



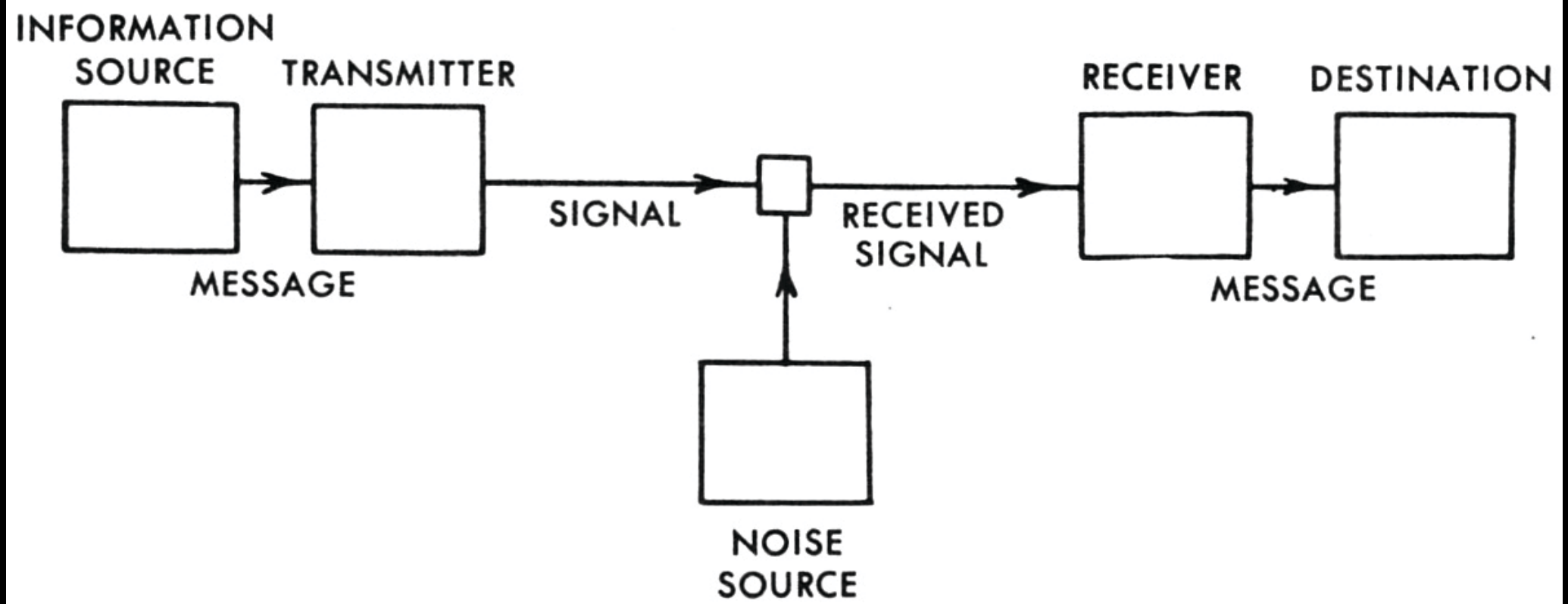
Communication, Semiotics and Design Fundamentals

Lecture 3
IML 499



Reading Review

- One volunteer—lead discussion
- Take a few minutes to read the response posted on Slack
- What are the key takeaways you had after reading?





Questions

- What happens to noise when a computer mediates a signal change?
- Information is uncertainty, surprise, difficulty and entropy. What does Gleick mean by these with respect to information theory?
- How does a state machine relate to information theory?
- What is the relationship between cryptography and information theory?



Semiotics

- From “semeion” (Greek for “sign”)
- The study of meaning-making and communication through cultural life (i.e., signs)
- Two founders Swiss linguist Ferdinand de Saussure and American philosopher Charles Sandres Pierce
- What is the relationship between semiotics and information theory?



