

INTERACTIVE DESIGN LAB 1

GRA 4521C

4 Credits

W/F 1:00 - 3:50 pm

LA 340 Davie Campus

Fall 2019

Camila Afanador

cafanadorllach@fau.edu

Liberal Art Building, Room 326.

Davie Campus

tel. 954.236.1133

Office hours:

W-F 11:00 am - 1:00 pm

Description

This course focuses on the introduction of principles of interactivity related to user experience. Examines the design of user-interfaces and the development of advanced interactive visual strategies through the study of current or emerging technologies.

Corequisites: GRA 3112C

Objectives

- Identify the history of interaction design and how it has evolved to the responsive web and user experience design (UX)
- Investigate concepts, techniques, practices, workflows, and tools associated with user experience design in mobile experiences.
- Incorporate graphic design fundamentals: grids, layout, hierarchies, color, and typography to the design of mobile applications
- Perform UX testing to improve user interfaces through iteration with a user-centered approach.

Methods & Evaluation

Throughout the course, lessons and lectures by the instructor will give context to the subject matter. The course will emphasize practical studio work through exercises and assignments. Special attention will be paid to the use of sketching as a tool for conceptualizing, generating and communicating ideas. Critiques, group discussions and individual meetings are part of the class. Students are expected to actively participate during critiques.

Grades are based on the student's process class by class and not solely on the final outcomes. Students must arrive to class prepared with class materials and are expected to maintain their sketches, notes and research materials. Assignments are required to be completed by their designated due date. Assignments submitted late will drop the grade one point per day of lateness. *All cell phones must be turned off during class unless noted differently. No texting, checking email or social media sites during class.*

Course Contents and E-mail

All course contents will be posted to Canvas. Students will receive all course information and contents via Canvas and will post work in progress and finished assignments as required. Is your responsibility to regularly check your email account and Canvas.

Course Materials

Students are required to have a storage device: flash drive or portable hard drive. Also bring the following materials for in-class work: pens, pencils, other mark-making tools, paper, and sketchbooks.

Required Reading

“How We Read” from the book: On Web Typography by Jason Santa Maria.”

“Where People and Bits Meet” Chapter 7 from the book Being Digital by Nicholas Negroponte

“Think Your App Is Beautiful? Not Without User Experience Design” by Dan Feldman (Smashing Magazine)

See recommended bibliography on the last page of the syllabus. Additional articles and resources will be shared with the students on Canvas

Attendance Policy

Students are expected to attend all of their scheduled University classes and to satisfy all academic objectives as outlined by the instructor. The effect of absences upon grades is determined by the instructor, and the University reserves the right to deal at any time with individual cases of non-attendance.

Students are responsible for arranging to make up work missed because of legitimate class absence, such as illness, family emergencies, military obligation, court-imposed legal obligations or participation in University approved activities. Examples of University-approved reasons for absences include participating on an athletic or scholastic team, musical and theatrical performances and debate activities. It is the student’s responsibility to give the instructor notice prior to any anticipated absences and within a reasonable amount of time after an unanticipated absence, ordinarily by the next scheduled class meeting. Instructors must allow each student who is absent for a University-approved reason the opportunity to make up work missed 3 without any reduction in the student’s final course grade as a direct result of such absence.

Absences and late arrivals/departures are recorded on Canvas. Students are required to attend all lectures, work days, presentations and actively participate in class discussions and critiques. After 3 absences each subsequent absence will drop total course grade 5 pts
3 late arrivals or early departures = 1 absence

Evaluation

The evaluation is based on:

- Visual and conceptual skills—degree of visual development and quality of ideas
- Search and risk taking—process of observation, inquiry and openness to search beyond conventions
- Final products/craft skills—care and quality of execution of assignments to fit their purpose
- Motivation and participation—timely completion of work and generous attention and input to classmates during critiques

Grading

Final grades will be based on points:	A	93-100	outstanding work
Assignment 1	20	A-	86-92
Assignment 2a	20	B+	79-85
Assignment 2b	20	B	72-78 high-quality work
Assignment 3	30	B-	65-71
Participation	10	C+	58-64
		C	51-57 acceptable work; meets expectations
Total	100	C-	44-50
		D+	37-43
		D	30-36 seriously deficient work

