Due Nov 6, 2015 [**Competitive Analysis**](https://classroom.google.com/u/1/c/MTI2MzE4MzIz/a/Mjc0MDcyNDAw/submissions/by-status/and-sort-name/list)

Opening paragraph should say who your artist is, who the competitors are, why you chose them (for example, bc they are exactly what your artist would use, because your artist would never use it) and what criteria you evaluated the site by.   
  
Use Dan Brown's approach from Communicating Design to create your document.  
  
A good process is  
1 Determine your competitors. I like to pick two who are direct competitors (i.e. like my product) and one that is very different, to see if they have interesting ideas. I will often add in someone who is not the same kind of product (i.e. for a sketching app, I might look at a a writing app or a video editing app), also to look for good ideas.   
  
2 Determine your criteria, i.e. WHAT am I looking for/What am I comparing.   
Some ideas.  
\*\* features  
\*\* interface approaches; i.e. how do they display tools? How do they show a palette?  
\*\* aesthetics. What is the mood, and how is it achieved?  
I recommend a quick pass through your competitors first, to see what you might want to use as criteria.   
  
3 Review apps based on these criteria. Make notes on each category. Add categories if needed.   
  
4 Make sense of my observations. How can we do this? How about post-its? ;)   
  
5 Organize it into a outline  
  
6 Add Screenshots and explanations  
  
7 Write Intro and conclusion last.   
  
8 Copyedit pass (find a friend.)  
  
Upload pdf here and print out a copy and bring to class.

P.S. SKETCHING your competitors is a good way to understand them... ;)  
If you want to show extra work you did (like sketching) consider an appendix to the main report.)

Due Nov 16, 2015, 5:00 AM

[**FINAL DELIVERABLE of Aesthetics of Interaction Design: A Sketching App in the Style of an Artist**](https://classroom.google.com/u/1/c/MTI2MzE4MzIz/a/MzM3MDk5Mjk3/submissions/by-status/and-sort-name/list)

This is a PDF! Name it FirstNameLastName\_ArtistApp  
  
This app was commissioned by a Museum showing a retrospective of your artist's work. They want to showcase both the artist's work, and provide a sketching tool so patrons can feel what it is like to be the artist. You are creating a document for an engineer to build the app. This is the first draft you would use in discussion to find out how feasible the work is, and to help him/her understand your vision.   
  
Focus on clarity of your ideas. If any of the deliverable is sketched, be sure it is readable and understandable. If you can't draw well, use a computer. If you have bad handwriting, type it.   
  
Page 1 Title and your name. Title is the name of your app  
Page 2 Table of Contents  
Page 3 Artist Overview. Who you choose, why you choose them, and a few images of their work. This mini-essay should be fewer than 300 words. Ask a friend to proofread it.   
Page 4 Concept model of your app. (Check out the first part of <http://boxesandarrows.com/how-to-make-a-concept-model/> for ideas.)   
This deliverable answers the question: How is this App organized.  
Page 5 Artist's Gallery: Show a Sitemap of the artist's work half of the app. See chapter 5 in Communicating Design.   
This deliverable answers question: How is the content organized.  
Page 6-10: For the sketching too, provide 1-3 screens showing how it works- the drawing experience.  
For the artist gallery, provide at least 2 screens showing how patrons will browse the artists's work: home page and single artwork page. Consider the Four Kinds of Information Seeking <http://boxesandarrows.com/four-modes-of-seeking-information-and-how-to-design-for-them/>  
This deliverable answers the question, how does the app look. It also answers the question, how are tools presented and how is navigation presented.   
  
Print, staple and bring to class.   
  
EXTRA CREDIT (worth a full grade worth of points)  
  
Prototype it.   
Must be done on time for credit.