EXPERIMENTAL INTERFA
CE DESIGN

BY AARON DEPASS
Experimental interface design is all about trying to think about different and maybe more novel ways of how we interact with technology than just through traditional familiar mediums like laptop and phone. It also is a class about evaluating the digital metaphors we create that are inspired by "natural" or analog form. We mainly did both of these things through workshops, discussions, student presentations, critiques and group brainstorming sessions.
WHY EID?

Experimental Interface Design is the closest course I’ve found offered at Duke to User Interface and User Experience Design. In a lot of way it is a UI/UX course, but in a non-traditional sense. I wanted to take this course because I hope to enter into user experience design after graduating Duke. I wanted to take this course to learn about all the levels of UX Design including user research, UX design writing, wireframing, consumer and team feedback, etc.
Although this class wasn't as practice based as I expected and initially wanted, it was still an amazing learning experience nonetheless. The biggest takeaway from this class for me was the importance of progression through design.

The final project we basically had complete freedom on what to make however the development process and steps to achieving that final effort was in some ways spelled out. Going from conception, to purpose, to thinking about generative design diagrams, to sketching, to prototyping, to eventually presenting was a great process in terms of seeing design from different angles — that of a data scientist, of a graphic designer, as an entrepreneur, etc.