

Interaction Design

INF 385T Fall 2014

General Information

Description: This team oriented project course will explore several issues surrounding the design and production of usable and elegant interactive experiences. Students will be introduced to topics including the iterative design process, physical and digital prototyping, and user testing. Project work will allow students to demonstrate mastery of the methods discussed in class through the creation and evaluation of screen-based and physical interfaces. No formal programming experience is necessary or expected as students are encouraged to leverage existing skills to develop visualizations and prototypes. For projects in the digital domain, experience with Flash, HTML5, Axure or the like is helpful, but Powerpoint will suffice.

Meeting Time: Thursday 6:30-9:30pm

Meeting Place: UTA 1.210A

Textbooks

Required?	Title	Author	Publisher
Yes	<i>Designing Interactions</i>	Bill Moggridge	MIT Press

Grades

	Due	Weight
<i>Class Participation</i>	~	20%
<i>Checkpoints</i>	10/9, 10/23, 11/6, 11/20,12/4	8% each
<i>Final Project</i>	12/12	40%

The table at left shows the due date and grade weight for each course element

Professor

A. Fleming Seay, Ph.D.

- **Email:** Fleming_Seay@Dell.com
 - **Office Hours:** (by appointment)
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Canvas

The Canvas system will be used for a great deal of class business including posting and submission of assignments, class announcements, and sharing of lecture slides. Please check it often.

Laptop Policy

Students are expected to keep all laptops and tablets closed and put away during the lecture and presentation portions of the class. If anyone is standing at the front of the room addressing the group, then notebooks and mobile devices must be closed and/or stored.

Attendance & Late Assignments

Attendance at all class sessions is expected. Though absence will not affect your grade directly, it will reduce your ability to participate in and contribute to group work. Multiple absences will hurt your participation grade and your peer evaluation. If you are going to miss a class, let me and your teammates know as well in advance as possible.

Assignments are due before 6:30 pm on the day of the designated class period. Late assignments will be assessed a 10% per day late penalty (penalties will accrue on Saturdays and Sundays). Early turn-in of assignments to accommodate planned absences should be arranged with the professor.

Grading Criteria

Performance in the course will be evaluated against the following criteria:

- Individual contribution to project checkpoints
 - Active participation in class discussions, work-sessions, and critiques
 - Rigor of design explorations
 - Quality of craftsmanship and level of completion
 - Team's ability to articulate process of arrival at a design solution
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Course Schedule (Tentative)

Content	Date
Understanding Interaction	8/28
Contextual Design	9/4
Prototyping / User Testing	9/11
Project Concepts Session	9/18
Project Concepts Continued, Teams Established	9/25
In Class Work Session	10/2
Project Progress Checkpoint - Project Plan Review	10/9
Design Lecture	10/16
Project Progress Checkpoint, Prototype Review	10/23
In Class Work Session	10/30
Project Progress Checkpoint, User Test Review	11/6
In Class Work Session	11/13
Project Progress Checkpoint, Deliverables Review	11/20
Thanksgiving, No Class Meeting	11/27
Project Progress Checkpoint, End Game	12/4
Final Presentations	12/11