# RRR Task 1 Informing your practice

Watching the video with New York Times visual editor Tracy Ma helps us understand why visual narrative is so important in interaction design, how design can affect our emotions, and why it's valuable to work across different disciplines. Tracy Ma's design practice is a great example for communication design students to look at.

Firstly, Tracy makes a point of saying how important visual narrative is. Students should learn to tell stories in visual language to help people understand the main point of a message quickly. This can be done using things like typography, color and images.

Secondly, when it comes to interaction design, it's important to focus on how it makes the user feel. Tracy often uses funny, contrasting or unexpected design techniques in her work, which grabs the audience's attention and leaves a lasting impression. For students, this is a good reminder to think about more than just functionality. It's also about creating emotional experiences and exploring how design can inspire people emotionally.

Finally, Tracy's experience of working with people from different disciplines was also useful for the students. In real projects, designers often need to work closely with editors, technicians and clients. It's important for students to learn how to work in a team and communicate with people from different backgrounds. Design can be a way of bringing different people together and solving problems. This will not only help improve the quality of design work, but also help students adapt to working in teams when they start their careers.
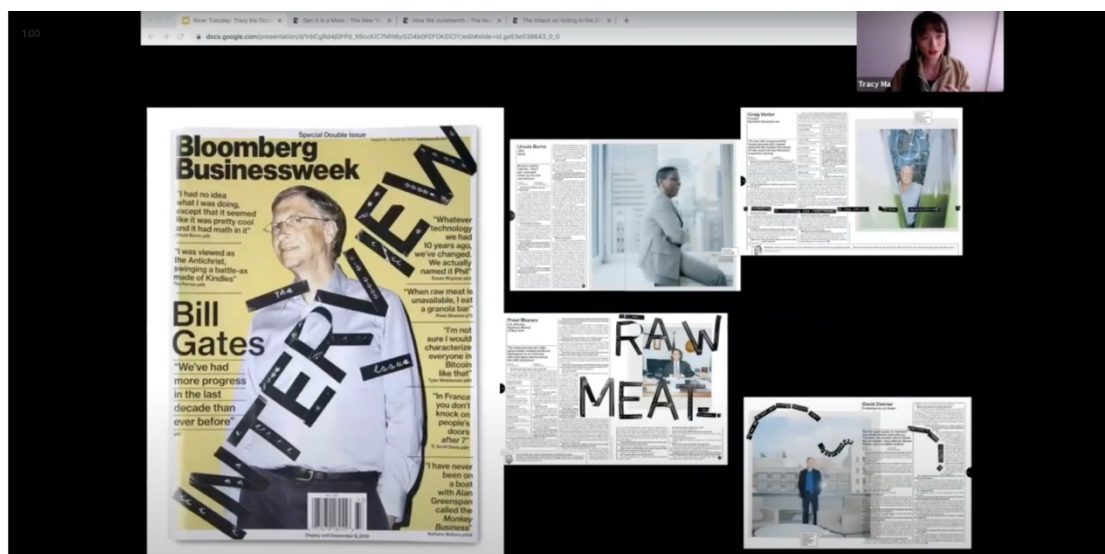
The video 'AVATAR ROBOT CAFÉ TOKYO'. 'DIGITAL TRANSFORMATION' shows us why it's important to design inclusively, how experiential design adds value, and why it's crucial to blend technology and emotion.

The Avatar Robot Café project shows just how much you can do when you combine technology and communication design. It's also a great source of inspiration for students. Firstly, it's important to make sure that the design is inclusive. The project shows how design can help disadvantaged groups by using remote robots to help people with disabilities take part in social activities. When they're designing, students should think

about the needs of different groups of users and create a fairer design with a human-focused approach.

Secondly, by combining technology and experience design, the project offers more than just functional services. It also provides a unique interactive experience that encourages society to think about employing people with disabilities. This shows students that communication design is about more than just visuals – it's also about creating an impact through the experience. It would be great if students could use new technologies (like AR and AI) to design projects that get people talking.

Finally, the project shows how technology and emotion can work together. Even though it uses robotics, the design makes people feel more connected. Students should learn to keep the human touch in the design of human-robot interaction. This way, the design will be both efficient and touching, which is a win-win situation in terms of technology and social value.