

**SKILLS FRAMEWORK FOR DESIGN
TECHNICAL SKILLS AND COMPETENCIES (TSC) REFERENCE**

TSC Category	Technical Craft					
TSC	Interaction Design Practice					
TSC Description	Develop digital and/or physical interactions across technology, products, space and services media to enhance relationships and engagement with users					
TSC Proficiency	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
			DSN-DES-3030-1.1	DSN-DES-4030-1.1	DSN-DES-5030-1.1	
			Create wireframes and prototypes of products and/or interactive systems that provide positive interaction with users	Review the design of products and/or interactive systems to ensure appropriate interaction design methods are applied to allow users to achieve their objectives	Promote the use of interaction design and new technologies for the development of design to improve users' experience	
Knowledge			<ul style="list-style-type: none"> • Concepts and principles of interaction design • Methods and techniques used in interaction design • Types of programming tools for human-computer interface design • Research topics in human-computer interaction (HCI) and interaction design • Interface types • Physical interaction and prototyping methods and tools • Factors that influence user experiences • Disciplines affecting the design of interactive systems • The human sensory system and its relevance to interaction design • Fundamentals of augmented reality (AR), virtual reality (VR) and mixed reality (MR) applications and methodologies 	<ul style="list-style-type: none"> • Concepts, principles and frameworks for interaction design • Methods and techniques used in interaction design • Programming tools for human-computer interface design and their functions • Interface types • Factors that influence user experiences • Disciplines affecting the design of interactive systems • Studies in perception and human-computer interactions (HCI) relevant to product interfaces • The human sensory system and its relevance to interaction design • Fundamentals of augmented reality (AR), virtual reality (VR) and mixed reality (MR) applications and methodologies • Semiotics for design 	<ul style="list-style-type: none"> • Principles, theories and frameworks for interaction design • Latest techniques and best practices in interaction design • Upcoming trends on the interface types for interaction design • Issues affecting the design of interactive systems • Studies in perception and human-computer interaction (HCI) relevant to product interfaces • Upcoming trends in augmented reality (AR), virtual reality (VR) and mixed reality (MR) applications and methodologies • Best practices in conventions, affordances and usability within interaction design • Semiotics for design 	

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<p>Abilities</p>			<ul style="list-style-type: none"> • Identify necessary interactions to achieve users' goals • Conduct user research to understand the users' characteristics and contexts • Create wireframes, storyboards and other systemic structures that lay out interactions in the product • Design and produce computing technology and physical models to enhance positive interactions • Use human-computer interaction (HCI) tools to develop interaction designs • Create multimedia prototypes to evaluate interfaces • Share information with stakeholders and communicate requirements for interactive products • Conduct regular testing during each iteration to incorporate feedback into the interaction design 	<ul style="list-style-type: none"> • Review the appropriateness of different interaction design methods to meet users' requirements • Refine interaction design proof of concepts to professional levels for deployment • Review the construction of wireframes, storyboards and other systemic structures that lay out interactions in the product to ensure functionality • Evaluate the viability and feasibility of new interaction designs • Implement user acceptance testing (UAT) to test embedded systems interfaces • Develop various forms of human interactions to enhance engagement with users 	<ul style="list-style-type: none"> • Lead the creation of interaction design concepts for specific problems and contexts, using a range of creative design, envisioning and prototyping techniques • Drive the exploration of new interactions and develop strategies to leverage advantages of new technologies • Develop frameworks for wireframes, storyboards and other systemic structures that lay out interactions in the product • Guide different disciplinary teams to experiment and prototype interaction designs across digital and physical media • Drive the development of interaction design from conceptualisation to delivery and review outcomes of interaction design on users and the organisation 	
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