D- 23-29
F 0-22 failure (no credit)

Academic Integrity Policy

Students at Florida Atlantic University are expected to maintain the highest ethical standards. Academic dishonesty is considered a serious breach of these ethical standards, because it interferes with the university mission to provide a high-quality education in which no student enjoys an unfair advantage over any other. Academic dishonesty is also destructive of the university community, which is grounded in a system of mutual trust and places high value on personal integrity and individual responsibility. Harsh penalties are associated with academic dishonesty. For more information, see University Regulation 4.001.

http://www.fau.edu/regulations/chapter4/Reg_4.001_5-26-10_FINAL.pdf

Disability Policy

In compliance with the Americans with Disabilities Act Amendments Act (ADAAA), students who require reasonable accommodations due to a disability to properly execute coursework must register with Student Accessibility Services (SAS) and follow all SAS procedures. SAS has offices across three of FAU's campuses – Boca Raton, Davie and Jupiter – however disability services are available for students on all campuses. For more information, please visit the SAS website at www.fau.edu/sas/.

Counseling and Psychological Services (CAPS) Center

Life as a university student can be challenging physically, mentally and emotionally. Students who find stress negatively affecting their ability to achieve academic or personal goals may wish to consider utilizing FAU's Counseling and Psychological Services (CAPS) Center. CAPS provides FAU students a range of services – individual counseling, support meetings, and psychiatric services, to name a few – offered to help improve and maintain emotional well-being. For more information, go to <http://www.fau.edu/counseling/>

Class Calendar*

Week 1	Wed 8/23 Fri 8/25	Course overview - A Brief History Web Design Reading assignment due - in class exercise
Week 2	Wed 8/30 Fri 9/1	Introduction to UX Design - In-class exercise Project 1A starts
Week 3	Wed 9/6 Fri 9/8	InVision Demo - Problem hypothesis and interview questionnaire User tasks and user journey map
Week 4	Wed 9/13 Fri 9/15	Individual meetings - sketches Progress check
Week 5	Wed 9/20 Fri 9/22	Studio - Group meetings Final considerations

Week 6	Wed 9/27 Fri 9/29	Project 1A final review Studio – homework
Week 7	Wed 10/4 Fri 10/6	Grids and Typography Studio - progress check
Week 8	Wed 10/11 Fri 10/13	Group critique Studio
Week 9	Wed 10/18 Fri 10/20	Style tiles due In-class exercise - Interface icons
Week 10	Wed 10/25 Fri 10/27	Progress critique - Visual design of 5 screens Studio
Week 11	Wed 11/01 Fri 11/03	App icon due - Progress critique Project 1B due - final review
Week 12	Wed 11/08 Fri 11/10	Testing exercise Veteran's day / no class
Week 13	Wed 11/15 Fri 11/17	Intro to code - Lesson: HTML and CSS In-class exercise
Week 14	Wed 11/22 Fri 11/24	Lesson 2: Box Model No class – Thanksgiving
Week 15	Wed 11/29 Fri 12/01	In-class exercise Critique - last day of class
Wed 12/06	Reading day	
Wed 12/13	4:00 pm - Final Presentation Semester's Projects	

*The class schedule can change depending on the development of the course

Recommended Bibliography

Buxton, B. (2007). *Sketching User Experiences: Getting the Design Right and the Right Design*. San Francisco, CA, USA: Morgan Kaufmann Publishers Inc.

Lynch, P. J., & Horton, S. (2009). *Web Style Guide, 3rd Edition: Basic Design Principles for Creating Web Sites* (3rd ed.). New Haven, CT, USA: Yale University Press.

Norman, D. A. (2002). *The Design of Everyday Things*. New York, NY, USA: Basic Books, Inc.

Negroponete, N. (1995). *Being Digital*. New York: Knopf.

Material design guidelines. (n.d.). Retrieved October 12, 2016, from <http://material.google.com/>

Pannafino, J., & McNeil, P. (2017). *UX Methods: A Quick Guide to User Experience Research Methods*. CDUXP LLC.

Santa Maria, J. (2014). *On Web Typography*. New York: Adams Media.

Resilient Web Design—Chapter 1. (n.d.). Retrieved April 19, 2018, from <https://resilientwebdesign.com/chapter1/>