PROJECT ONE

INTERACTIVE BOOKS

OBJECTIVE

Interaction is a key component of many forms of design. Designers create visual cues to assist the user when interacting with a physical object or digital interface.

Create a set of 3 books that invite or elicit interactivity. The books must be in the form of a *miniature book*, *movable book*, and a *wild card*. Each book must approach the interaction from a different conceptual and formal view. The *miniature book* must explore concepts and materials at a small scale, which can often mean that it becomes more technical and harder to tell a story. You may use any type of binding or structural method. The *movable book* should emphasize depth and movement. Movable structures can be a pop-up (minimum of 6 features) or a tunnel book. The *wild card* should be explore three-dimension and interactive features or expressions. Experiment with materials to create a unique, complex structure. One of the three books must include a type application, the other two should not. You may use a story, lyrics, or other narrative as meaningful content, or you may use type purely as a visual/textural aesthetic.

Subtle signals or references to common interaction patterns may be included only when it strengthens the overall concept. Use visual cues, such as color or depth, to inform people what is important. In your books, consider how these can signal a specific behavior or interaction. Explore materiality, pattern, and texture of paper as a tactile experience. Books will be interacted with and evaluated by the entire class, so the structures must be sturdy. Practice accuracy in cutting, folding and assembling. Integrate planning with execution to craft suggestive, complex books.

SCHEDULE

**APRIL 3:** Introduce project one

**APRIL 8:** 3 concept sketches for each book [due]

**APRIL 10:** Finalize concept and materials.

**APRIL 15:** Mock-ups [due]

**APRIL 17:** Individual meetings.

**APRIL 22:** [Final critique] Present projects in class. Upload three images of work to canvas.

PROJECT REQUIREMENTS

FORMS: Create a set of 3 books—*miniature book*, *movable book*, and a *wild card*—that invite or elicit interactivity. Books should be fully dimensional—employing height, breadth and depth.

SIZE: The *miniature book* must be no larger than 3 inches tall or wide (excluding depth). The other two books must be at least 4 inches in each direction.

TOOLS: Xacto, glue, thread, various weights of paper, illustration board, and/or other materials. *Adhesives may be used but should not be visible in final models.*

EVALUATION

Conceptual and aesthetic refinement evident in final books;

Process and level of alternative explorations demonstrated by evolution of preliminary and draft models;

Level and clarity of interactive capabilities;

Craftsmanship and presentation.