Students will learn to concept, design, and deliver mobile applications. Though digital products extend far beyond mobile devices, apps are the focus of this course due to their proliferation in the market. Students may look at other settings in their final projects. Our goal: the effective use of digital products to improve the human experience.
LEARNING OBJECTIVES

Students will develop skills in research, user-experience design, user-interface design, digital storytelling, and digital production techniques—preparing to work confidently in a broad range of interactive design settings.

• Gain an understanding of the factors that influence human and computer interactions.
• Develop the skills to discover and define opportunities for digital intervention into human tasks, desires, or behavior.
• Build upon the understanding of the methods, skills, and knowledge necessary to design for interactive communications.
• Demonstrate ability to concept and develop digital solutions to assist with complex human problems.
• Develop your ability to communicate a design problem and solution in a brief but compelling manner.

STRUCTURE

Synchronous critiques, demos and lectures occur on Microsoft Teams. Course documents and project requirements post to Canvas, which is also where your final projects are due and will be graded. Announcements will be sent via Canvas and/or email. It is not possible for faculty to communicate to students via personal email accounts, so you must regularly monitor UNT email, or forward it to an alternative account.

This semester students will work on two individual projects overlapping followed by a group design project. A tentative schedule is provided at the end of this document. These overlap with assigned readings and required online discussion boards. Your instructor reserves the right to make adjustments to the course schedule as needed.

Classes consist of lectures, critiques, discussions, demonstrations, student presentations, and in-class work. Come prepared each class with work complete and ready for feedback. The course will demand substantial work outside of class to progress and effectively use class time.

Students may use either Canvas or their UNT email to contact the professor with questions or concerns. Instructor response time to email is typically less than 24 hours, but may be varied or limited on weekends. Emails sent immediately preceding a class may not be answered, especially if requesting feedback on work due that day.

ASSESSMENT

Your final grade is based on three weighted assignments and six reading responses. Final grades are rounded to the nearest 10th of a point. Rubrics and specifications are to be provided for each assignment, but assessment is primarily based on:

• Professionalism meeting assignment specifications, deadlines, and ALWAYS avoiding typos
• Depth and breadth of concepts
• Balancing the concept with equally compelling visuals. Strong designs are original, avoiding tropes or cliché.
• Ability to refine a project and work iteratively
• Apply research and relate decisions back to the assignment and end user.

ASSESSMENT SCALE

A 90%+ Excellent work! Surpasses goals of the assignment/course.
B 80%–89.9% Great work. Few opportunities for improvement.
C 70%–79% Good work. Clear effort, achieved all outlined goals.
D 60%–69% Below average work. Undeveloped ideas and/or execution.
F 0%–59.9% Unacceptable work. I know you can do better!

REQUIRED MATERIALS

MacBook Pro (or similar PC) w/ Internet Access
UNT Email & Canvas accounts
One Drive/Dropbox, etc account
Paper for sketching
Figma student account
Flash drive or external hard drive for backups
ATTENDANCE  Responsibility for class attendance rests with the student. You are paying for this course (in time and money/scholarship) and it is your decision what to do with that investment. Roll is taken at the beginning of every class for our records. This semester there is no grade penalty for absences; however, you will likely see absences reflected in your grade, as participation and responsiveness to feedback is considered. Full attendance when possible is always the best way to perfect your craft and retain information. If absent, contact a class member, check Canvas, or contact the instructor to get any information or assignments given in class. Do your best to prepare for the next class. The instructor will not use class time to repeat missed lectures or assignments. Students are required to communicate with the instructor via email after any missed class. Five absences without any contact to the instructor will result in a failing grade. Communication through email is preferred.

DIGITAL SUBMISSIONS  All deliverables will be submitted online. Final projects for grading go to Canvas, while process will be shared via Microsoft Teams. The cutoff for final project submission is the start of class exactly. No late projects will be accepted for grading without a written agreement from the instructor. Agreements will be made only in extraordinary circumstances. Strive for reaching deadlines rather than reaching perfection. All students are responsible for turning in work on time regardless of attendance.

COMPUTER ETIQUETTE  Computers crash, drives become corrupt—more than once you may lose your work. Unfortunately this can occur more often as computers age and become overloaded with classwork. Crashes, loss of data, theft of machine, etc. are not acceptable reasons for turning work in late. Develop good backup habits:

• Save often. Train your hand to rest on Command+S!
• Save incrementally (aka versioning). For instance, save your files as: myProject_V01, myProject_V02, etc. If a file corrupts or vanishes, the previously saved file minimizes your loss. This is vital for documenting process as well.
• Back up files in more than one place. Besides your hard drive, also save onto Google Drive, Dropbox, Box or another Cloud based service. This includes your raw data, research, images, text, etc.

