Cole G Hintermeister
Project Proposal 2

I started my ideas with a mind-map, the way the rest of the class did. I had three major interests—cars, music, and technology. I enjoy the fine details of the way these work, I watch videos on breaking down musical theory, I like knowing the ins-and-outs of the technology I own, I like the little facts of cars that buyers and mechanics alike might not know or care about.

I tried to wrap all of that into one. The technology, the cars, the musical experience. What better way to combine all of my interests than to design the interior of a car. Specifically the front of it, starting with the center armrests, the storage and shifter, the center console with the infotainment system, the gauge cluster, and the steering wheel. Not only will I be flexing my UI skills, designing the various screens of the gauge and infotainment, but my UX skills as well. Not only the design of the screens, but the design of the buttons, dials, the layout of the entire interior counts as the interface. The entire vehicle counts as the experience the user has—in this case, the driver. Cars are one perfect example of the ultimate unity of UI and UX. Posters are mostly UI, very little UX. Services and utilities are mostly UX, mostly UI. Cars are a utility that provides multiple ways to interface with that utility.

Some questions I can think of off the top of my head: How easy is it to navigate the screens? Do you navigate with steering wheel buttons? Speech? Swiping? Pads to write or draw? What information should be displayed on the two screens? What controls should be where—steering wheel, shift console, or center console?

Some things to consider: Do I want this to be practical and reliable? Or beautiful? Should it be cost efficient? Is cost even something I want to consider, or should I go ahead "no limitations" in my design? Should beauty take priority, or ease and simplicity? Do I want this to be fixing problems I see with current designs, or do I want to think up a brand new concept?