course syllabus

COURSE DESCRIPTION //
This course is designed to afford students opportunities to build upon the knowledge and understandings they constructed during their enrollment in both ADES 5410 | Foundations & Frameworks of Interaction Design and ADES 5420 | Human-Centered Interaction Design 1 during the previous semester.

The coursework is structured so that multi-disciplinary teams can work together to engage in the development and design of two interactions that require efficient yet thoroughly probative, broadly informed immersion in:

1. research and planning processes,
2. iteratively and heuristically guided ideation,
3. revision,
4. the construction of two to three prototypes
5. the assessment of two to three prototypes
6. “reporting out”/effective documentation of what are (hopefully) useful, usable and desirable outcomes

As the course progresses, the student teams will be challenged to guide their decision-making by using knowledge derived from (as necessary) computing and information science, the social sciences, design, and marketing and business management.

I expect you to participate in your education by taking part in conversations and staying current with your readings. We will be moving at a rapid pace this semester and if you fall behind in readings it will be difficult to catch up.

CREDITS AND PREREQUISITES //
ADES 5430 is a 3 unit course. You must have successfully completed ADES 5420.

COURSE OBJECTIVES //
Through the completion of course assignments, students will acquire competency in the following areas:

» Utilizing heuristic analysis to assess the efficacy of given interactions from multiple critical viewpoints, especially those that account for what aspects of these cause particular groups to experience satisfaction, or even joy, as well as frustration, angst and disappointment

» Understanding why specific stakeholders in a given group have the needs, biases, expectations and aspirations that they have regarding the perception and operation/functionality of a given interaction

» The application of diverse means to contextually frame a given problematic situation—these can include but are not limited to the operation of persona-based modeling (within specific scenarios of use), experience prototyping, the definition and prioritization of “positive” and “negative” situational attributes based on experience mapping and ethically and emically framed contextual inquiries

Through the completion of course assignments, students will continue to develop competency in the following areas:

• the ability to strategically plan and operationalize failure analysis processes and protocols to assess the design and functionality of various interactive systems

• the skills and understandings necessary to effectively identify interactive situations that are somehow problematic for particular groups

• the skills and understandings necessary to effectively account for and then analyze how and why a diverse array of contextualizing factors, conditions and behaviors cause or contribute to “what it is” that causes a given interactive situation to be problematic for a specific group

• the capacity to iteratively develop multiple, inventive and/or innovative approaches to re-thinking and re-making a given interactive situation so that it becomes less problematic for a specific group
• the aptitudes and capabilities necessary to effectively
document their working processes, so that they emerge
from this learning experience with a variety of means to
showcase and, if necessary, "pitch" what they will have
developed to potential collaborators, private investors and
public funding agencies

COURSE STRUCTURE //
This course is offered in a design studiolab format, and will meet
for one class session per week. Course content and studiolab
etiquette during critically dialectic exchanges between fellow-
students and students and faculty are all consistent with the
requirements of pursuing a career in professional User Experi-
ence and Interaction Design environments. Under the guidance
of the instructor, students will spend the semester engaging
in an interdisciplinary, team-based project designed to yield
an inventive and positive alternative to a situation that cur-
rently inhibits or limits the behavior and perception of a given
product or set of products, services, environment(s) or system(s).
Students will also work individually on an outside project of
choice during the course of the semester. Students will work in
the studiolab as required, and participate in class discussions
and critical dialogues during class hours. Students will submit
their work on assigned course projects for critical discussion
in iterative phases as stipulated by a per-project development
schedule provided to them by the instructor.

A tentative week-by-week schedule of course content will be
available on the class Canvas site. This will be kept up to date
and will always be the most current schedule for our course.
COURSE COMPONENTS //
Adobe Creative Cloud
In addition to the mandatory textbooks, you will be expected to maintain a Student license to the Adobe Creative Cloud. You should expect to maintain this license every year while in the UX design program at University of North Texas.

InVision Studio App
You will be required to sign-up for a free student account with InVision Studio App—industry standard prototyping application. You can choose to use any prototyping tool you choose; however, you must submit your files as a hosted HTML webpage.

Interaction Design Foundation (interaction-design.org)
You are required to acquire and maintain a student membership to this organization. The cost is $8/month (billed annually at $96).

Exams
There may be up to two exams, each covering the material outlined on the schedule and covered in class. Each exam will be worth 100 points. There are NO makeup exams in this course.

Projects
There will be one major project. Details on this project will be presented throughout the semester.

Late work is NOT accepted. Projects will be accepted at the beginning of class. If you will be late or absent the day that projects are due, make arrangements to deliver your work prior to class.

GRADING //
All projects or exercises will be due at the beginning of class. No late projects will be accepted for grading. You are responsible for turning work in on time, regardless of attendance.

Your final grade will be based on a strict average of all assignments. Your final grade will be rounded to the nearest 10th of a point.

