Interaction Design

INF 385T Fall 2019

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, InVision or the like is helpful, but a well-executed, interactive Powerpoint will suffice.

Meeting Time: Thursday 6:30-9:30pm
Meeting Place: UTA 1.210A

Textbooks

Required?	Title	Author	Publisher
Yes	***Designing Interactions***	Bill Moggridge	*MIT Press*

Grades

	Due	Weight
Class Participation	~	20%
Checkpoints	10/10, 10/24, 11/7, 11/28	10% each
Final Project	12/6	40%

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

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Professor

A. Fleming Seay, Ph.D.

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

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

Course Schedule (Tentative)

Content	Date
Course Intro & Understanding Interaction	8/29
Mood Boards	9/5
Favorite Design/Designer + Modern Interaction Research I	9/12
Douglas Engelbart & Project Concepts Session	9/19
Hiroshi Ishii + Contextual Design + Teams Established	9/26
Jun Rekimoto + Prototyping + Project Pitch Session	10/3
Project Progress Checkpoint I - Research Review	10/10
User Testing + Modern Interaction Research II	10/17
Project Progress Checkpoint II, Prototype Review	10/24
In Class Work Session	10/31
Project Progress Checkpoint III, Testing & Deliverables	11/7
In Class Work Session	11/14
Project Progress Checkpoint IV, End Game	11/21
Thanksgiving, No Class Meeting	11/28
Final Presentations	12/5