**UNIT IV**

**SESSION : 4**

**TOPIC : Introduction to Design Process**

**Industry/Tech : Computer Architecture Industry**

**Problem statement:** To construct the knowledge about Design Process

**Objective:** To learn about the Design Process, User Focus, Screen design layout

**Outcome:** Student will be able to construct the knowledge about Design Process, User Focus.

**Class delivery plan**

| **Time in Minutes** | **Content** | **Student engagement technique** | **Skill covered** | **DT stage\*** | **Resource needed #** |
| --- | --- | --- | --- | --- | --- |
| 5 | Recap about model and styles of Interaction | Discussion | Cognitive, Emotional, Social | Outline the Industrial interface |  |
| 15 | Design Process : Introduction  What is Design?  Process of Design  User Focus  Design Focus :  Cultural Probes | Discussion, ICT | Cognitive, Social, Emotional | 1. What are the five design process?  2.Find the user Focused.  3.Simplify the short note on cultural probes. |  |
| 15 | Navigation Design  Design Focus : Beware of Big button trap, Modes | Lecture | Cognitive, Emotional, Social | 1.Construct the short note on navigation design important. |  |
| 10 | Screen Design and layout  Alignment and layout matter  Checking screen colour | Demo | Cognitive, Social, Emotional | 1.Relationship between Screen Design and Layout  2.Classify the checking screen colour. |  |
| 5 | Summarize | Oral test | Cognitive, Emotional | Simplify the screen designing |  |

**Project/ HW/ Assignment – assessment/evaluation plan**

| **Topic** | **Blooms levels** | **Assessment method** | **Resource needed** |
| --- | --- | --- | --- |
| Introduction to Design Process | Analyze | Assignment on Design Process | A4 Sheets |

### TEXT(S)

1. Text Book of Alan Dix Janet Finlay, Grecory D. Abowd Russell Bealc Human Computer Interaction.

### REFERENCE MATERIALS

### E-RESOURCES

1. https://www.javatpoint.com