Project: Personal Dashboards

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SpeedGrader™

Project Your life. At a glance.

At a Glance

What	Due	Grade Type	Who
A set of personal dashboards displayed in several formats	11:59 p.m. Local Time	Project Grade	Everyone

Deliverables

The things you are required to complete.

What	Format	Where	Who
A dashboard displayed on iPhone, straightforward, plain view	PDF or jpeg file, at least 1600px wide, high resolution	Link to a Google Folder	Everyone
A dashboard displayed on iPhone, mockup view	PDF or jpeg file, at least 1600px wide, high resolution	Link to a Google Folder	Everyone
A dashboard displayed on Apple Watch, straightforward, plain view	PDF or jpeg file, at least 1600px wide, high resolution	Link to a Google Folder	Everyone
A dashboard displayed on Apple Watch, mockup view	PDF or jpeg file, at least 1600px wide, high resolution	Link to a Google Folder	Everyone
A view of all icons/elements, isolated on a white background, a short description of each icon	PDF or jpeg file, at least 1600px wide, high resolution	Link to a Google Folder	Everyone
Type specimen	PDF or jpeg file, at least 1600px wide, high resolution	Link to a Google Folder	Everyone

Why Are We Doing This?

A sense-only this activity is valuable in our learning.

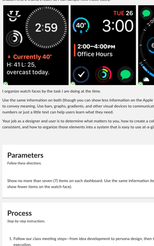
When you can design information in a clear way with a cohesive style, your message will communicate effectively. Personal dashboards will develop your skills for condensing information to improve clarity and use.

How Are Things Going?

Keeping up to date.

Dashboards display information in a clear and concise way. At a glance, users can know the status of many things—blood pressure, the weather, last-completed exercise. For this project, you will focus on designing a dashboard for yourself that will display the content you care about. The dashboard content is up to you—as long as it shows the information you actually care about. You are your own client for this project. Do something you're interested!

Create a dashboard for an iPhone and an Apple Watch. iOS widgets and complications are helpful examples of how your dashboard could be organized.



I like to see the weather at a glance, and also want a fresh picture of my family to greet me throughout the day. I make sure Dropbox is at a thumb's reach so I can upload new music easily.

I organize watch faces by the task I am doing at the time.

Use the same information on both (though you can show less information on the Apple Watch to reduce clutter. Use color to convey meaning. Use bars, graphs, gradients, and other visual devices to communicate information. Consider how numbers or just a little text can help users learn what they need.

Your job as a designer and user is to determine what matters to you, how to create a cohesive visual system that feels consistent, and how to organize those elements into a system that is easy to use at a glance.

Parameters

Follow these directions.

Show no more than seven (7) items on each dashboard. Use the same information items on each display (you may show fewer items on the watch face).

Process

Step-by-step instructions.

1. Follow our class meeting steps—from idea development to personas-design, then to visual refinement and execution.
2. Create all of the assigned mockups listed on this page.
3. Submit work via this Canvas page.

Technology and Materials

What you will need.

- Software from Adobe Creative Cloud
- Internet access

Grading

How your work will be evaluated.

Learning Outcomes

After completing this activity, learners will be able to:

- Create multisensory design outcomes that delight while balancing usefulness and usability.
- Select and develop design outcome types based on people's unique needs and intended use scenarios.
- Create design outcomes that support people in completing the activity being addressed.
- Create design outcomes with a high degree of formal detail and aesthetic acuity.
- Create an outcome whose elements are stylistically cohesive.
- Demonstrate careful attention to detailed execution.

Your performance on each of these objectives will determine your grade. Work to master each one as you complete the activity.

Achievement Levels

You can earn a maximum of 5 points for each outcome.

Exemplary	Mastery	Developing	Beginning	Incomplete	Missing
extraordinary performance	full competency	approaching competency	basic execution	missing assigned elements	no apparent attempt
5 pts	4.5 pts	4 pts	3.5 pts	3 pts	0 pts

Examples for each achievement level are in the course syllabus. Detailed feedback, point values, and the rubric for this assignment are on this page.

Multiple Intelligences (PACES)

Ten ways of thinking this activity will develop.

This experience will develop the following intelligence types. Multiple intelligence measures are not part of the assignment grade.

Practical | Analytical | Creative | Emotional

More about PACES is available at the Multiple Intelligences for Design at Design Miami DIY page.

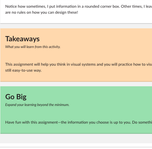
Examples

Works to guide your exploration.

You must create a mockup of your dashboard to show it in an environment. Here's an example of an iPhone mockup from MockuperHD.

