Thomas Owens

Interaction Design



Moodboarding and Introduction to Interface Design

SESSION TYPE : LESSON WBD4400

Moodboading

- Uses
- Disciplines
- Principles
- Layouts
- practice.

Introduction to Interface

Design

Module Narrative: Design in

Communication

Understanding HCI

story of HCI

project overview

industry opportunities in HCI

Workshop

What is Mood-boarding

Mood-boarding is effectively building of a collage to develop the look and feel of a website, interface or digital display for the purposes of enhanced user experience.







SUPERHERO POSTER DESIGN



















BOLD COLOR SCHEME

RETRO COLOR SCHEME









COMPLEX





DIGITAL MOODBOARD

Uses of Moodboarding

Mood boards (sometimes called inspiration boards) are used in a variety of disciplines.

You've no doubt seen them used for Interior Design, where fabric swatches and paint chip samples are grouped together on a poster to show a homeowner what type of atmosphere the new decor will create.



A mood board is a type of collage consisting of images, text, and samples of objects in a composition. It can be based upon a set topic or can be any material chosen at random.

A mood board can be used to give a general idea of a topic that you were given, or can be used to show how different something is from the modern day.

They may be physical or digital, and can be "extremely effective" presentation tools

They are Fluid

Help Establish the Basics

Facilitates Collaboration

Time Saving

Disciplines of Moodboading

In addition to the use of moodboard across different fields of work, mood boarding can be specifically designed around various subjects.

- Fashion
- Graphic Design
- Pop Art
- Logo Design
- Physical / Digital

Principals of Moodboading

Mood boards as a tool for the "in-discipline" of design Moodboards have four properties: Decontextualization,

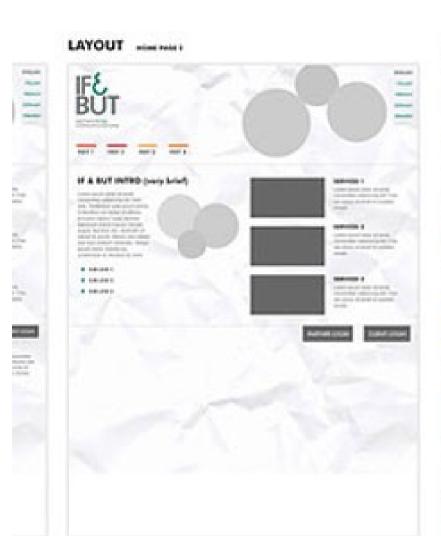
 In Design Education, moodboards present synthetic and expansive values as they organize tensions while generating homogeneity, which helps to reframe what can be seen and what can be thought;

• They suggest that design is an "in-discipline," as it picks elements of different natures to constitute a formal assemblage that plays with disciplines in a rigorous formal way.

Layouts







COLOURS INSPIRATION



FAIRE CHACKAGE 40000

BURNA THOUGH - TEMPORA UNION



TEXTURE, BIDS BAR AND HETED PERLING.

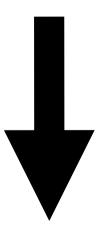


MINIMALIST DESIGN, BLACK MAD WHITE COLOURS?! Be you want the abe to be black and white?

Introduction to Interface Design

User Interface Design is a subset of a field of study called Human-Computer Interaction

Human-Computer Interaction is the study, planning and design of how people and computers work together so that a person's needs are satisfied in the most effective way



HCI designers must consider a variety of factors:

- what people want and expect, what physical limitations and abilities people posses, how their perceptual and information processing system work and what people find enjoyable and attractive
- They must also consider:
- The situation (the context) in which the system is meant to be used
- Technical characteristics and limitations of the computer hardware and software

Types of Interface

There are five main types of user interface:

command line. A coding interface

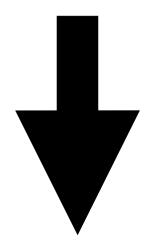


graphical user interface (GUI)

menu driven.

form based.

natural language.



In computer technology, there are several types of interfaces, user interface

- the keyboard,

mouse,

menus of a computer system.