GUIDELINES  Your perspective, voice and opinion are important and valued. Respect one another, and be prepared to help your classmates regularly. We can all learn from each other, so listen well and speak up often! It will help everyone if you will:

• Find a quiet space, but also one where you can also speak up when called upon.
• Keep your microphone on mute when not speaking, but don’t be shy about unmuting to chime in or using chat to participate!
• Resist the urge to text, check social media, or work on outside course work during class. With an online course it is easier than ever to become distracted and miss vital lessons. It is ultimately your decision to be diligent or not—so use technology wisely.
• Get on good terms with each program’s spell-check feature. Misspelled words in final projects drop your score half a letter grade!

CONNECTIVITY  Students are required to have computer access, Web browser software, and a high-speed Internet connection for this course. Ethernet (also called hard-wired) connectivity is preferred for a more stable connection than Wi-Fi. Requirements include microphone and camera access for audio and video capabilities (standard on most computers). Canvas (UNT) and Microsoft Teams (link posted to Canvas course homepage) navigation will be required. Phones and tablets may be used as supplementary devices, but not for primary video conferences or screen-sharing.

This semester our “classroom” will take place on Microsoft Teams video conference and discussion channels. Please test your own technical setup before classes begin.

COURSE EXPECTATIONS  How to succeed at UNT: Show up. Find Support. Get advised. Be prepared. Get involved. Stay focused. To learn about campus resources and how you can achieve success, go to success.unt.edu.
ACCESS & ACCOMMODATIONS The University of North Texas makes reasonable academic accommodation for students with disabilities. Students seeking reasonable accommodation must first register with the Office of Disability Accommodation (ODA) to verify their eligibility. If a disability is verified, the ODA will provide you with a reasonable accommodation letter to be delivered to faculty to begin a private discussion regarding your specific needs in a course. You may request reasonable accommodations at any time, however, ODA notices of reasonable accommodation should be provided as early as possible in the semester to avoid any delay in implementation. Note that students must obtain a new letter of reasonable accommodation for every semester and must meet with each faculty member prior to implementation in each class. Students are strongly encouraged to deliver letters of reasonable accommodation during faculty office hours or by appointment. Faculty members have the authority to ask students to discuss such letters during their designated office hours to protect the privacy of the student. For additional information see the Office of Disability Accommodation website: www.unt.edu/oda. You may also contact them at 940-565-4323.

PLAGIARISM Plagiarism is a serious academic offense and may result in failure of an assignment, the class, or result in removal from the university. Students caught cheating or plagiarizing will receive a “F” for that particular assignment or exam. The student will first be notified in writing via email to schedule a face-to-face meeting with the instructor and another faculty member to determine the next level of action. If further action is warranted, the incident will be reported to the Dean of Students, who may impose an additional penalty.

The UNT catalog definition of "cheating" includes, but is not limited to: a) use of any unauthorized assistance in taking quizzes, tests, or exams; b) dependence upon the aid of sources beyond those authorized by the instructor in writing papers, preparing reports, solving problems, or carrying out other assignments; c) the acquisition, without permission, of tests or other academic material belonging to a faculty or staff member of the university; d) dual submission of a paper or project, or resubmission of a paper or project to a different class without express permission from the instructor(s); or e) any other act designed to give a student an unfair advantage.

The term “plagiarism” includes, but is not limited to: a) the knowing or negligent use by paraphrase or direct quotation of the published or unpublished work of another person without full and clear acknowledgment; and b) the knowing or negligent unacknowledged use of materials prepared by another person or agency engaged in the selling of term papers or other academic materials. Plagiarism is also literary or artistic theft. It is the false assumption of authorship; the wrongful act of taking the product of another person’s mind and presenting it as one’s own. Copying someone else’s writing or art, intact or with inconsequential changes, and adding one’s name to the result constitutes plagiarism.

STUDENT RIGHTS AND RESPONSIBILITIES Each University of North Texas student is entitled to certain rights associated with higher education institutions. See www.unt.edu/csrr for further information.

SEXUAL HARASSMENT UNT is committed to providing an environment free of all forms of discrimination and sexual harassment, including sexual assault, domestic violence, dating violence, and stalking. Violence and harassment based on sex and gender are Civil Rights offenses.

