

6.089 INTERACTIVE TECHNOLOGY DESIGN

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IAP 2011 Master Schedule

Class 1 Introduction -What Is Interaction Design -Innovation Process	Wed. Jan. 12
Class 2 Physical Computing Basic - <i>Assignment 1</i>	Thu. Jan. 13
Class 3 Need-Finding -Theory and Practice - <i>Assignment 2- Creating Design Opportunities</i> <i>Assignment 1 Basic due</i>	Fri. Jan. 14
Class 4 No Class Martin Luther King, Jr. Day -- Holiday	Mon. Jan. 17
Class 5 Physical Computing Intermediate <i>Assignment 1 Advanced due</i>	Tue. Jan. 18
Class 6 Concept Generation and Concept Selection - <i>Assignment 3 (Final Project)</i> <i>Assignment 2 due</i>	Wed. Jan. 19
Class 7 Physical Computing Advanced	Thu. Jan. 20
Class 8 E14-244 Prototyping Design Review and Project Consulting	Fri. Jan. 21
Class 9 Guest Lecture: User Testing Protocol Design Continuum Advanced Systems	Mon. Jan. 24
Class 10 Guest Lecture: Design Process in Microsoft Microsoft	Tue. Jan. 25
Class 11 32-124 Final Project Presentations <i>Final Presentation and Prototype Demonstration</i>	Wed. Jan. 26