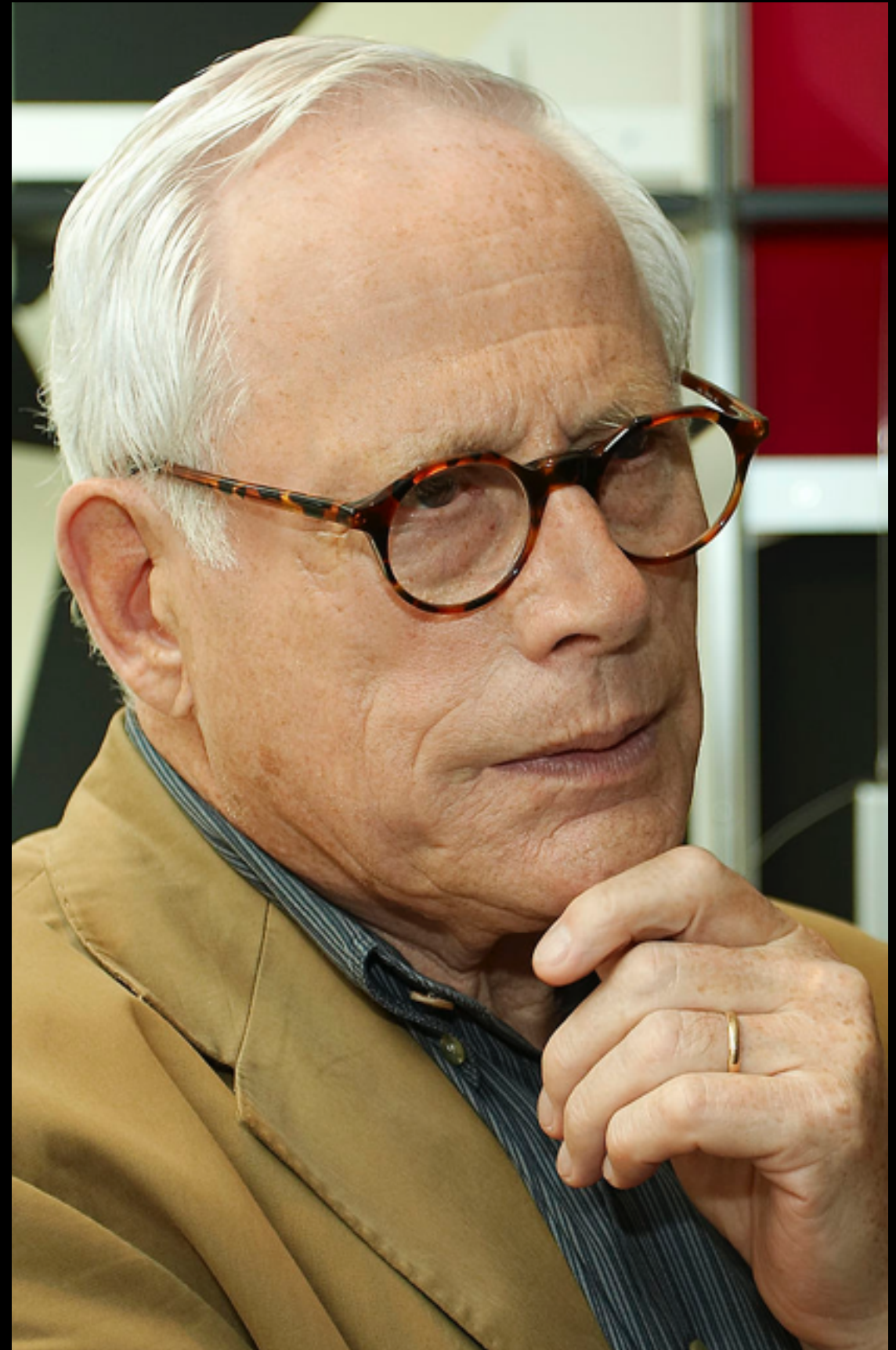
Disciplines of Design

- Graphic Design
- Interaction Design
- Industrial Design
- Architecture
- Urban Planning
- *Many, many more!*