A 100-90.0%
B 89.9-80%
C 79.9-70.0%
D 69.9-65%
F 64.9-0%

CLASS LMS //
Canvas (http://unt.instructure.com/)

REQUIRED READING //
Universal Methods of Design
Bella Martin & Bruce Hannington

Research for Designers
Gjoko Muratovski

Other articles as posted in Canvas.
ADDITIONAL RESOURCES //
producthunt.com
uxmag.com
smashingmagazine.com
aiga.org
printmag.com
commarts.com
howdesign.com
thedeline.com
designobserver.com

ELECTRONIC DEVICES //
Cell phones, laptops, tablets and the like, can be incredible tools for learning and growth, but also have amazing potential to divert our attention and distract us from meaningful learning opportunities. With that in mind, I expect students to act responsibly with technology. Turn off ringers, be ready to respond to discussion questions, and not be a distraction to your neighbors or myself. I may ask you to put away electronic devices for certain activities or if I feel they are becoming a distraction to others. The bottom line is it is in your best interest to get the most out of this course and ultimately your decision to be a diligent student or distracted seat warmer—so use technology wisely. Please do not use class time to check social media, shop, or whatever else might distract you and your classmates.

STUDENT COMMUNICATION AND COURSE UPDATES //
All student communication and course updates will be conducted through the class’s Canvas site and/or unt e-mail. You will need to monitor your unt e-mail for these updates and course communications. It is not possible or feasible for faculty to communicate to students via personal e-mail accounts, so you will need to regularly monitor your unt e-mail or forward it to an alternative e-mail account.

When contacting the professor, please utilize e-mail rather than Canvas messaging. If you need extended feedback please schedule or utilize office hours. As a rule of thumb, if your question requires more than a few sentence reply, please talk to the professor in person.

ATTENDANCE //
Attendance is mandatory. Only two absences will be accepted. Each absence beyond two will reduce your final semester grade by one full letter grade. So, three unexcused absences will result in lowering of your final grade by one letter, four will lower it by two, etc. Five absences, will result in a failing grade. There is no distinction between an ‘excused’ or ‘unexcused’ absence so plan accordingly.

Attendance will be taken at the start of class. If you miss attendance, it’s your responsibility to check-in with me. Up to ten minutes late will be acceptable, but will count as a tardy. You are given three free tardies. After that every three tardies will be considered an absence from class. If you come to class after the ten minute tardy window, you will be considered absence.

There are no excused absences for anything but a death in the immediate family.

If you are absent, you are responsible for contacting a class member in order to get any information or assignments that were given in class. The instructor will not use any 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. Communication through e-mail is preferred.

ACADEMIC INTEGRITY //
Students caught cheating or plagiarizing will receive an ‘F’ for that particular assignment or exam. Additionally, the incident will be reported to the Dean of Students, who may impose further 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 re-submission 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
STUDENT ACKNOWLEDGEMENT //

I, ____________________________________, acknowledge that I have read the course syllabus for ADES 5430. I understand the course structure, grading, attendance policies, as well as the risk factor rating. I hereby agree to the syllabus and its provisions.

STUDENT NAME (PLEASE PRINT)

STUDENT SIGNATURE

DATE

PERMISSION TO USE STUDENT WORK //

I, ____________________________________, am a student at the University of North Texas (UNT) and I am enrolled in ADES 5430, Foundations of UX. By my signature below I hereby grant permission to UNT to use, copy, reproduce, publish, distribute, or display any and all works created to comply with the requirements of this course in accordance with the terms set forth below. Additionally, I consent to the disclosure of the work created in this class as may be accompanied by my name and other personally identifiable information for purposes set forth below.

Scope of permission. This permission extends to the use of the described work and images of such work: (1) for academic purposes in order to demonstrate examples of student work to current and future UNT students; (2) for public display in the galleries or on the campus of UNT or on UNT websites; (3) for promotional materials created by UNT in all forms of media now known or later developed, including but not limited to exhibition catalogues, direct mail, websites, advertising, and classroom presentations. My permission is on-going and will continue until such time as I revoke it by giving UNT three months written notice of revocation to the professor of record for this course. UNT will have three months from the date of my notice to stop all use in accordance with this permission.

Certificate of ownership. I am the owner of all work submitted in accordance with the requirements of the named course and the work is not subject to any grant or restriction that would prevent its use consistent with this permission. All aspects of the work are original to me and have not been copied. I understand that as owner of the work I have the right to control all reproduction, copying, and use of the work in accordance with US copyright laws.

Privacy Release. I hereby authorize and consent to the release, maintenance, and display of my name if necessary and any other personally identifiable information that I have provided in connection with the work and its use in accordance with the terms of this agreement.

Signature. By signing below I hereby grant the permissions indicated above. I understand that this grant of permission relates only to the use of the described work. This is not an exclusive right and I may sell, give, or otherwise transfer the rights to such work to others on a non-exclusive or exclusive basis. However, in the event that I do sell, give or otherwise transfer ownership or the exclusive right to use my work to another party, I will notify UNT immediately in writing through the professor of record for this course. UNT will have three months from the date of my notice to stop all use in accordance with this permission.

I have read, understand, and agree to the terms of this permission form:

STUDENT SIGNATURE

STUDENT NAME (PLEASE PRINT)

DATE