Students learn planning, research, and production methods specific to the discipline of interaction design. Principles covered relate to information hierarchy, user/information interactions, user-experience, and usability. Students receive exposure to relevant interaction design trends as means to analyze the use of technology in addressing complex problems.

This in-person course consists of lectures, critiques, discussions, demonstrations, student presentations, and workshops. This semester students will work on one individual design project and one group design project, which overlap with a self-directed portfolio website assignment.
LEARNING OBJECTIVES

• Understand delineation of interaction design (IxD), user-interface design (UI), user-experience design (UX), and information architecture (IA).

• Become familiar with methods, skills, and knowledge needed to design for interactive communications.

• Understand various roles a designer can play in IxD as well as which areas fit your desires, experience, and knowledge.

• Become familiar with Content Management Systems (CMS) and their role in IxD.

• Master the use of prototyping software.

• Demonstrate ability to apply interaction design theory and best practices within your work.

• Demonstrate ability to concept and develop digital solutions to improve the human experience.

• Demonstrate the ability to work efficiently within a group, and to fairly assess peers’ work.

• Gain confidence in your strengths as a designer.
ATTENDANCE
Full attendance when possible is always the best way to perfect your craft and retain information. Missing class will inevitably impact your project grades, as assessment is tied to participation and revisions.
You should attend every class unless you have a university excused absence such as active military service, a religious holy day, or an official university function as stated in the Student Attendance and Authorized Absences Policy. If you cannot attend a class due to an emergency, please let me know.

TARDIES
A tardy is defined as entering the classroom at 11:05am or later. Every four (4) tardies equals one (1) unexcused absence. Entering the classroom after 11:20am without a university approved excuse (see UNT policy 06.039) results in an absence and any work presented that day may not be critiqued.

ABSENCES
Four unexcused absences lowers your final grade by one letter (10%). Six absences, excused or unexcused, may result in a failing grade.

IN CASE OF AN ABSENCE
• Provide justification for all absences by the next class in order to have it excused.
• Do your best to prepare for the next class. The instructor will not use class time to repeat missed lectures or assignments. Check the detailed agenda on Canvas, contact a fellow class member, or meet me during office hours.
• If unable to complete your homework, it is still beneficial to attend critiques. You can learn from discussions of peer work and avoid the loss of any participation points.
• Do not contact the main office to leave the instructor a note or to drop off work. Communicate directly with your instructor via email or Canvas.

EXPECTATIONS
Come prepared to 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 are expected to use the full class period for this course. Do not schedule other events during course time, even if we meet in small or split groups.

COMMUNICATION
Canvas is used for course documents from your instructor and to submit your final projects. Announcements are sent via Canvas and/or email. Faculty are not able to communicate to students’ personal email accounts, so monitor your UNT email account regularly or forward it to your preferred account.
Connect with me through email, Canvas, or by attending office hours. Virtual office hours are available by request. If you contact me and do not receive a response within two business days, please send a follow-up email. A gentle nudge is always appreciated.
Your final grade is the sum of four weighted project scores accumulated throughout the semester. Final grades are rounded to the nearest 10th of a point. Rubrics and specifications are provided for each assignment, but assessment is primarily based on:

**Participation** Respect classmates by listening and participating, especially in critiques. Your opinion is valuable! **Points are docked** for sleeping, disrespectful comments, or other disruptive behavior in class. Inappropriate behavior in the classroom may result, minimally, in a request to leave class.

**Process** Meet all specifications, including size, format, etc. as outlined for each step of each assignment. Closely follow instructions! Keep files organized and clearly labeled. Avoid grammatical and spelling errors at all costs! Include thorough process documentation as requested.

**Growth** Apply research and push yourself to a unique, concept-driven approach. Refine work throughout the project. Use demos/feedback to revise projects as needed. Work iteratively!

**Design** Balance concept with equally compelling visuals. Visual decisions should address the problem posed in the assignment prompt. Strong designs are original, avoiding tropes or cliché. For full marks, designs need to push boundaries of modern design and make even your professor jealous.

