

Dynamics of Instruction

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Overview

- Why is Instruction Important for Designers?
- Goals, Context, Progression & Success
- Some Methods of Instruction
- Using Illustrator for Instruction

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Why is Instruction Important for Designers?

**Yeah, why is Instruction Important for Designers?**

- *Instruction* is closely linked to *Persuasion*
- Communication has an end goal ...
- Unaided (remote-based) communication implies instruction
- Designers are really teachers!

**Why (and how) are designers really teachers?**

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Goals, Context, Progression & Success

All instruction must have these elements to be effective:

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Goals, Context, Progression & Success

All instruction must have these elements to be effective:

A goal indicates:

- What is the point of the instruction
- What is to be accomplished
- The expected outcome

*\*The goal of this presentation is to teach you why instruction is important for designers, as well as methods of instruction you can use to immediately affect positive change in your creations\*.*

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Goals, Context, Progression & Success

All instruction must have these elements to be effective:

Context grounds the problem in reality, giving the audience a way to incorporate the problem into their understanding of the world around them.

- Illustrates a sense of previous knowledge required to succeed.

**What was the (first) main slide of this presentation?  
How does that relate to context?**

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### Goals, Context, Progression & Success

All instruction must have these elements to be effective:

Progression gives the audience a sense that progress is being made towards the goal.

- Usually visual
- Finite – illustrates the goal
- May show pacing
- May show interim success milestones

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### Goals, Context, Progression & Success

All instruction must have these elements to be effective:

Success metrics allow the audience to determine if they have successfully completed a task.

Success is usually indicated in a visual manner, with some sort of feedback.

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### Some Methods of Instruction

<p><b>Formal guides</b></p> <p><i>Informal guides</i></p> <p><i>Implicit guides</i></p> <p><i>Lectures</i></p> <p><i>Presentations</i></p> <p><i>Collaborations</i></p>	<ol style="list-style-type: none"> <li>Intended to instruct someone in the completion of a discrete task</li> <li>Instruction occurs as a proxy</li> <li>Help is, generally, not available for the end user</li> <li>User generally has something at stake (money, time, pride)</li> </ol>	<p><i>Discrete: Consisting of unconnected distinct parts</i></p> <p><i>Proxy: acting as substitute for another</i></p>
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### Formal Guides : Some Examples

Describe this guide using the above framework.

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Describe this guide using the above framework.

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### Formal Guides : Some Examples

Describe this guide using the above framework.

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### Using Illustrator for Instruction | why?



Illustrator-generated humans and limbs are excellent for showing context.

Why?

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### Using Illustrator for Instruction | how?



1. Select your image.
2. Trace in Illustrator, using the Pen tool or autoTrace tool
3. Turn off image layer
4. Adjust as necessary

Think about the level of abstraction present. Why is this important?



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### Using Illustrator for Instruction | where?



You control the context of the situation!

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### Using Illustrator for Instruction | now.

On this assignment:

- Use Illustrator to illustrate your "instructions"
- Trace either whole figures, individual body parts, or both
- Think about the balance of abstraction vs. realism

**You have full control – figure, ground, style, etc!**

**Use this control to your advantage!**

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### Summary

- Why is Instruction Important for Designers?
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