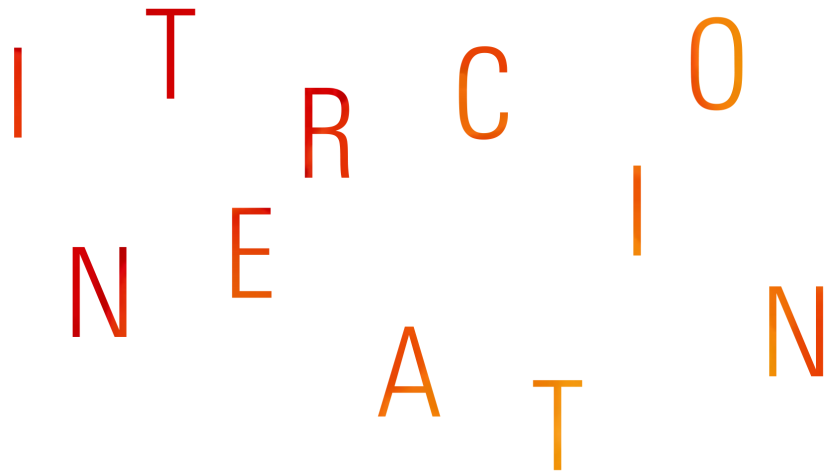


Cassini Nazir
Assistant Professor
Department of Design
College of Visual Arts and Design
cassini@unt.edu

Mon and Wed 8-10:50 am
ART 284
Office hours by appointment

ADES 3503 · Fall 2026

Planning and Developing Interactive Systems



Interaction is at the heart of most digital creations. Interactions may inform, entertain, challenge, surprise or offend—but in order to do so, they must first *engage* the user.

In this course, we will take a systems-approach to designing interactions and explore how complex systems might be rendered usable by users.

Learning Objectives

Upon successful completion of this course, you should be able to:

- Effectively plan and guide interactive systems project management processes
- Develop and execute interactive systems that thoughtfully
- Shift thinking from thinking of artifact-creation to thinking in systems-creation

In short, you will grow as a designer and begin thinking about design with greater complexity.

Textbooks

There is no single required textbook for this course. You will have readings provided (PDFs or website links) throughout the semester.

Course Structure

The course is structured as a seminar. Each class will be some combination of: **lecture, discussions** (student-led and/or professor-led), **project-based learning activities, workshops, and critique.**

Attendance Engagement

This is a highly interactive course. If you're not present, you won't be able to regain the experiences you missed. You are allowed **two non-excused absences**. Additional absences without prior approval will result in a **letter grade reduction** off your final grade. If you are unable to attend class, let me know by email at least one day before. **Missing five class sessions** over the course of the semester for any reason(s), even if some portion of these absences are excused, will earn you a final course grade of "F."

Evaluation

Students often think grades measure how much you learned. Only you can say how much you actually learned. In this class, grades reflect your performance and quality of work.

You will be evaluated on your class engagement week-to-week and your performance on a series of small-scale projects designed to introduce you to the tools, methods, mindsets and postures of interaction designers.

Engagement	30
Project I	20%
Project II	20
Project III	30

How to be Successful in This Course

Although there is no single recipe for success, the following mindsets can help you navigate successfully through this class.

Embrace creative confidence. Design is risky. No venture is ever guaranteed success. Designers rely on creative confidence when making leaps, trusting intuition, and chasing solutions that they haven't yet fully figured out. It takes time to build (or find) creative confidence. I hope that by the end of the course, you will have gained more.

Make the abstract concrete. Making an idea real can reveal insights that mere theory cannot. Good designers have a bias toward action, creating tangible—not necessarily beautiful—prototypes. Getting ideas out of your head and into the hands of others is a necessary step toward understanding.

Fail, then iterate. Most education systems don't do much to reward failure, even though it can be a very powerful tool for learning. If you don't fail at something every so often, chances are you are not taking many risks. We often learn more from failed attempts than successful ones. You have my permission and *encouragement* to get things wrong in this class, even though you don't actually need it.

Reflect often. You will forget most of what you learned in school. Learning is enhanced and made more permanent when you reflect on your learning experience and its meaning to you. When you reflect on what you learn, how you learn, its value to you, and what else you need to know, you're more inclined to own and appreciate your learning.