

**CS-639 – Interaction Design Studio**

# **Warm-up Design Challenge**

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# Warm-Up Challenge

## Design an Interface: Time Machine Edition

On Wednesday, we explored what interaction design is and how it focuses on shaping behavior, experience, and flow. Today, you'll start doing it.

We'll sketch quickly, respond to constraints, and share ideas.

# What You'll Need

- Paper (I'll hand it out)
- Pencil or pen (bring your own or grab one)
- Your imagination!

# Your Design Challenge

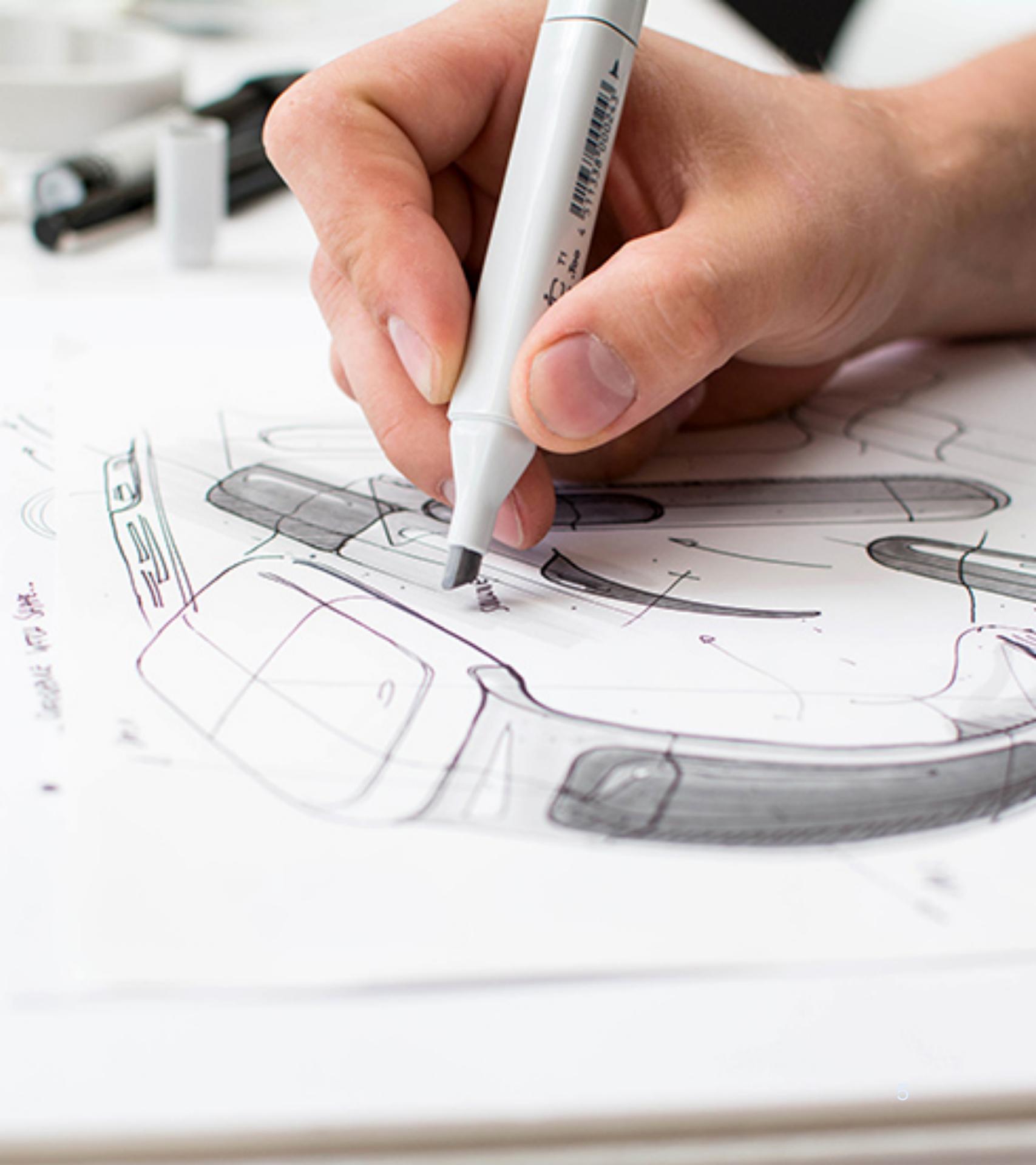
## Part 1: Design a Time Machine Interface for a 7-Year-Old

- What would the controls look like?
- What kind of feedback should it give?
- How should it feel to use?
- How do they choose a time? Launch? Return?

 You have 15 minutes — think fast, sketch freely!

## Design Tips

- Use BIG, readable sketches
- Annotate your drawing (short labels or notes)
- Think about interaction, not just visuals
- It's not about being an artist
  - it's about communication



## Part 2: Redesign for an Older Adult

Now take your design and rethink it for a 75-year-old.

- What would need to change?
- What new constraints or needs might arise?
- What would make it feel usable, clear, safe?



You have 10 minutes — sketch your revision!

# What to Watch For

While you design, consider:

- Visual hierarchy: what stands out first?
- Input methods: buttons, gestures, voice?
- Feedback: lights, sounds, text?
- Flow: How does someone move through the interface?

# Sharing & Critique

We'll randomly select 4 students to share:

- What was your original idea?
- What did you change and why?
- What surprised you as you redesigned?

👏 Be respectful, curious, and supportive during critique!

# Wrap-Up

 Great work today!

- This was about **starting**, not getting it “right”
- We’ll build these skills every week
- Come Monday ready to talk layout, form, and aesthetics!

Reassure students and preview what’s next.

# Media Sources

DesignBoom