



Aalto University
School of Arts, Design
and Architecture

HAPLAB-TRAINING 5 DAYS

BETTER INTERFACES FOR TOUCH SCREENS BY AGILE RESEARCH DRIVEN DESIGN.



- 1. DAY INTRODUCTION: DESIGNING FOR TOUCH SCREENS**
DESIGN PATTERNS • BASIC HEURISTICS FOR TOUCH SCREENS: FOF
REHEARSAL: GALLERY WALK WITH CLARK & WHITE
- 2. DAY FROM FINDING ERRORS TO PROPOSING SOLUTIONS: HAPLAB-MODEL**
REHEARSAL: ASSESSING YOUR FAVORITE APP
- 3. DAY REAL WORD REHEARSAL: R&D CHIEF XX FROM XX PRESENTS XX-APP**
WE ASSESS THE APP AND PRESENT REPORT IN GROUPS
- 4. DAY RAPID PROTOTYPING WITH FLINTOS**
BUILD A BETTER INTERFACE FOR XX BASED ON FINDINGS
- 5. DAY CORRIDOR TESTING OF PROTOTYPE AND RESULTS TURNED TO PROPOSITIONS**
BUILD A BETTER INTERFACE FOR XX BASED ON FINDINGS CONTINUES.
PRESENTATIONS

LITERATURE:

JOSH CLARK: DESIGNING FOR TOUCH (2015) A BOOK APART

HARRI HEIKKILÄ: TOWARDS TABLET PUBLICATION HEURISTICS (2012) NEXT MEDIA

CARLA WHITE: IDEA TO IPHONE (2013) WILEY