

Interactive Design for the Developing World

IMM 470-03 Topics in IMM

Prerequisites: IMM 280 Design Perspectives

Thompson: Mo 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 a design studio, students will examine a target audience and prototype interactive projects using technologies appropriate for that audience's needs and capabilities.



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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.

Using the Twilio API, Freedom Fone Voice CMS, Leaflet & Audacity, students will develop prototypes using a range of multimedia components including:

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



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