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**ASSESSMENT SCALE**

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

- MacBook Pro (or similar PC) w/ Adobe cc
- Figma student account
- Cargo student account
- UNT Email & Canvas accounts
- One Drive/Dropbox, etc. account
- Funds for occasional prints
- Index cards (1 set per group; details to come)

DIGITAL REQUIREMENTS

Students need computer access, a web browser, Adobe Creative Cloud, and an internet connection for this course.

Submit final projects to Canvas; process will be shared in class or via Figma. The cutoff for final project submissions is by the start of class exactly.

No late projects will be accepted without a prior written agreement from the instructor.

Agreements are 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!

Phones and tablets may be used as supplementary devices, but not for online office hours, as screen sharing capabilities become limited.

GUIDELINES

Your perspective, voice and opinion are important and valued. We can all learn from each other, so listen well and speak up! It will help everyone if you will:

- Attend class even if you were unable to complete your homework. It is still beneficial to hear discussions and provide your perspective of peer work in order to avoid the loss of any participation points.
- Turn off your phone. If you’re expecting urgent news, set it to vibrate and leave quietly to take the call; don’t answer it in the classroom.
- Resist the urge to text, check social media, or work on other course work. With a screen-based course it is easier than ever to become distracted and miss vital lessons. It is ultimately your decision to be diligent or not; use technology wisely.
- Get on good terms with each program’s spell-check feature. Misspelled words in final projects drop your score 5%!
- Be considerate of others. Your classmates and instructor are humans, with flaws and anxieties but also with unique backgrounds and experiences that are vital to a healthy class ecosystem! This includes respecting peers’ decisions to wear or not wear a mask while in the classroom.
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) accreditation reviews for a period of up to 2 years. It is the student’s responsibility to document physical work for personal purposes.

In some cases, exceptional projects may be requested for use in annual year-end student shows in UNT galleries.

In this course, students are asked to sign a work and photography release. This release allows for use of images from the classroom for the instructor’s teaching portfolio and may be used on the department’s social media accounts. All students are allowed to forgo the release.

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.

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.

TL;DR

- We might post your work and pictures of you, unless you tell me not to.
- You have rights! Be informed and learn what those are.
- I want to help you. But I’ll need your help to know how best to support you.
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 “0” 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. This includes presenting work generated by an AI system that without crediting that system.

This course expects ALL work submitted by students – process, drafts, brainstorming artifacts, final works – be generated by the students themselves, working individually or in groups as directed by class assignment instructions. Purchasing work from a company, hiring a person or company to complete an assignment or exam, and/or using generative AI tools (such as ChatGPT) all constitute plagiarism in this section of the course.

SEXUAL HARASSMENT
UNT is committed to providing an environment free of all 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. 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.

HIGHLIGHTS

- Know where to go in case of an emergency.
- Our evacuation site is the parking lot across Mulberry (by the church).
- Our severe weather shelters are room 362g and 362f (across from our room's nearest bathrooms).
- Most financial aid comes with GPA requirements; stay up to date with your own financial aid rules.
This course consists of one individual design project, and one large group project. The group project is further divided into two parts. These run concurrent to occasional readings and demos, as well as a personal portfolio assignment.

### Schedule Overview

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<th>Weight</th>
<th>Overview</th>
<th>Week</th>
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<tbody>
<tr>
<td>20%</td>
<td>P1: THE PORTFOLIO SITE</td>
<td>Become familiar with CMS platforms while creating a live portfolio website. This will be used to assess work for scholarships.</td>
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<td>P2: THE MICROSITE</td>
<td>Use Figma to create an interactive digital type specimen prototype.</td>
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<td>P3: THE REDESIGN PART 1: INTRO TO UX</td>
<td>Work in groups to research and assess an existing site. Set goals for the redesign and practice UX research methodologies.</td>
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<tr>
<td>35%</td>
<td>P2: THE REDESIGN PART 2: WEBSITE UI</td>
<td>Work in groups to wireframe, design, and prototype a website in three scales.</td>
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**Important Dates**
- Sept 04 .......... No Class (Labor Day)
- Nov 10 .......... Last day to withdraw with a “W”
- Nov 20–26 .... No Class (Thanksgiving Break)
- Dec 06 .......... Last day of regular class

Schedule is tentative and subject to change. Check Canvas schedules for updates.