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:
HARRI HEIKKILÄ: TOWARDS TABLET PUBLICATION HEURISTICS (2012) NEXT MEDIA
CARLA WHITE: IDEA TO IPHONE (2013) WILEY