You must also show a mockup of the dashboard on an Apple Watch. Here's another example from (at could be on a Pi

The sketch below shows an example of what could be on a Personal Dashboard.



The phone view displays six functions.

- A map that shows where live concerts are happening tonight
- How much water I have consumed today
- "This day in Star Trek" trivia
- A circle graph and a line graph that charts my progress on something I have no idea
- Ski conditions at one of my favorite ski resort

The watch face only displays ski conditions and the progress bar for, again, I have no idea.

Notice how sometimes, I put information in a rounded corner box. Other times, I leave the information floating. There are no rules on how you can design these!

Takeaways

What you will learn from this activity.

This assignment will help you think in visual systems and you will practice how to visualize information in a styled but still easy-to-use way.

Go Big

Expand your learning beyond the minimum.

Have fun with this assignment—the information you choose is up to you. Do something you love!

Points	30
Submitting	a text entry box

Due	For	Available from	Until
Feb 15	Everyone	-	-

Personal Dashboards

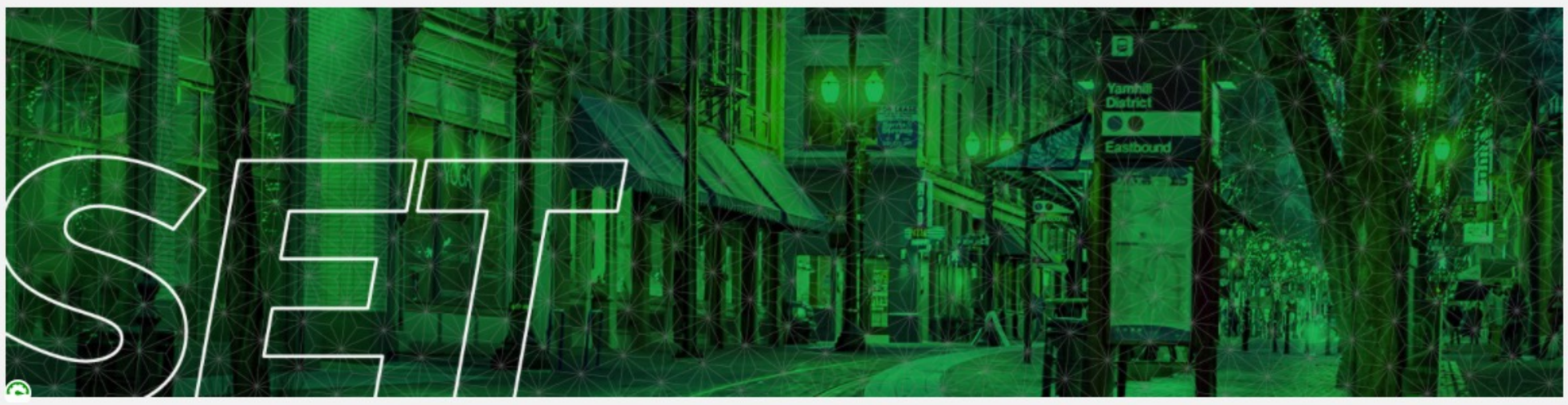
Criteria	Ratings					Pts
Create A4D Outcomes Create multisensory design outcomes that delight while balancing usefulness and usability. threshold: 4.5 pts	5 pts Exemplary	4.5 pts Mastery Create multisensory design outcomes that delight while balancing usefulness and usability.	4 pts Developing	3.5 pts Beginning	3 pts Incomplete	0 pts Missing	5 pts
Design Matches Activity Select and develop design outcome types based on people's unique needs and intended use scenarios. threshold: 4.5 pts	5 pts Exemplary	4.5 pts Mastery Select and develop design outcome types based on people's unique needs and intended use scenarios.	4 pts Developing	3.5 pts Beginning	3 pts Incomplete	0 pts Missing	5 pts
Design Matches Need Create design outcomes that support people in completing the activity being addressed. threshold: 4.5 pts	5 pts Exemplary	4.5 pts Mastery Create design outcomes that support people in completing the activity being addressed.	4 pts Developing	3.5 pts Beginning	3 pts Incomplete	0 pts Missing	5 pts
Detailed Engaging Design Create design outcomes with a high degree of formal detail and aesthetic acuity. threshold: 4.5 pts	5 pts Exemplary	4.5 pts Mastery Create design outcomes whose elements are with a high degree of formal detail and aesthetic acuity.	4 pts Developing	3.5 pts Beginning	3 pts Incomplete	0 pts Missing	5 pts
Cohesive Style Create an outcome whose elements are stylistically cohesive. threshold: 4.5 pts	5 pts Exemplary	4.5 pts Mastery Create an outcome whose elements are stylistically cohesive.	4 pts Developing	3.5 pts Beginning	3 pts Incomplete	0 pts Missing	5 pts
Attention to Detail Demonstrate careful attention to detailed execution. threshold: 4.5 pts	5 pts Exemplary	4.5 pts Mastery Demonstrate careful attention to detailed execution.	4 pts Developing	3.5 pts Beginning	3 pts Incomplete	0 pts Missing	5 pts
Practical Apply design processes and product outcomes within practical constraints. Use a process that followed criteria or guidelines. Included essential content to ensure clarity. threshold: 4.5 pts	5 pts Exemplary	4.5 pts Mastery Apply design processes and produce outcomes within practical constraints.	4 pts Developing	3.5 pts Beginning	3 pts Weak	...
Analytical Demonstrate relevant and accurate decision making for needs being addressed. Examples: well-reasoned, justified designs; non-stereotypical needs; used iterative to improve design; used data to inform decisions. threshold: 4.5 pts	5 pts Exemplary	4.5 pts Mastery Demonstrate relevant and accurate decision making for needs being addressed.	4 pts Developing	3.5 pts Beginning	3 pts Weak	...
Creative Generate inventive and engaging outcomes. Examples: an unexpected approach and/or design outcome, integrated unique content combinations, examined current addressed needs, generated unexpected novel needs. threshold: 4.5 pts	5 pts Exemplary	4.5 pts Mastery Generate inventive and engaging outcomes.	4 pts Developing	3.5 pts Beginning	3 pts Weak	...
Emotional Interpret and express emotions that are appropriate for the context. Examples: design outcome that captured the right emotions for the communication; explored emotional connections; used expressive/strained emotions effectively in presentations. threshold: 4.5 pts	5 pts Exemplary	4.5 pts Mastery Interpret and express emotions that are appropriate for the context.	4 pts Developing	3.5 pts Beginning	3 pts Weak	...

