

NMD 306/Professor Mike Scott  
01/27/2014

## -Class Notes-

- ✓ *Museum Project Group Members*
- ✓ *Project Proposal Definition*
- ✓ *Individual Project Pitch*

Anticipate 2-3 years relevant and accessible.

What will be common knowledge in 3 years.

Location Base Services: GPS

"Under my Skin" Exhibit next version of kinect

NET NEUTRALITY: FAA invalidated

"Digital Literacy"

BYOD (Bring Your Own Device)

\*Idea\* Donate old devices to museum?

New XBOX

Without-wires or sensors, detects micro-fluctuations in skin, through live video feed.

Tongue detector,

## -MUSEUM PROJECT GROUP MEMBERS-

- Jay
- Andrew
- and Myself.

Go through Museum together.

Museum Director: Niles Parker, contextualize from Niles.

**9 am Wednesday** MEET. Couple of hours.

From sound research, and "Universal Principles of Design" we-as designers- discover "human motivation" and design solutions.

Reading Responses for "Universal Principles of Design" and "A Project Guide to UX Design"

\*check gmail for AJ's PDF on "Make it So"

Pip gave it up, in class.

Cost Benefit: Recycled Art. Reference to "Noahs Ark" in Illinois.

LOOK TO *discovery.psd* for Photoshop file of user analysis.

### **-Maine Discovery Museum Preliminary Project Proposal-**

Problem: Questions...

1.) What is the user target audience? Is the audience K-9?

Elementary School K-6 (5 year olds-11 Year Olds)

Middle School 6-8 (12 year olds-15 Year Olds)

\*How much are High School Students using the Museum in Bangor?

2.) What percentages of Museum Users fall into this category?

The Museum seems to target a younger audience.

\*Are there fully immersing environments, that use sound, image and lighting?

3. Which exhibit is used 80%/most of the time?

In order to achieve success through the study of "Depth of Processing" or "Levels of Processing Approach" ( Craik and Lockhart)

A proper design might incorporate a reprocess demand from user.

Have the USER teach something through Comparision technique.

## **-INDIVIDUAL PROJECT: Laser Cut Topographical Maps-**

*Research the guy that makes them.*

*Materials List:*

- 1.) Download PDF of Mount Desert Island 1855*
- 2.) Adobe Illustrator to create Vector Layers.*
- 3.) Laser Cutter in IMRC building UMaine-Orono.*
- 4.) Pine Board 5x5, 4x4, 3x3, 2x2 to express layers of ocean depths and terrain height.*
- \*5.) Optional Blue and White Paint to define Ocean Depths. Green for the National Park.*
- 6.) Wood glue.*
- 7.) Frame with glass.*

*Mission: To create a business that introduces and combines technology to the earth, customizable by request. My first assignment will explore Mount Desert Island, Maine. If created in Illustrator my hopes are to create a catalogue of vector maps modeled from credited satellite maps.*

### **-January-**

**ALL READINGS MUST HAVE RESPONSE**

**Write Reaction Paper to Make It So**

**One week from today: meet at the children's Museum**

**For Monday: Read and Write Response (In the class folder) Horizon Report**

**Break into 3 groups**

**Do Research for Museum Design.**

**PAGES 11-34**

**Principles of Design; Two representations of list of design principles up to baby-face. A-B**

**Two Real-Life Examples for each one of the Principles in Design**

Reading Response to "Make It So"

Caitlin Trafton

Nathan Shedroff and Christopher Noessel

Chapter 1, 2 & 3

**Learning Lessons from Science Fiction, Mechanical Controls, Visual Interfaces**

**"Elysium"**

**"District 9"**

1.) Science Fiction:

"Apologetic"

Trends with Interfaces?

**2.) Mechanical Controls:**

The tension between ease-of-use and control is a central element in interaction design. It isn't clear whether there is a one-size-fits-all approach, but one best practice is to let the user's experience with the interface be a first determining factor. For users who are untrained or use an interface only occasionally, you can ease their learning curve and reduce the burden on their short-term memory by providing more controls with clear labeling and fewer modes. For expert users, you can increase their speed and efficiency by providing fewer controls with easily accessible and memorable modes.

**(pg 23)**

**Modes and Controls. Novice users need more controls and less modes.**

**San-serif**

**There are no more ancient mechanical devices:**

**Instead of a laptop, what would we use?**

**GOOGLE GLASS?**

**Voice Recognition**

**AJ-Mask**

**Helmet that reads your mind. Gloves instead of keyboard.**

**We don't need all of this. Specific uses.**

**Come up with other ways to make them more efficient.**

**Identify the things that make it an interface.**

**Bendable TVs?**