Dieter Rams

Industrial Designer, Braun

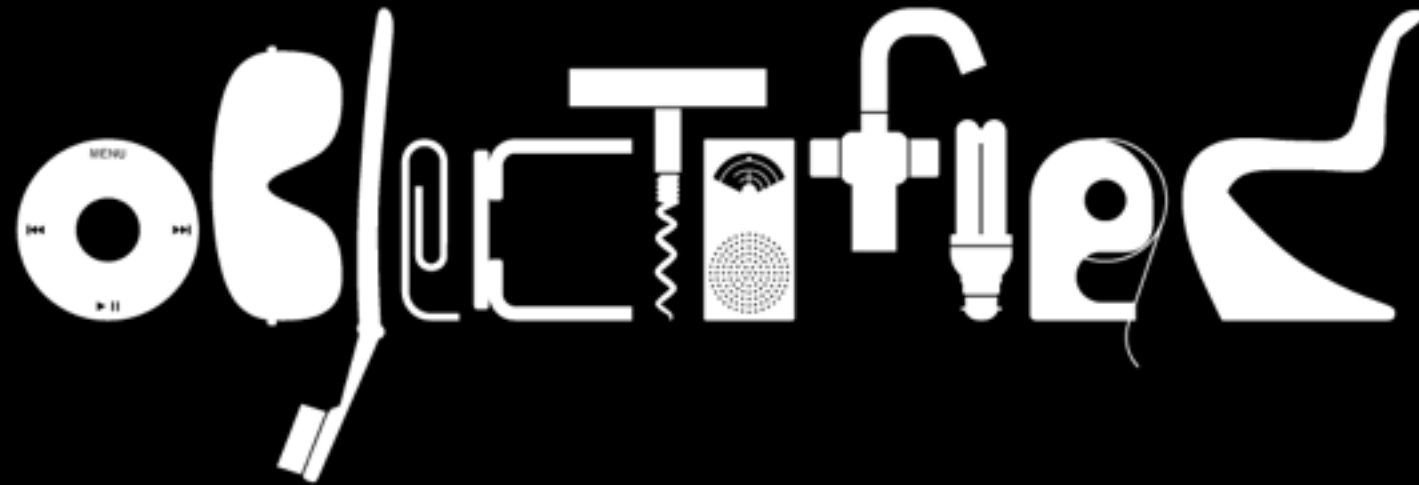




Jonathan Ive

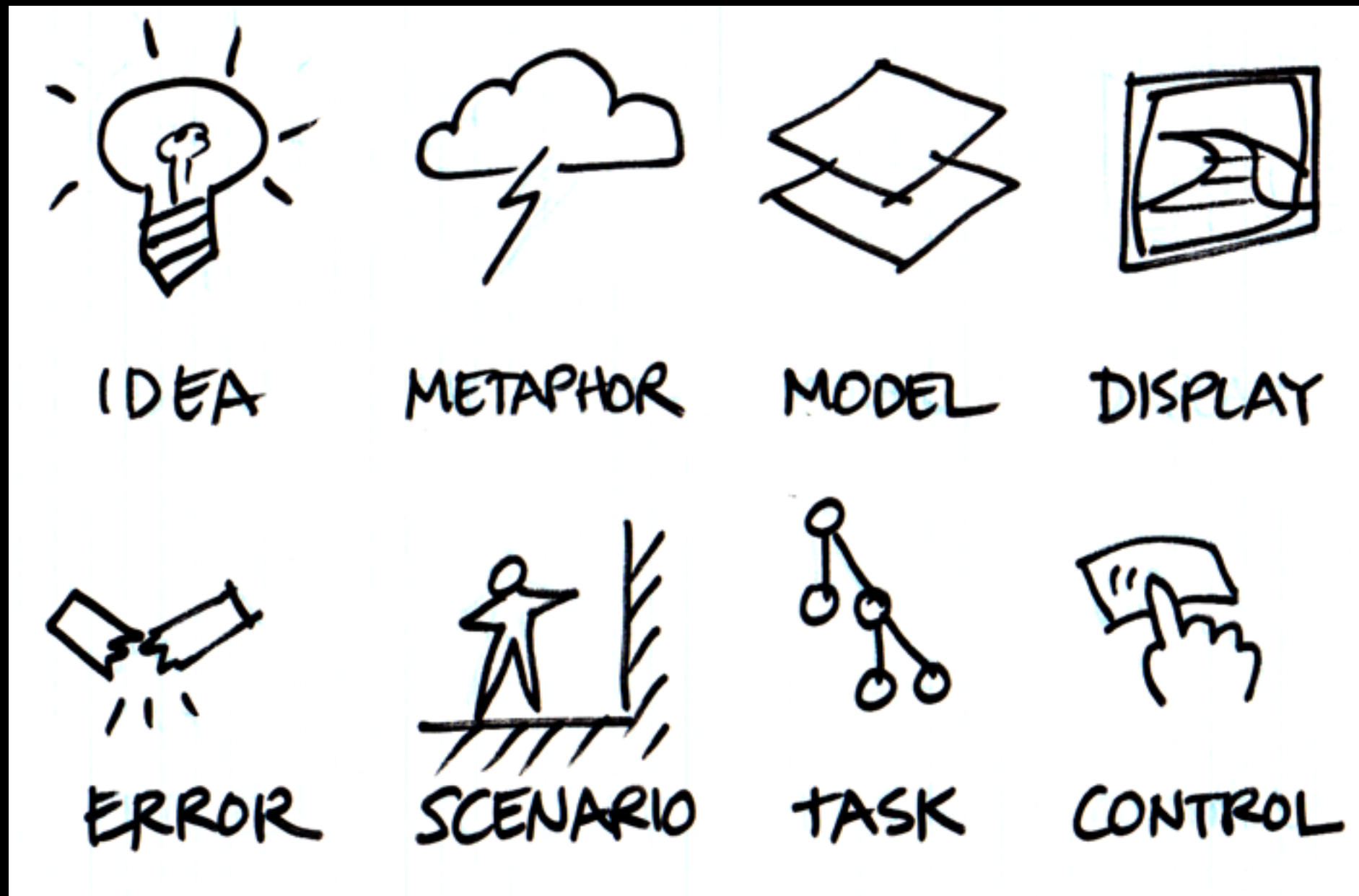
Chief Design Officer, Apple





Principles of Good Design

<https://www.youtube.com/watch?v=RWoprIPMBnA>



Startups, this is how design works.

<https://startupsthisishowdesignworks.com>



The Relevance of Semiotics in Design

<http://boxesandarrows.com/semiotics-a-primer-for-designers/>



Bringing it Back

- What is the relevance of Shannon's Information Theory and the study of Semiotics?
- What is the tie of semiotics in design? How does it differ with software?



For next class...

- Read Chapter 1 of *The Design of Everyday Things*.
- Be prepared to discuss concepts of **visibility**, **mappings**, **affordances**, **constraints**, **models** and **feedback**.