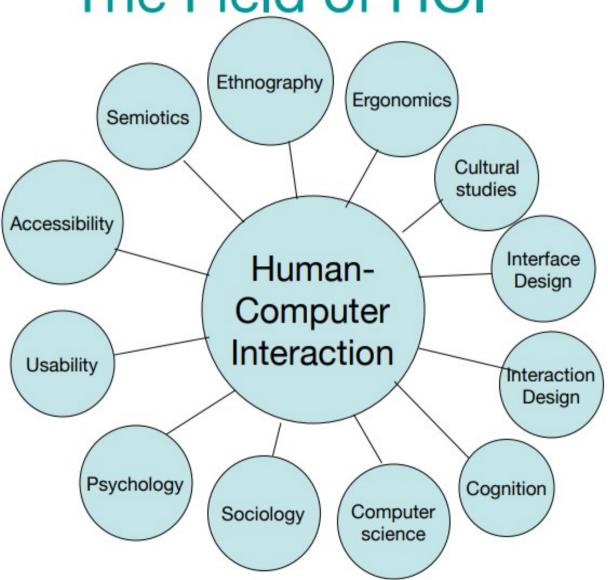
... software interface - the languages and codes that the applications use to communicate with each other and with the hardware.

Module Narrative: Design in Communication

Communication design is a mixed discipline between design and information-development which is concerned with how media intervention such as printed, crafted, electronic media or presentations communicate with people.

... Software and applications create opportunities for and place constraints on communication.

Understanding HCI The Field of HCI



Story of HCI

Research in Human-Computer Interaction (HCI) has been spectacularly successful, and has fundamentally changed computing.

Just one example is the ubiquitous graphical interface used by Microsoft Windows 95, which is based on the Macintosh, which is based on work at Xerox PARC, which in turn is based on early research at the Stanford Research Laboratory and at the MIT.



Story of HCI Continued

Another example is that virtually all software written today employs user interface toolkits and interface builders, concepts which were developed first at universities.

Even the spectacular growth of the World-Wide Web is a direct result of HCI research: applying hypertext technology to browsers allows one to traverse a link across the world with a click of the mouse.

Interface improvements more than anything else has triggered this explosive growth. Furthermore, the research that will lead to the user interfaces for the computers of tomorrow is happening at universities and a few corporate research labs.

Project Overview

Summative assessment will take the form of a range of work demonstrating that the student has met the learning outcomes of the module.

The work will normally be constituted as follows: Coursework: 60% Practical assignment (S1, S2) (60%)

Students will develop individual complete interactive media projects with graphism, animation and written proposition. (3600 words or equivalent)

Unseen examination: 40% Unseen examination (K1, K2, K3, S1, S2, S3) (40%) A written unseen exam, covering all aspects of the module. (Duration: 60 minutes)

Industry Opportunities in HCI

Professionally, the terms UX Design and UI Designer are more common.

A User Experience or User Interface Designer forms a key role in professional teams at firms who are serious about producing a quality product.



Specialisms

About Us

Workforce Solution

UX Designer

£30,000 | Wigan | Permanent

Posted 28 days ago

UX Designer (BUX111217) Greater Manchester Up to £30k

Workshop

Practice as a team or whole group making a moodboard for a typical or identified project.

This can be Physical or Digital.

Branding and Logo Design

Also overview and catch up on Animated Logo Project





















BRANDING

is the way that your customer perceives you















What is a Brand?

Logo Design

- Scalability
- Looks good in black and white
- Makes it timeless
- It memorable
- Originality
- Clean and Clear

It's about Digital Communication, Brand recognition and creating a conversation.

Cognition

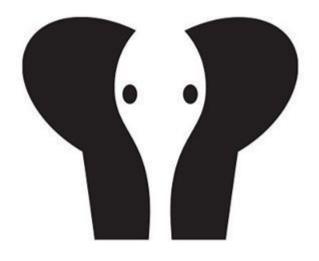


Semaphore

Double
meaning and
cognition,
broken cross.



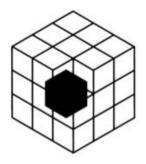








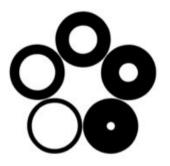
Crosses



Cube



Diamond



Dots



Hexagon



Lines



Loops



Outline



Ovals



Rectangle



Reflection



Rings