UNT has staff members trained to support you in navigating campus life, accessing health and counseling services, providing academic and housing accommodations, helping with legal protective orders, and more.

UNT’s Dean of Students’ website offers a range of on-campus and off-campus resources to help support survivors, depending on their unique needs: http://deanofstudents.unt.edu/resources_o. UNT’s Student Advocate can be reached through e-mail at SurvivorAdvocate@unt.edu or by calling the Dean of Students’ office at 940-565-2648. You are not alone. We are here to help.

EMERGENCIES UNT uses a system called Eagle Alert to quickly notify you with critical information in the event of an emergency (i.e., severe weather, campus closing, and health and public safety emergencies like chemical spills or violence). The system sends voice messages (and text messages upon permission) to the phones of all active faculty staff, and students. Please update your phone numbers at www.my.unt.edu. Some helpful emergency preparedness actions include: 1) know evacuation routes and severe weather shelter areas in the buildings where your classes are held, 2) determine how you will contact family and friends if phones are temporarily unavailable, and 3) identify where you will go if you need to evacuate the Denton area suddenly. In the event of a university closure, please refer to Canvas for contingency plans for covering course materials.
FINANCIAL AID SATISFACTORY ACADEMIC PROGRESS A student must maintain Satisfactory Academic Progress (SAP) to continue to receive financial aid. Students must maintain a minimum 2.0 cumulative GPA in addition to successfully completing a required number of credit hours based on total registered hours per term. Students cannot exceed attempted credit hours above 150% of their required degree plan. If a student does not maintain the required standards, the student may lose their financial aid eligibility. If at any point you consider dropping this or any other course, please be advised that the decision to do so may have the potential to affect your current and future financial aid eligibility. Please visit: http://financialaid.unt.edu/satisfactory-academic-progress-requirements for more information about financial aid Satisfactory Academic Progress. It may be wise for you to schedule a meeting with an academic advisor in your college or visit the Student Financial Aid and Scholarships office to discuss dropping a course before doing so.

RETENTION/REPRODUCTION OF STUDENT WORK AND PUBLICITY The Design Department has the right to retain any and all student work for NASAD (National Association of Schools and Design) and CIDA (Council for Interior Design Accreditation) accreditation reviews for a period of up to 2 years. It is the student’s responsibility to document their work for personal purposes. Students will be allowed to photograph their work prior to retention. When accreditation reviews are completed, students may retrieve their original work. It is the student’s responsibility to retrieve their work in a timely manner. Two months after the completion of the accreditation review(s) any remaining work will be destroyed.

NETIQUETTE Online communication is a key component of any workplace. College is the perfect time to practice proper online etiquette.

- Arrive early. Do your own tech support beforehand.
- Find a quiet space, but also one where you can also speak up when called upon.
- Stay muted if you’re not talking.
- The chat feature on our video meetings is not private. Don’t type things you don’t want others to see.
- Don’t partake in any private activities during online class that you wouldn’t feel comfortable doing in face-to-face class.
- Stay focused and participate.
- Do not share our class links or otherwise invite people who don’t need to be here.
- Use professional language in emails to your professors and other UNT staff. This includes brief but informative subject lines.
- When using your web camera, stage your video area. Get off the sofa. More light is better. Try to adjust the camera to eye level and look into the camera. Dress appropriately for class.

GOOD READS There is no required book for this class. Though if you want to learn more, I recommend:

Interaction Design: From Concept to Completion Jamie Steane and Joyce Yee

The User Experience Team of One Leah Buley

Don’t Make Me Think Steve Krug


Responsive Web Design Ethan Marcotte

Designing Interactions Bill Moggridge

Just Enough Research Erika Hall

ONLINE RESOURCES
alistapart.com
mobile-patterns.com
nngroup.com
reallygoodux.io
smashingmagazine.com
uimovement.com
w3schools.com
This class consists of 2 individual projects and a larger final project. These run concurrent to assigned readings & discussions boards.

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| 20%    | P1: A BETTER FORM  
Clarity and scannability are key in this typographic challenge to prototype a mobile voter registration app. |
| 20%    | P2: MICRO/MACRO  
Design and animate a visual story through a combination of custom graphics and Apple HIG or Google Material assets. |
| 36%    | P3: APP SOLUTIONS  
Work in pairs to research, pitch, wireframe, design and prototype an app that tells a story while solving a larger problem. |
| 24%    | READING COMPS  
Six readings response discussion board posts over the course of the semester. Each is worth 4%. |

This schedule is VERY tentative and subject to change. Be sure to check Canvas and assignment sheets for updates.