

Interactive System Design

Techniques for Developing Concepts

- 1. Think of every component as a range of values.**
 - Helps reveal more complete range of possibilities for each component.
 - Bring value ranges of multiple components together in matrix.
- 2. Think of interaction in terms of the data it produces.**
 - What are default values for users, system parameters, and actions?
 - How is data changed by various conditions?
 - Do singular and pluralistic interactions impact data differently?
 - What are other uses for this data (real-time v. archive)?
 - Use concept of “archived data” to explore broader context for participants.
- 3. Think of system logic as event-driven.**
 - Consider structure based on system-recognizable events rather than individual actions.
 - What types of events can be observed/detected programmatically?
- 4. Think of system logic as continuous.**
 - Think of experience as a progression.
 - Values may change with interaction or events, but emphasis is on gradual presentation.
 - Also apply to visualization; reflects immediate actions or a composite of activity?
- 5. Isolate and explore method and medium of representation.**
 - How else can your content or interaction be represented?
 - What forms can be used to replace or augment user actions?
 - What correlates can you develop to suggest relationships and inform participants?
- 6. Re-examine roles of participants, observers and artist/architect.**
 - To what extent have you shared control with others? Authorship?
 - Are their varied degrees of participation, interaction, and influence on system?
 - How can you manipulate setting to influence participation, observer/participant dynamic?
- 7. Consider visibility of system rules.**
 - Are rules disclosed to participants or withheld?
 - Is system response designed to reveal logic as interaction unfolds?
 - Is experience approachable? Is it usable? Can it hold user’s attention?
 - Is there room for user to explore, create personal experience or just observe yours?
- 8. Avoid arbitrary choices – exploit opportunities to advance project themes.**