
INTERACTION DESIGN 2

University of North Texas, Spring 2020

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Office: ART 345 BOffice Hours:
Tuesdays 1–3pm
[or by appointment]

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.

CREDITS & PREREQUISITES ADES 3545 is a 3 unit course.

Students must have successfully completed ADES 3500 and 3510.

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 and make a difference in the world.
- Develop your ability to communicate a design problem and solution in a brief but compelling manner.

COMMUNICATION All grades and specific project requirements will be posted to Canvas. Announcements will be made via Canvas and/or email. Faculty cannot communicate with students via personal email accounts, so monitor your UNT email regularly or forward it to another account.

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.

REQUIRED MATERIALS

MacBook Pro (or similar PC)

Adobe Creative Cloud*

One Drive account

flash drive (at least 1 GB)

loose-leaf paper for sketching

funds for occasional prints

Instructor reserves the right to make adjustments/changes to the course syllabus with or without notice.

ASSESSMENT The final course grade is based on three weighted assignments, three quizzes, and a participation grade. Final grades are rounded to the nearest 10th of a point. Grades will be posted to Canvas no later than 10 days after submission.

A	90%+	Excellent! Surpasses expectations.
B	80%–89.9%	Great work with few opportunities to improve.
C	70%–79%	Showed effort, achieved all outlined goals.
D	60%–69%	Below average, undeveloped ideas/execution.
F	0%–59.9%	Unacceptable. I know you can do better!

Grading criteria may vary for each assignment, but assessment is primarily based on demonstrations of the same core principles. These include:

- 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

As a junior level course, students are expected to drive their work forward in and out of class. Strive to improve throughout the entire project. We are lucky to work in a creative field! Practice finding joy in the process while motivating and pushing yourself.

Participation is so important it has its own grade. Pay attention and be thoughtful. Respect peers by listening and engaging. Points are docked for sleeping, texting, working on other class work, using social media, or other disruptive behavior. Points will also be docked for remaining silent in discussions (including critique), or for repeating a comment made by a peer. Your opinion is valuable, and you need to be comfortable explaining your work! This grade will be updated as assignments are turned in, but is evaluated throughout the entire semester.

SUPPORT SYSTEMS Diminished mental health, including significant stress, mood changes, excessive worry, or problems eating/sleeping can interfere with academic performance. If the source is strictly related to your course work, please speak with me. Problems with relationships, family worries, loss, or a personal struggle/crisis can also contribute to decreased academic performance. UNT provides mental health services to support the academic success of students. Getting help is **smart and courageous** for yourself and for those who care about you. A directory of support systems is available through our class Canvas page. If you have questions about this or coursework, please let me know.

STRUCTURE

A tentative week-by-week schedule is provided at the end of this syllabus. Classes consist of lectures, critiques, 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.

COURSE EVALUATION

Student Perceptions of Teaching (SPOT) is the student evaluation system for UNT. This confidential system allows students to provide constructive feedback to their instructor and department to improve the quality of student experiences in the course. This semester's SPOT evaluations will be open April 27– May 07.

ATTENDANCE Attendance is mandatory. You are considered tardy if you arrive after roll is taken at the beginning of class. Every three (3) tardies equals one (1) unexcused absence. If late, it is your responsibility during that class period to ensure the instructor knows you are present. You are counted absent if you arrive more than 30 minutes late.

Three unexcused absences result in lowering your final grade by one letter. Four lowers your final grade by two letters. Seven absences, excused or unexcused, will result in a failing grade. It is your responsibility to provide justification for all absences. Absences are excused for verifiable death in the immediate family or with a doctor's note on his/her stationary with a telephone number. The doctor's note must be presented at the next class.

If absent, contact a class member to get any information or assignments given in class. Do your best to be prepared for the next class. Your instructor will not use class time to repeat missed lectures or assignments. Do not call the main office to leave the instructor a note that you are missing class. Instead contact your professor via email.

Student behavior that interferes with an instructor's ability to conduct class or other students' opportunity to learn is not tolerated in any instructional forum at UNT. Inappropriate behavior in the classroom shall result in, minimally, a request to leave class, which will be counted as an unexcused absence.

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

- Save often. Especially if you're going to do something radical.
- Save incrementally (aka versioning). For instance, save your files as: myProject_V01, myProject_V02, myProject_V03, etc. If a file does become corrupt or mysteriously vanishes, the previously saved file minimizes your loss. This is vital for documenting process as well.
- Back up files in more than one place. In addition to your hard drive, save onto Google Drive, OneDrive, or another Cloud based service. This includes links, research, text, prototypes, etc.

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 more info.

ACCESS AND 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

PROJECT SUBMISSION

As a primarily digital course, all deliverables will be submitted online. The cutoff for digital submissions is by the start of class exactly.

Uploads complete during the first ten minutes of class will result in the student being marked tardy that day, as one cannot be mentally present while uploading late work. After ten minutes it is considered late.

No late projects will be accepted for grading. All students are responsible for turning in work on time regardless of attendance.

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.

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. Students must obtain a new letter of accommodation each semester and must meet with faculty prior to implementation in class. Students are strongly encouraged to deliver letters of reasonable accommodation during office hours or by appointment. Faculty members have authority to ask students to discuss such letters during their office hours to protect the privacy of the student.

For additional information see the Office of Disability Accommodation website at <http://www.unt.edu/oda>. You may also contact them by phone at 940-565-4323.

PLAGIARISM Plagiarism is a serious academic offense and may result in failure of assignment, class, or 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. According to the UNT catalog, the term "cheating" includes, but is not limited to: a) use of any unauthorized assistance in taking quizzes, tests, or examinations; 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.

