ABCFGH
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TUWXYZ

ESD.051 / 6.902
Engineering Innovation & Design

Principles of Design (1 - 10)

Class	1	2	3	4	5	6	7	8	9	10
Day of Week/ Date	W Sept 5	M Sept 10	W Sept 12	M Sept 17	W Sept 19	M Sept 24	W Sept 26	M Oct 1	W Oct 3	W Oct 10
Lecture Topic	Introduction	10 Step Design Process Dieter Rams	Research Stakeholder Analysis	Articulating Design	Psychology	Usability	Dialogue Systems Technology (Siri+)	Dialogue System Design (Questions/ Feedback)	Dialogue System Design 2	Branding
Assigned	Good and Bad Design	Design a Game	Stakeholder analysis for games	Articulating Design HW		2 Subject Usability Test	Complete in-class assignment	K-Scripts	K-Scripts 2	Make a Commercial
Due		Good and Bad Design Movie		Game + SHA		Articulating Design HW	2 Subject Usability Test	In-class assignment (7), Transcription assignment	K-Scripts	K-Scripts 2

Design Is Everywhere (11-18)

11	12	13	14	15	16	17	18
M Oct 15	W Oct 17	M Oct 22	W Oct 24	M Oct 29	W Halloween!	M Nov 5	W Nov 7
Creativity	**Project Management**	**Sanjay Sarma Guest Lecture**	**Presentation Skills**	**Group Project Success**	**Innovation & Ethics** **Build a Company**	**Individual Presentations**	**Individual Presentations**
Assign Individual Project				Start Group Projects/ Assign Groups			Read Selection from High-Velocity Edge
Make a commercial	Down-Selected Ideas	Project Management Plan, K-Scripts	Detailed Design Doc (T1 R1 H)	Usability test 1 for IP on functional system		Individual Presentations, UT 2 for IP	Individual Presentations

Branding Continued

4

What speech systems don't exist that should?

The Individual Project

Individual Project

- Make a "sounds like" speech-system

- Stub out data or use real data (if you can and want to)

- Provide the full experience

- Focus on user-interface design

Individual Project

- Design and make an application that does something

- Ensure people can use it (and like it)

- K-Script due **Monday, October 22nd**

- Project Plan due **Wednesday, October 24th**

- Deliverable
  - Introduction
  - Table of contents
  - K-Scripts
  - Call-flow diagram
  - Filled out state-tables
  - **2 usability** tests and reports
  - **All notes, ideas, etc**. as an appendix
  - **IFF** YOU WRITE CODE: All additional code added as an appendix
  - Slides used for in class presentation

- Presentation = 5 minutes

- Deliverables due **MONDAY NOVEMBER 5, 3am**, Presentation Monday Nov 5th and Wed Nov 7th. Physical Deliverable Due: In Class

Homework

- Wed, Oct 17th Ch 1-4 (5-6 already read)

- Monday Oct 22nd: K-Script for chosen project

- Wednesday Oct 24th: Make a commercial (branding)
  - Chose a product
  - Make/take photographs
  - Chose your music
  - Chose your words
  - Record a voice
  - Make a video using new template on Storytelling Machines

- Wednesday Oct 24th: Detailed diagram/state tables T1,R1 (no H)

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Fall 2012