6.089 ESSENTIAL INFORMATION

Designing Interactive Technology
Instructor: Michael Bernstein (msbernst@mit.edu)
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Mon-Fri, Jan 6-8, 11-15, 19-20, 2pm-4:30pm, 38-501
6 units P/D/F

Technology products like the mouse and iPhone are not lucky hits: they are a purposeful marriage of technical expertise and attention to the design process. Those hoping to make an impact on the world with interactive technology need to know how to recognize design opportunities, to generate large numbers of ideas, to select the best idea, and to prototype it quickly and successfully. The goal of this course is to teach the skills of ideation, brainstorming and interaction prototyping to an audience with basic programming familiarity.

You will learn: design sketching and brainstorming, needfinding, prototyping techniques, Arduino. Class involves several hands-on projects and a final project prototype. Graduate students and undergraduates welcome.

Classes
We meet every weekday from January 6th-20th from 2-4:30pm, excepting January 18th (MLK Day). Bring a sketchbook and a laptop.

Grading
The class will be graded pass-fail (P/D/F). In order to pass, you must:
-    Use your sketchbook regularly for class projects. (You're encouraged to use it for ideas and thoughts outside of class as well.) This means sketching ideas, designs, and brainstorms beyond the exercises completed in class.
-    Complete all deliverables outlined in assignment handouts to satisfaction, including prototyping projects.
-    Contribute appropriately to your team's progress on group projects.
If you don't complete all of these requirements, your grade will fall.

Schedule
This week: sketching and brainstorming, needfinding, intro to Arduino; P1.
Next week: intermediate Arduino, bodystorming and skits, visits from IDEO and Microsoft NERD, P2 project worktime.
The last week: P2 project work time, final project presentations.