Total Points: 30

Introduction: xd Studio: Setting

Meals make the society, hold the fabric together in lots of ways that were charming and interesting and intoxicating to me. The perfect meal, or the best meals, occur in a context that frequently has very little to do with the food itself.

Anthony Bourdain



The spaces that surround interactions are as much an actor as the people and the products, services, and systems they use. Let's take a little time to explore settings and how they affect experiences.

It's time to see beyond places and explore settings. Let's go!

Why Are We Doing This?

A reason why this activity is valuable for your learning.

People are surrounded by many factors when they experience design outcomes. Factors like weather conditions and perceived personal safety can impact how people use design. We will explore how setting impacts these interactions and ways we can design within them.

Learning Outcomes

What you will learn.

After completing this course, learners will be able to:

- Develop high-definition design prototypes for digital, service, and physical outcomes.
- Analyze existing design outcomes and their intended and unintended consequences.
- Plan the experience design process from problem definition to outcome testing.
- Create multi-sensory design outcomes that delight while balancing usefulness and usability.

Multiple Intelligences (PACES)

The ways of thinking this activity will develop.

This experience will develop the following intelligence types. Multiple intelligence measures are not part of the assignment grade.

Practical | Analytical | Creative | Emotional | Social

More about PACES is available at the Multiple Intelligences for Design at Design Miami OH page.

Guiding Q: Wk 2: Getting Bearings

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Guiding Q Ponder. Discover. Grow.

This Week's Questions

What you will learn this week.

As you complete activities for our course in the coming week, seek answers to the following questions. Let them guide your study. Infuse these ideas into your work this week.

- What kind of practices do James Fathers claim designers must commit if we are to address wicked problems? (Hint. it's not learning how to make award-winning logos).
- What barriers affect people's internal thoughts, beliefs, and attitudes? How have you perhaps experienced some of these yourself or had loved ones run into these barriers?
- What are designers' roles in reducing or removing barriers that prevent access? What is within our control?

This Week's Quiz: Quiz: Wk 2

Planning ahead.

Find answers to this week's Guiding Questions in our course activities, such as readings, discussions, and assignment work. The Guiding Questions material will be on the next quiz.

What	Due	Grade Type	Who
Quiz Opens	12:00 a.m. Canvas Time on February 4	-	Everyone
Quiz Completion	11:59 p.m. Local Time	Quiz Grade	Everyone

"I think perhaps I am one of those lucky mortals whose work and whose life are the same thing." - John Steinbeck

Points None
Submitting Nothing

Due	For	Available from	Until
Feb 1	Everyone	-	-

+ Rubric

Course Outline ✓ Course Outline ✓ Course Outline ✓