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# Syllabus

 Settings

*This syllabus is subject to changes as necessary during the quarter.*

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## **SYLLABUS: UxD 101 Design Principles for User Experience Design**

### **Meeting Details**

This course is asynchronous. There are no required meeting times. Students should examine the calendar and mini project deadlines and create an individualized schedule that fits their individual needs.

### **Faculty Details**

Professor Jessica Westbrook, *Associate Professor, School of Design, College of Computing and Digital Media*;  
<https://www.cdm.depaul.edu/Faculty-and-Staff/Pages/faculty-info.aspx?fid=1335>

### **Faculty Contact**

Email: please allow up to 48 hours for an email response, use [jwestbro@cdm.depaul.edu](mailto:jwestbro@cdm.depaul.edu)

Office hours: M,W 3-6PM (by appointment only to avoid conflicts with other students). To access BlueStar, click on the BlueStar Student Support link from your Student Center in Campus Connect. Schedule, and include details about your service request. Often email is sufficient but live chat is also available via phone call, Google Meet, Duo, or Hangout.

### **Student Contacts**

See the Classlist in the main top navigation. It is important to connect with peers.

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### **Course Description**

A major aim of UX design is to produce products and services that minimize user cognitive load and minimize user decision-making time. In other words UX design is stress prevention. How do designers arrive at stress-free user-centered solutions? One strategy involves being aware of design principles and using design principles to guide design decisions.

Design principles provide guidance.

Design principles help UX designers make user-centered decisions.

This course introduces user experience design principles and introduces coding. User experience design principles covered in this course include: consistency, signifiers, feedback, constraints, affordances, mapping, and discoverability. Students will review experience design principles and apply user experience design principles through mini projects. This is an introductory-level course, prior experience is not expected, beginners are welcome.

Note that design principles are not standalone. All design principles are interrelated. They rely on each other and influence each other.

### **Fall 2020 Learning Goals**

1. Students will be able to identify and describe user experience design principles.
2. Students will be able to analyze the effectiveness of applied user experience design principles.
3. Students will be able to integrate user experience design principles in design projects using code.

### **Course Culture**

We are a group of mixed levels, mixed motivations, mixed life experiences. We can relish the diversity of approaches and outcomes.

### Technical Pathways

While everybody is learning and applying the same UxD principles, there are two different technical pathways available in this course. One pathway is for people with zero coding experience, the other pathway is for people with some coding experience. Everyone should feel supported and appropriately challenged. Details of these pathways are available in Week01pathways.

### Collaboration Option

Learning is the goal. Learning is not standardized. Some people thrive alone, some people thrive in collaboration. Students in this course are invited (but not required!) to collaborate in groups of 2 or 3 and work through mini-projects together if collaboration supports what you know about your learning style. For the sake of "bookkeeping" each member of a collaboration is required to post an individual weekly discussion as-if working solo. Collaborators should credit their collaborative partners in the post. There is absolutely no penalty for collaboration. There is absolutely no penalty for working alone.

### Support

In all working scenarios, everyone is encouraged to get help and give help as needed. Your own network, and the web and its many communities, and language-specific forums are open and available to you. CDM also provides online tutors who are hired to help you through projects. Use the CDM tutoring service: <https://www.cdm.depaul.edu/Student-Resources/Pages/Student-Tutoring.aspx>. You have many options for getting the support you need.

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### Schedule

Weekly Mini Projects (left navigation) are followed up with weekly Discussion posts (top navigation). Each Weekly Mini Project module contains schedule and deadline details. You may work ahead if working ahead meets your schedule needs.

### Supplies

Mac and Windows software download links are provided in the Software module (left navigation) and is detailed in Week01pathways (left navigation). There is no required textbook. Design content is provided. Code content is provided through [www.codexdesign.org](http://www.codexdesign.org) a project designed, developed, and published by CDM faculty Westbrook and Treebridge.

### Required Work

This course involves a series of Weekly Mini Projects (left navigation). Completion points are earned for each project. To receive the completion points a discussion post must be made (top navigation).

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### Grades

Points will be averaged for a final course grade at the end of the quarter. A = 90-100 / B = 80-89 / C = 70-79 / D = 60-69 / F = 0-59. A indicates excellent work, B indicates good work, C indicates satisfactory work, D work is unsatisfactory in some respect, F is substantially unsatisfactory work or missing work. Alternatively students may opt to change the grading basis of this course to Pass/D/Fail. A grade of Pass (P) will indicate that the student's work met expectations for a grade of at least C-. Work that would merit a grade of D+ or D in the traditional grading basis would

still earn a D+ or D. Work that does not merit a passing grade will earn a Fail (F).

Pass/D/Fail is an option this quarter. The deadline for adopting the Pass/D/Fail grading basis is: 11:59 pm on December 5. This deadline allows students three days after grades are posted each quarter to determine whether they want to adopt the Pass/D/Fail grading basis.

### Late Work

We will be mindful of the extra level of stress going on during a pandemic. Health and well being is the priority. If your work is in on time it will be reviewed. If your work is in late it may not be reviewed. If/when you turn work in late please follow the original Weekly Mini Project details, post to discussions, and email [jwestbro@cdm.depaul.edu](mailto:jwestbro@cdm.depaul.edu) with:

- subject line: UXD101 LATE WORK WEEK#
- body: original due date, note confirming that your late discussion is posted

If you do not email the instructor late work may go unnoticed and completion points may be missed. Do take care of your needs and follow through with an email.

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### Important Helpers

Get the mental health care, support, and counseling you need: <https://offices.depaul.edu/student-affairs/support-services/counseling/Pages/default.aspx>

Get the accommodation you need: Disability accommodations can be obtained through the Center for Students with Disabilities (CSD) at: [csd@depaul.edu](mailto:csd@depaul.edu). Lewis Center 1420, 25 East Jackson Blvd. Phone number: (312)362-8002 Fax: (312)362-6544 / TTY: (773)325.7296. Students who have not obtained an official accommodation please contact the instructor privately to discuss specific needs and/or considerations as they come up or change.

Upload / Create ▼

Existing Activities ▼

☐ Bulk Edit

Drag and drop files here to create and update topics

Add a sub-module...