Workshop Introduction

Speaker Introduction

Luo Tao is an assistant professor at the School of Innovation and Design, Southern University of Science and Technology. He is a recipient of the Guangdong "Zhujiang Talent Plan" for young talents and has received the university's Teaching Excellence Award. As a practitioner, researcher, and educator in interaction design, he focuses on the fundamental logic, prototypes, and formal methods of describing interaction. Luo Tao graduated with a degree in Mathematics and Applied Mathematics from Sun Yat-sen University, and later obtained his master's and doctoral degrees in Interaction Design from Kookmin University in Korea. He has served as an assistant professor at Kookmin University and as a UX Design Manager at SK Telecom, working on interaction design for smartphones, smartwatches, and in-car applications.

Luo Tao is the author of *Interaction Design Language: The Art of Dialoguing with Everything* and *Universal Interaction Gesture Dictionary*, which have been widely shared and praised on social networks like *Xiaohongshu* by interaction designers from many tech companies. Some of his work has been included in design standards of major firms. As the primary inventor of 16 invention patents across China, the U.S., and Korea, his innovations focus on interaction mechanism innovations across various platforms, including touch devices, physical interactions, and spatial computing. Since 2019, he and his students have applied for over 50 invention patents in both academic and corporate settings, based on interaction design languages and tools. He developed card games, editing tools, and prototyping tools based on this language, enhancing the efficiency of learning and application. At Southern University of Science and Technology, he teaches the undergraduate course "DS322 User Experience and Interaction", leading students to apply for an average of three invention patents each semester. He has been invited to share and conduct training at renowned companies such as Huawei, NetEase, Microsoft, Lenovo, Midea, and Frog, further enhancing the innovation capabilities and efficiency of corporate designers in interaction design practices.

Workshop Description

This workshop will introduce the research and application background of interaction design language using real-life cases. Through the new tool "IxDL Card Game" and a series of interaction demos, it will cover the basic concepts of interaction design language, broaden participants' understanding of interaction mechanisms, and encourage deeper thinking about the granularity of interaction design. Participants will then play 2-3 rounds of the "IxDL Card Game" in groups to experience different gameplay and insights, solidifying their understanding of new concepts and paradigms in interaction design, and enhancing their perception, innovation, and efficiency in cross-platform interaction design practices.

Workshop Language

Chinese

Schedule
1. An interaction case and the story behind it
2. Basic framework and perspectives of interaction design language
3. Introduction to "IxDL Card Game": underlying structure and basic elements of interaction
4. "Beginner's Village" first gameplay : grasping basic concepts and familiarizing with granularity
5. "Innovation Village" second gameplay : innovating interaction methods in specific scenarios and platforms
6. Group sharing of innovative ideas and insights
7. Q&A and group photo

Target Audience
Interaction designers, experience designers, product managers, front-end developers, human-computer interaction researchers, and students.

Participant Benefits
1. Gain a new perspective and way of thinking in interaction design.
2. Learn new methods and tools for innovation in interaction mechanisms through the "IxDL Card Game."
3. Develop the ability to discover and create cross-platform interaction methods.
4. Improve communication efficiency within design teams and between design and development teams.

FAQ
1. *Is there a limit on workshop registration?*
   Yes, the workshop has limited capacity. The organizers will select participants based on their background. Those who are not selected will receive a full refund.
2. *Will there be group competitions during the workshop?*
   Yes, there will be awards for the best group and best collaboration group, voted on by teachers from the design school and participants.
3. *Will the workshop materials be shared afterward?*
   Yes, a redacted version of the PPT will be shared.
4. *Can I take photos during the workshop?*
   No, photography is prohibited. Paper and pens will be provided for note-taking.
5. *Will there be a certificate for attending the workshop?*
   Yes, the design school will provide a certificate with the school seal or instructor's signature .
6. *Can I get an invoice for the workshop fee?*
   Yes.

跨平台交互创新的新工具
工作坊简介
(Working language: Chinese only)

内容介绍
本次工作坊，将从实际案例出发引入交互设计语言的研究和应用背景，通过
"IxDL 卡牌桌游"这一新工具以及一系列的交互 Demo，介绍交互设计语言的
基本概念，拓宽参会者对于交互机制的认知并对交互设计的颗粒度有更深入的
思考。随后通过分组试玩 2-3 轮"IxDL 卡牌桌游"，体验不同的玩法和启发，
巩固对交互设计中新概念、新范式的理解，提升在跨平台交互设计实践中的感
知能力、创新能力和创新效率。

工作坊语言
中文

环节安排
1. 一个交互案例及其背后的故事
2. 交互设计语言的基础框架和视角
3. "IxDL 卡牌桌游"介绍：交互的底层结构和基础元素
4. "新手村"（卡牌桌游的第一种玩法）：掌握基本概念和熟悉颗粒度
5. "创新村"（卡牌桌游的第二种玩法）：具体场景和平台下的交互方式创新
6. 各组分享创新思路和心得
7. 问答与合影

目标听众
交互设计师、体验设计师、产品经理、前端程序员、人机交互研究者、学生

参会获益
1. 了解全新的交互设计视角和思维方式；
2. 通过"IxDL 卡牌桌游"，学习交互机制创新的新方法和新工具；
3. 培养发现和创造跨平台交互方式的能力；
4. 提高设计团队内部、以及设计团队和开发团队之间的沟通效率；

FAQ 常见问题

1. 工作坊报名有限额么？

答：工作坊容量有限，主办方会根据报名者背景进行筛选，未参会的报名者会全额退款。

2. 工作坊中会有小组 PK 么？

答：工作坊会评选最佳小组、最佳合作小组等奖项，由南科大设计学院的老师和参会者共同投票。

3. 工作坊结束后会分享 PPT 么？

答：会分享脱敏后的 PPT。

4. 工作坊可以拍照么？

答：现场禁止拍照（提供纸笔可以做笔记）。

5. 参加工作坊会有相关证明么？

答：设计学院会提供相关证明文件（学院章或导师签字）。

6. 工作坊的缴费可以开发票么？

答：可以。

主讲人介绍

罗涛，南方科技大学创新创意设计学院助理教授，广东省"珠江人才计划"青年拔尖人才，南方科技大学教学优秀奖获得者。作为交互设计的实践者、研究者和教育者，他长期专注于交互性的底层逻辑、交互原型以及描述交互的形式化方法的研究。罗涛教授本科毕业于中山大学，获得数学与应用数学学士学位；随后在韩国国民大学取得交互设计硕士和博士学位。他曾任韩国国民大学助理教授和 SK Telecom 公司 UX 设计经理，负责智能手机、智能手表以及车载应用的交互设计工作。罗涛教授著有《交互设计语言：与万物对话的艺术》和《通用交互手势词典》，在小红书等社交网络上被众多科技厂商的交互设计师广泛转载，获得高度评价，其中部分内容被大厂设计规范收录。作为 16 项发明专利（中、美、韩）的主要发明人，他的创新成果集中于各类平台上（触屏设备、实体交互、空间计算等）的交互机制创新。自 2019 年以来，他与培养的学生在学校和企业中，基于交互设计语言及其工具，共申请了累计 50 余项发明专利。他组织开发了基于该语言的卡牌游戏、编辑工具和原型工具，使得该语言体系的学习和应用更高效。在南方科技大学设计学院开设本科课程"DS322 用户体验与交互"，教授交互设计语言，每学期平均带领学生申请 3 项发明专利。他受邀在华为、网易、微软、联想、美的、Frog 等知名企业进行分享和培训，进一步提升企业设计师在交互设计实践中的创新能力和效率。