DETAILS

Important note: The information presented in this syllabus is subject to expansion, contraction, change, or stasis during the semester. In case of conflict between versions, the copy on Canvas takes precedence.

Course number. 28279
Prerequisite.
• 301 Intro to Informatics
• 310 Intro to UX Design

Time. WF 10:30–12:00
Place. PAR306
Dates. TBA
Final Exam. TBA
Instructor. Mick McQuaid
Email. mcq@utexas.edu
Office. TBA
Office Hours. TBA

DESCRIPTION

This course focuses on the unique design practice of (1) representing and organizing information to facilitate perception and understanding (information architecture) and (2) specifying the appropriate mechanisms for accessing and manipulating task and play information (interaction design). This
course also explores design patterns appropriate for the HCI professional.

OBJECTIVES - SKILLS

• Identify complementary skills and congruent domains among potential project group partners.
• Conduct iterative design, including design, prototyping, and evaluation.
• Conduct a contextual inquiry.
• Construct personas suggested by a contextual inquiry.
• Construct a low fidelity prototype using pencil and paper.
• Construct a high fidelity prototype using tools of your own choosing.
• Evaluate a high fidelity prototype using heuristic evaluation or methods of your own choosing.
• Sketch designs quickly and with facility.
• Solve generic design problems quickly in an ad hoc group, mastering both the divergent and convergent activities required.
• Tell the story of a design problem and solution through a series of sketches.
• Contribute to a project group over the course of a semester and overcome project group problems.
• Create a project group website that communicates the substance of your semester-long project.
• Work with a client whose constraints are not under your control.

OBJECTIVES - CONCEPTS

• Understand the role of constraints in design.
• Understand affordances.
• Understand the history of and basic definitions common in interaction design.
• Understand theories in human computer interaction such as Fitts’s Law and Hick’s Law and the characteristics of theories.
• Understand interaction paradigms.
• Understand four common interaction styles and the characteristics favoring their use.
• Understand two different ways to elicit and interpret verbal information from users of a system, protocol analysis and verbal analysis.
• Understand the role of collaboration among users in interaction design.
• Understand several ways to measure quality of service.
• Understand the role of emotion in interaction design.
• Understand relevant characteristics of a range of interaction devices.
• Understand software documentation and the phenomena taking its place.

MATERIALS


The study guide (on Canvas) is the only other required textbook for the course.

Notebook. You should bring a paper notebook to class every day and be prepared to upload pictures from it frequently. The notebook should be the size of the Moleskine Cahier notebook, 5 × 8.25 inches. It is widely available in packs of three for about 13USD.

You should only write or draw in the notebook and not
staple or paste scans or photos into it. All the work in the notebook should be in pen or pencil, preferably pencil.

**Phone or tablet with camera.** You should bring a phone or tablet or some device with a camera to class and be prepared to photograph your work to share it with the class.

**Technology.** Except for Figma, specific software packages will not be taught in this course. Students should use judgment to select and use helpful software and should share their experiences with different software packages during discussion. Different students have different software needs. It makes sense to try a lot of different software packages to keep you open-minded but to polish your skills with a few to help you meet tight deadlines.

**SCHEDULE**

The estimated course schedule follows. All dates, lecture topics, and assignments are subject to reasonable change at the discretion of your instructor. Any changes will be announced in class. Numbers refer to weeks of the semester.

1. Intro, Team options
2. Background radiation
3. Audience
4. Contextual inquiry
5. Personas
6. Prototyping
7. Portfolio Planning
8. Personal information
9. Information
10. Information design patterns
11. Finding information
12. Navigating information
13. Visualization  
14. Visual design theories  
15. Bertin’s theory  
16. Summary

**GRADING**

I intend to grade all assignments within two weeks except when circumstances interfere. The grading scale used along with the grade components follow. The list numbering refers to week numbers of the semester.

- A >= 90.0%
- B >= 80.0% & < 90%
- C >= 70.0% & < 80.0%
- D >= 60.0% & < 70.0%
- F < 60.0%

1. Self-assessment  
2. Exercise 1, 05 points (drawing a face)  
3. Milestone 1, 05 points (proj focus)  
4. Exercise 2, 05 points (picking up a key)  
5. No graded work due  
6. Milestone 2, 10 points (contextual inquiry)  
7. Exercise 3, 05 points (widget redesign)  
8. Milestone 3, 05 points (personas)  
9. Exercise 4, 05 points (record interaction)  
10. Milestone 4, 05 points (lo-fi prototype)  
11. Exercise 5, 05 points (ambient notification)  
12. Exercise 6, 05 points (corporate directory)  
13. Exercise 7, 05 points (captions)  
14. Milestone 5, 10 points (hi-fi prototype)  
15. Exercise 8, 05 points (elevator)  
16. Peer eval, project grades
17. Final exam, 15 points

Adding the points from the above list shows that the course grade is composed of

- 35 points project milestones
- 15 points exam
- 40 points in-class exercises