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/harassment based on sex and gender are Civil Rights offenses. UNT has staff members trained in supporting access to 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_0. 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, res, or violence). The system sends voice messages (and text messages upon permission) to the phones of all active faculty staff, and students. Please make certain to update your phone numbers at <http://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 course, please be advised that the decision to do so may impact 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 is recommended you 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 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.

GOOD READS

Assigned readings will be given as PDF or online links. If you would like to learn more, I recommend:

Don't Make Me Think
Steve Krug

Microinteractions
Dan Saffer

Mobile First
Luke Wroblewski

Prototyping
Todd Zaki Warfel

The Elements of User Experience
Jesse James Garrett

Thoughts on Interaction Design
Jon Kolko

ONLINE RESOURCES

appcrawlr.com

abookapart.com

alistapart.com

boxesandarrows.com

mobile-patterns.com

smashingmagazine.com

uie.com

ui.theultralinx.com

In case of a fire alarm, proceed calmly to the nearest parking lot. In the event of a tornado siren, ART362, 354, and 350 are the nearest shelters to our class. Move to interior spaces without windows.

TENTATIVE SCHEDULE

University of North Texas, Spring 2020

ADES 3545.504 Interaction Design 2
 M/W 11am–1:50pm ART365
 Erica Holeman, Assistant Professor

M	1/13	Welcome & Lecture: Chunking, Inputs, & User Stories Launch Project 1: A Better Form <i>Read DMMT Chapter 10, up to “Usability Testing”</i> <i>Sketch thumbnails 3 ways</i>	
W	1/15	Discuss Reading; Lecture: Pixels & Type for Screens Peer Review thumbnails <i>Read Mobile First Chapter 6: Inputs</i> <i>Design & print 3 element collages</i>	
M	1/20	NO CLASS (Martin Luther King, Jr. Day)	
W	1/22	Critique 3 Element Collages & 6 Sketches <i>Begin digital layouts using InVision Studio</i>	
M	1/27	Critique Initial Screens <i>Read How to Design Error States for Mobile Apps</i> <i>Continue digital layouts, begin prototyping</i>	
W	1/29	Lecture: Feedback & Dark Mode Rotating Reviews: Progress on layouts <i>Finish prototypes; add 2 artboards</i>	QUIZ 1
M	2/03	Critique Forms <i>Revise prototypes, upload link to Canvas</i>	
W	2/05	Project 1: A Better Form DUE Launch Project 2 Lecture: Protopersonas & Behavioral Groups <i>Read Material OR Apple HIG</i> <i>Begin research & Sketches</i>	

M	2/10	Discuss reading Lecture: Navigation approaches <i>Read DMMT Chapter 6, Street Signs & Breadcrumbs</i> <i>Continue Research & Sketches</i>	
W	2/12	Critique Research & Sketches <i>Read Microinteractions excerpt (by 2/24)</i> <i>Begin illustrations</i>	
M	2/17	Lecture: Microinteractions & Gestures Peer review: Illustration first draft <i>Revise Illustrations, animate 1</i>	
W	2/19	Critique Illustrations/Graphics <i>Begin prototypes</i>	
M	2/24	Lecture: Hierarchy of Needs; Alternate Interfaces In-Class Brainstorming Workshop (for Project 3) <i>Continue prototypes; watch The Hook Model</i>	QUIZ 2
W	2/26	Critique Prototypes Discuss <i>The Hook Model</i> <i>Revise prototypes</i>	
M	3/02	Critique revised Prototypes <i>Read Pitch the Promised Land</i> <i>Finalize and upload final Project 2</i>	
W	3/04	Project 2: Micro/Macro DUE Launch Project 3: App Solutions Lecture: Split A/B testing & paper prototyping <i>Concept research & pitch</i>	

Withdrawing

March 30 at 5pm is the last day to drop a course (through Registrar's Office). Students must meet with a staff member in Sage 110 to complete their withdrawal. Please be aware of your standing in this class and be prepared to withdraw if you find yourself in a position of needing to do so.

M	3/09	NO CLASS (Spring Break) <i>Read Design of Everyday Things Chapter 6 excerpt</i>	
W	3/11	NO CLASS (Spring Break) <i>Concept pitch with competitive analysis</i>	
M	3/16	Concept Pitches Lecture: Chunking <i>Create and design IA & Personas</i>	
W	3/18	Critique IA & Personas <i>Sketch low-fidelity wireframes</i>	
M	3/23	Split A/B Testing; Discuss <i>Read A Comprehensive Guide to Mobile App Design</i> <i>Digitize wireframes; make element collages</i>	
W	3/25	Critique Wireframes & Element Collages PRINTED <i>Complete mid-fidelity wireframes</i>	
M	3/30	Rotating Reviews, Group A <i>Read Mobile First Chapter 3, Capabilities</i> <i>Begin onboarding designs</i>	Withdraw Deadline
W	4/01	Rotating Reviews, Group B <i>Continue onboarding designs</i>	

M	4/06	Critique Onboarding Designs <i>Revise & continue apps</i>	
W	4/08	Lecture: Ethics and Future Problems of UI Studio day <i>Complete core pages; post link</i>	QUIZ 3
M	4/13	Critique core pages <i>Revise & continue apps</i>	
W	4/15	Rotating Reviews: App progress Studio Day <i>Begin prototyping functionality & animations</i>	
M	4/20	Lecture: Documenting Work Peer review: app functionality progress <i>Revise & continue apps; begin presentations</i>	
W	4/22	Critique apps <i>Revise apps; finish presentation first draft</i>	
M	4/27	Rotating Reviews: Presentation First Draft <i>Finalize & Practice Presentations; upload to Canvas</i>	Last Class!
M	5/04	Final Presentations <i>Evaluate teammate + have a great summer!</i>	