

# VISUAL INTERFACE DESIGN

## Communication Device

In self-determined teams of 4-5 people, design a physical device that allows for two-way communication between one of the sets the people or groups shown below:

- Fraternity and Sorority
- Significant Others
- Teacher and Student
- CMU student and the HUB
- Parent and Child

What is being communicated between the two groups/people is up to you. Your device should meet an unmet need (emotional or informational) that current devices and communication methods do not. How do you find this unmet need? I'm glad you asked. The answer is user research. Using a combination of interviews, observations, and other research methods, you will search for places where current devices are inadequate. You will meet with/interview and observe at least three people *from each group*. So at least six people all together. The people you research should not be on your team.

Although your device can replicate some of the features and functionality of existing devices, your device should be something new and different, not an add on to an existing device.

You will present twice for this project: once presenting your user research findings and once presenting your final concept. These presentations should be formal ones (with Powerpoint or Keynote or PDF). For your final concept, I expect either a physical model of the device or else very detailed specifications and illustrations. Preferably both.

## IMPORTANT DATES

**Team Meetings with Dan: Monday, February 28**

**User Research Presentation: Wednesday, March 2**

**Team Meetings with Dan: Monday, March 14**

**Team Meetings with Dan: Monday, March 21**

**Final Presentation: Wednesday, March 23**