

# IMS390i Digital Prototyping Schedule Revision | 2010

	Topic(s)	Due at the start of class
<b>Week 1:</b> 1/12/10	What is a Digital Prototype and why use them? Intro to Design Thinking and fundamentals of the prototyping design process  Identifying software 1	
<b>Week 2:</b> 1/19/10	Introduction to: <i>Design Thinking, Iterative Design, Prototype thinking, Rapid Design</i>  Identifying Software 2  <b>CPA Tour – our first design task</b>	<b>Presentation 1 – The Best Proof of Concept Video You can Find</b>  Reading 1: Strategy by Design, Tim Brown Reading: Integrating Prototypes into your Design Process
<b>Week 3:</b> 1/26/10	Using Digital prototypes to sell (ideas, installations, art and architecture)	<b>Presentation 2 - Pitch Idea for Project 1 (Space)</b>  Reading 1: How to Pitch an Idea Reading 2: How to Prototype a Game in 7 days
<b>1/29-1/31</b>	<b>Global Game Jam (Benton Hall et al)</b>	
<b>Week 4:</b> 2/2/10	Telling the story- identifying problems and creative solutions  <b>The Photoshop compositing and fakes tutorial</b>	Reading – Jean Buadrillard Simulacra Simulation (excerpts as provided)
<b>Week 5:</b> 2/9/10	SNOW DAY	Reading 1:Autodesk What is prototyping (1 page engineering perspective)  Reading 2- Introduction to Digital Compositing (Chapter 1 of Digital Compositing book)
<b>Week 6:</b>  2/16/10	<b>Presentation of Project 1 – Digital Prototype of Proposal for CPA</b>	
<b>Week 7</b> 2/23/10	<b>Presentation 3 – Pitch idea for Project 2 (Due and Presented)</b>	Reading 1: PROTOTYPES IN ARCHITECTURAL EDUCATION:  Reading 2(as needed): Introduction to 3D modeling w/ selected app (choose from list provided)
<b>Week 8</b>	<b>Linear Editing and Video 101</b>	<b>Reading (as needed)- Introduction</b>

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3/2/10	Project 2 lab session	<i>to Non-Linear Editors(choose from list provided)</i>
	Sound	
Week 9- 3/9	Spring Break	
Week 10: Back to the Drawing Board 3/16/10	<b>Presentation of Project 2</b> Project 3 Studio hours – review and refine existing tech skills – Compositing and modeling  Review solution with “humans”	<b>Project 2 Due</b>  <i>Reading: The Power of the Prototyping Mindset (post Spring Break refresher)</i>
Week 11 What We Learn from Prototypes 3/23/03	<b>Presentation 4 – Pitch for Project 3 (group project)</b> Project 3 Studio hours Evaluation and Feedback Session 1 ( Review solution with “humans”, focus groups, etc)	<b>Presentation 4 – Pitch for Proposal 3</b>  Reading: Evaluating Prototypes and Proof of Concepts
Week 13: 3/30/10	Interactive Prototyping –“ things that sort of work” – using low-fi solutions for quick demonstrations  HCD Time	<b>Removed Presentation 5 from schedule – this is no longer due</b>
Week 14: 4/6/10	<b>Project 3 Presentation (in class)</b> Intro to Processing.org and other Interactive Tools	<b>Project 3 Due</b>
Week 15: 4/13/10	<b>Presentation 5 – Pitch for Proposal 4</b> (revise any previous project as a group)  Evaluation and Feedback Group Sessions 2	<b>Presentation 5 – Pitch for Proposal 4</b> (revise any previous project as a group)
Week 16: 4/20/10	Project 4 Studio hours/group work time	Reading: Individual Supplements
Week 17: 4/27/10	<b>Project 4 Due– Final Project Demonstrations and Final Gallery/Exhibit</b>	
May 3- 7	Finals Week	<b>Project 5 – polished version of any previous project (except project 4)</b>

## Project Overview:

- Project 1: CPA revision
- Project 2: Any topics of your choosing
- Project 3: Any topic of your choosing, must be executed as a multidisciplinary group (3-5 people in a group)
- Project 4: Choose any of the first 3 projects and revise as a group, or in another group (e.g. all but one person must be new to the project).
- Project 5: Individually, choose any of the previous 4 projects and revise it as needed. This project **replaces your weakest project score.**

Revision to score breakdown:

## Score Breakdown:

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|---|-----|
| • Presentations (6% each x 5) <sup>1</sup>                                      | 30% |
| • Project 1: CPA Gallery Design   | 10% |
| • Project 2: Any digital prototype  | 15% |
| • Project 3: Any digital group prototype  | 20% |
| • Project 4: Any digital group prototype revision (or new project)              | 20% |
| ○ Project 5 revision of any prior project (replaces your weakest project score) |     |
| • Participation:  | 5%  |

Please send an email if you have any additional questions.

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<sup>1</sup> I removed presentation 5 from the list because of time. That means you will only do 5 presentations, instead of 6.