

CS-639 – Interaction Design Studio

**Flow Design & Intelligent
Intervention | Studio: Building
Assignment 1**

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Today's Studio

What you're building: A task flow for your Assignment 1 app — evolving it into a wireflow with an intelligence layer. Three steps that build on each other.

This is Part 1 of your Foundations Portfolio. No separate submission — this work goes directly into Assignment 1.

Use the domain you chose for Assignment 1. Pick one key task from your app:

- **Onboarding:** Download → Setup → Tutorial → First use
- **Booking:** Search → Results → Details → Reserve → Confirm
- **Content creation:** Start → Draft → Edit → Review → Publish
- **Health check-in:** Open → Log symptoms → Get insights → Track over time
- **Shopping:** Browse → Compare → Add to cart → Checkout

Three Steps – Logic, Screens, Intelligence

1. **Task Flow** (5–10 min) – Get the logic right. Abstract boxes, diamonds, arrows. No screen design yet.
2. **Wireflow** (20–25 min) – Replace boxes with lo-fi screen sketches. Apply Week 2 + Week 4 skills.
3. **Intelligence Layer** (10 min) – Switch markers. Add dashed notation and P6/P7/P8 tags.

The test: remove the colored annotations – does the flow still work on its own?

Step 1: Task Flow

Get the logic right first — no screen design yet.

- 4–6 screens as labeled rectangles
- Proper flow notation (rectangles, diamonds, arrows)
- At least 2 decision points
- Defined entry and exit points
- Happy path + one edge case branch

This is your blueprint. If the logic doesn't work as boxes and arrows, it won't work as screens.

Step 2: Wireflow

Replace the abstract boxes with lo-fi screen sketches.

- Apply Week 2 principles (hierarchy, contrast, balance)
- Apply Week 4 systems (grid, spacing, color)
- Keep the connections and decision points from Step 1
- Show what each screen actually looks like

Same structure, now with screens. Your task flow becomes a wireflow.

Step 3: Intelligence Layer

Switch to a different colored marker. Add at least 2 intervention points:

For each intervention point, annotate:

1. **Context (P6):** What does the system sense at this point?
2. **Action:** What does the system do or suggest?
3. **Explanation (P7):** How would you explain why?
4. **Timing (P8):** Why is this the right moment?

Use dashed diamonds and dashed arrows for AI elements. The colored marker makes intelligence visible as a layer.

What Good Looks Like – and Common Pitfalls

Strong submissions:

- Task flow has real decision points, not just a linear sequence
- Wireflow screens show hierarchy and layout
- Intelligence layer is specific — not "AI helps here"
- P6/P7/P8 annotations are concrete
- Flow works without the intelligence layer

Common pitfalls:

- Skipping the task flow and jumping to screens
- Linear flows with no branching (where's the decision?)
- Vague intelligence ("AI suggests something")
- Intelligence that doesn't connect to context (P6)
- Forgetting to annotate timing rationale (P8)

What You're Building Today

- **Today:** In-class studio — all three steps (task flow → wireflow → intelligence layer)
- **Friday:** Bring your **annotated wireflow** for critique
- **Keep everything** — your task flow, wireflow, and intelligence annotations are all components of Assignment 1

No separate submission for this week's studio. Your flow work goes into your Foundations Portfolio (due Monday, March 9).

Remember:

- Take **photos** of your process — rough sketches count as documentation
- The flow diagram is a required deliverable for Assignment 1
- Your intelligence annotations (P6/P7/P8) are part of the portfolio