

AIDP - Apple Interface Design Project

- ⌋ **92-95**
- ⌋ **Joy Mountford**
- ⌋ **Design Centre, Advanced Technology Group**
- ⌋ **Apple's Industrial Design Group**
 - "Encourage collaboration between different departments within educational establishment ... Interdisciplinary work within the context of industry, entering the field of design."**

Interface

Design Project



1994

Holistic & Envisioning Interface Design

- ⌋ **Document**
- ⌋ **Study & test**
- ⌋ **Prototype, sketch & industrial design mock-ups**
- ⌋ **and iterate...**

**Most essential is to document the design process.
Study, interview and test ideas before prototypes.
Then build prototypes, videos, sketches, mock-ups,
then test, then...**

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Design Team

- ⌋ 4 to 6 students with different skills
- ⌋ Plan to use a considerable time in negotiations

Considerable friction will occur, try to understand not only the different skills but also the used and trained way to work.

Interface

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Last Year Project

- ☺ **Portability**
- ☺ **Education**

"The learning process is a life long endeavour.

Therefore, if computer technology can help increase our ability to learn, we have established a need for technology to enhance our entire lives."

"Encourage the development of tools and products that aid or increase the use of computer technology by using the internet in the realm of education."



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Interface

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Design Project

Assessment

- ⌋ **Interdisciplinary Collaboration**
- ⌋ **Originality**
- ⌋ **Practicality**
- ⌋ **Excellence in conception and design**
- ⌋ **Degree of finish**
- ⌋ **Design process**
- ⌋ **+ Local criteria...**

Interface

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Design



1994

Project Submission

- ⌋ **Project information form**
- ⌋ **Interactive presentation**
- ⌋ **One page project summary**
- ⌋ **Eight 35MM slides**
- ⌋ **Written description**
- ⌋ **10 min videotape**
- ⌋ **Misc. support material**

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Design Project



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The Project

- ⌋ **Bridge the gulf between the physical and virtual worlds - Apple**
- ⌋ **Design a new way to represent sound, so it that it can be manipulated - Interval Research Corporation**

Adaptivibility and flexibility might use hard- and software integration.

E.g. selecting categories of music - use labels/pictures, word processing - use alphabets

