

2020 Introduction to DO IT

Tuesday afternoons & Wednesday mornings, Trimester 1

	Phase	Exercise	Team	Introduce	Activity
Course Introduction	L				
Chapter 3: Discover Users	R				
Design brief	L				
Collect	L				
Watch users	L				
Read about users	L				
1 Sketchbook	User	1 Sketchbook	E solo	1T	home
Generate	L				
Ask users	L				
Simulate users	L				
2 Peer introspection	User	2 Peer introspection	E pair	1T	1T
3 Story interviews	User	3 Story interviews	E solo	1T	home
3 Questionnaire	User	4 Questionnaire	E pair	1T	home
Interpret	L				
Extract themes/needs	L				
4 Interaction snippets	User	5 Interaction snippets	E team	1T	1T
5 Breakdown analysis	User	6 Breakdown analysis	E pair	1T	1TW
Categorize themes/needs	L				
6 Object table	User	7 Object table	E team	1T	1TW
7 User profile	User	8 User profile	E team	1T	1TW
8 Personas + Extreme	User	9 Personas + Extreme characters	E team	1T	1TW
Generate	L				
Generate stories	L				
9 Current scenario	User	10 Current scenario	E team	2T	2T
Chapter 4: Inspire Ideas	R				
Collect	L				
Surf web	L				
Read literature	L				
10 Web searches	Inspire	11 Idea archive	E solo	2T	home
Generate	L				
Describe ideas	L				
Sketch ideas	L				
Chapter 11: Sketching	R				
Standard brainstorming	Inspire	12 Standard brainstorming	E team	2T	2T
Chapter 12: Creating mockups	R				
Mock up interfaces	L				
Play user	L				
Chapter 13: Shooting video	R				
12 Video brainstorming	Inspire	13 Video brainstorming	E team	2T	2TW
Interpret	L				
Categorize ideas	L				
Extract dimensions	L				
13 Design dimensions	Inspire	14 Design dimensions	E pair	2T	2TW
Generate	L				
Create design space	L				
14 Design space	Inspire	15 Design space	E team	2T	2TW
Chapter 5: Design Prototypes	R				
Collect	L				
Design artifacts	L				
Generate	L				
Sketch wireframes	L				
Create mockups	L				
Construct stories	L				
Play stories	L				
15 Future scenario	Design	16 Future scenario 1	E team	3T	3TW
Interpret	L				
Create concept	L				
Explore alternatives	L				
Delineate relationships	L				
17 Concept	Design	17 Concept	E team	3T	3TW
18 Alternatives	Design	18 Alternatives	E team	3T	3TW
19 Interaction table	Design	19 Interaction table	E team	3T	3TW
20 Design diagram	Design	20 Design diagram	E team	3T	3TW
21 Storyboard 1	Design	21 Storyboard 1	E team	3T	3TW
22 Video prototype 1	Design	22 Video prototype 1	E team	4T	4TW
Chapter 6: Evaluate Systems	R				
Collect	L				
Collect artifacts	L				
Gather examples	L				
Generate	L				
Create tasks	L				
Structure procedures	L				
23 Experiment design	Evaluate	23 Experiment design	E team	4T	4TW
Generate qualitative data	L				
24 Design walkthrough	Evaluate	24 Design walkthrough	E team	5T	5T
Interpret	L				
Extract themes	L				
Assess performance	L				
Analyze opinions	L				
Generate design implications	L				
25 Improvements	Evaluate	25 Improvements	E team	5T	5T
Chapter 8: Redesign	R				
Design principles	L				
Generative walkthrough	L				
26 Future Scenario 2	Redesign	26 Generative walkthrough	E team	6T	6T
27 Storyboard 2	Redesign	27 Future scenario 2	E team	6T	6TW
28 Video prototype 2	Redesign	28 Storyboard 2	E team	6T	6TW
29 Project poster	Redesign	29 Video prototype 2	E team	6T	6TW
30 Final presentation slides	Final	30 Project poster	E team	7T	7T
	Final	31 Final presentation slides	E team	7T	7T