

Interactive Design for Developing Communities

IMM 470-02 Topics in IMM

Prerequisites: IMM 280 Design Perspectives

Thompson: Fr 9:30AM - 12:20PM

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Course Overview

For many in the United States and the developed world, Interactive Multimedia implies broadband and rich media. While this is true for some, broadband is still out of reach for many in the U.S. and most in the developing world.



This class examines the distribution of broadband and device capabilities, locally and globally, and introduces a range of alternative technologies for designing interactive systems based on these capabilities. Working as an interdisciplinary design studio, we'll examine a target audience and prototype interactive projects using technologies appropriate to its particular needs and capabilities.

Learning Goals

The purpose of this class is to expand the range of multimedia choices available to students for communicating with audiences, based on their bandwidth and communication capabilities, emphasizing voice & narrowband alternatives.

Tools

Using the Twilio API, Textit.in, Leaflet, PHP, PostgreSQL, and apps like Twitter, Snapchat and WhatsApp, students will develop prototypes with a range of multimedia components including:

- Interactive Voice Response systems (IVRs)
- SMS & Messaging Apps
- Mobile-first Responsive Web Apps
- Social Platforms
- Geolocation & Interactive Maps
- Open Data & 3rd Party APIs



We'll also review case studies of needs & solutions in Public and Population Healthcare, Emergency Response, Food & Agriculture, Conservation, Education, and Human & Civil Rights.