

High Level Design Doc Template [your working title goes here]

[Designer(s) This is you.]

[Elevator pitch type summary. What are you making and why]

[Description of research question/problem statement]

This section can involve different components depending on type of project.

What knowledge/understanding are you searching for? What are your theoretical foundations? Which community are you attempting to be in conversation with? What prior work has been done in this area both in terms of academic and design production?

[Description of the design project.]

This section can involve different components depending on type of project.

Which context are you designing for? Who is the intended audience? Are you making an artifact, installation, or intervention, or maybe a series of these? Which materials, methods, and tools do you plan on using?

If you're making a digital game, it would make sense to detail core mechanics, theme/narrative, development platform, and imagined software requirements. If you are making something more in the style of Wallace's "wrong" trousers, we need to know less about the narrative, but more about the materials.

[Time Plan]

Time plans look very different based e.g. on whether you're doing a series of small design experiments, or a continuous progression of iterations on the same design.

Week A - Week B	Conceptualization
Week C	Internal development of low fidelity prototype
Date 1	LFP crit presentation
Week D-E	Development of 2nd iteration prototype
Date 2	First external test.
Week F	Development of high fidelity prototype
Date 3	Final presentation

All aspects of the design document are by necessity enveloped in a fog of speculative uncertainty at this point in time. If we know the destination, our questions are trivial, but if we don't have an idea of where the project can lead, we won't know which direction to go.

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CMS.S63 / CMS.S99 Playful Augmented Reality Audio Design Exploration
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