ISM 220 Interactive Design and Prototyping Spring 2013

Instructor
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Office hours: Wednesdays 10-11:30am and by appointment

Course Information
Class number: 36181, Section 901
Class times: Wednesdays, 5:45-9:00 PM
Room: CDM 801   Campus: Loop
Course homepage: https://d2l.depaul.edu/

Course Summary
This course focuses on conceptualizing, designing, and prototyping interactive projects. Students will apply design principles and patterns in a user-centered design process, and learn how to test and refine prototypes using evaluation methods.

Learning Objectives
1. Students will be able to create sketches, wireframes, and interactive prototypes of interaction designs as part of a user-centered design process.
2. Students will develop an understanding of common design patterns and practice applying them.
3. Students will be able to produce a coherent interaction design that reflects design and usability principles.
4. Students will be able to refine interaction designs by using design and prototype evaluation methods.

Required Texts
- Tidwell, Jennifer. (2011). Designing Interfaces: Patterns for Effective Interaction Design (2nd Edition). Some patterns are featured on http://designinginterfaces.com/patterns/.
- Additional reading materials may be provided on D2L.

Prerequisites
ISM 210 Introduction to Human-Computer Interaction and GD 105 Introduction to Visual Design are recommended.

Software
While this is not a software-focused class, coursework will involve the use of Axure RP, a wireframing and prototyping tool. I will introduce the tool; however, you will need to explore the learning resources on your own as well.

Axure RP is installed on the computers in CDM 801. So that you can install your own copy on your computer, apply for a free license through Axure's "Good Student Program" here: https://www.axure.com/free-software-for-students. I suggest you do this as soon as possible. Axure RP support and learning resources: http://www.axure.com/learn.

Grading
Coursework includes the following components.

	Grade Proportion
Participation	10%
Individual Assignments	40%
Design Pattern Examples	10%
Group Project	25%
Quizzes	15%
Total	100%

Participation. The course will involve completing readings before class meetings and preparing for class discussions. Class meetings will involve a combination of lecture, discussions, hands-on activities, presentations of projects, and group work. The participation portion of the grade is based on attendance and on contributions to class discussions and activities.

Individual Assignments. Students will practice generating and refining ideas through two individual assignments.

> A1 Concept Exploration
> A2 Paper Prototype

Design Pattern Examples. To enrich our class discussion, students will sign-up to find examples of selected design patterns. Locate at least three web sites (or apps) that make use of the pattern. Get a screenshot and annotate it so that the use of the pattern is clearly identified. Also include the source (for example, the URL or app name). For each example, include a short paragraph analyzing the effectiveness of pattern used. Submit your examples as a PowerPoint or PDF format so that they can be projected in class and used for class discussion.

Group Project. In small groups (2 or 3), students will address a common problem and produce a design for a website or mobile app.

> P1 First Prototype
> P2 Final Prototype

Quizzes. Short quizzes will be given in class to assess understanding of key ideas from the assigned readings.

Grading Scale. Letter grades are based on the following minimum percent of total points earned.

A	93.00%	186 points	Excellent
A-	90.00%	180 points	
B+	88.00%	176 points	
B	83.00%	166 points	Good
B-	80.00%	160 points	
C+	78.00%	156 points	
C	73.00%	146 points	Satisfactory
C-	70.00%	140 points	
D+	68.00%	136 points	
D	60.00%	120 points	
F	0.00%	0 points	Poor

Course Schedule

	Date	Topics	Required Reading	Due
1	Apr 3	**Interaction design and the user-centered design process. Usability Heuristics. Design patterns.**	Nielsen's 10 Usability Heuristics http://www.nngroup.com/articles/ten-usability-heuristics/	
2	Apr 10	**Understanding needs and establishing requirements. Working with user stories. Ideation and sketching.**	Tidwell, Preface and Ch. 1 What Users Do Tidwell, Ch. 2 Organizing Content: Information Architecture and Application Structure	Quiz 1
3	Apr 17	**Paper prototyping and evaluation. Creating organization and structure.**	Rettig, Marc. "Prototyping for Tiny Fingers." *Communications of the ACM 37,* no. 4 (April 1994): 21-27. (provided in D2L) Tidwell, Ch. 3 Getting Around: Navigation, Signposts, and Wayfinding	HW1 Concept Exploration *Group formation survey*
4	Apr 24	**Organizing the page. Wireframing and prototyping with Axure RP.**	Tidwell, Ch. 4 Organizing the Page: Layout of Page Elements Tidwell, Ch. 5 Lists of Things	Quiz 2
5	May 1	**Designing interaction with usability principles in mind. More work with Axure.**	Tidwell, Ch. 6 Doing Things: Actions and Commands	HW2 Paper Prototype
6	May 8	**Prototype evaluation and testing. Project work.**	Tidwell, Ch. 8 Getting Input from Users: Forms and Controls	
7	May 15	**Mobile and social design patterns.**	Tidwell, Ch. 10 Going Mobile Tidwell, Ch. 9 Using Social Media	P1 First Prototype
8	May 22	**TBD**		Quiz 3
9	May 29	**Project work**		
10	June 5	**Final Presentations**		P2 Final Prototype

Deadlines and Submissions

Project assignments must be submitted **by 1:00 PM** on the due date indicated above. All assignments should be submitted to the designated dropbox in D2L.

Changes to Syllabus

This syllabus is subject to change as necessary during the quarter. If changes are made, they will be thoroughly addressed during class.

Policies & Expectations

Attendance
Students are expected to attend all classes and participate in class activities. Take an active role in class discussions and activities. Be on time. Be a respectful participant by keeping phones in silent mode. Please keep eyes up (and off your individual monitors) when attention should be paid to the group discussion or presentation. It is unprofessional and disrespectful to the instructor and other students to be surfing the internet, chatting, or checking social media. Attendance will be taken.

Please communicate with me if you must be absent for any reason. Students are individually responsible for material they may have missed due to absence or tardiness.

Unexcused absences should not exceed two during the quarter. A third absence will reduce your final grade by one letter grade. Tardiness that exceeds 30 minutes is counted as an absence. Two late arrivals or early departures, or a combination of both, are counted as one absence. Please notify me in advance if there are any special needs.

Incomplete Grades
An incomplete grade is given only for an exceptional reason such as a death in the family, a serious illness, etc. Any such reason must be documented. Please note that University guidelines require that you must be earning a passing grade at the time you request an incomplete grade. You should have completed most of the course, with at most one or two major forms of evaluation missing. Any incomplete request must be made at least two weeks before the final, and approved by the Dean of the College of Computing and Digital Media. Any consequences resulting from a poor grade for the course will not be considered as valid reasons for such a request.

Coursework Grade Review Requests
Every effort is made to grade in a fair and consistent manner. Should a disagreement arise about a coursework grade, the student may submit a grade review request in writing to the instructor. The request must be submitted within 48 hours after the assignment grade has been posted. The request must include the student's argument for a different grade evaluation, based on verifiable evidence presented by the student. The instructor handles grade review requests and responds to the student with a review decision as soon as possible.

Academic Integrity Policy
This course will be subject to the faculty council rules on the Academic Integrity Policy. Cheating includes plagiarism, fraud, and other forms of academic dishonesty. University guidelines on academic integrity and plagiarism can be found at http://academicintegrity.depaul.edu.

Plagiarism
The university and school policy on plagiarism can be summarized as follows: Students in this course, as well as all other courses in which independent research or writing play a vital part in the course requirements, should be aware of the strong sanctions that can be imposed against someone guilty of plagiarism. If proven, a charge of plagiarism could result in an automatic F in the course and possible expulsion. The strongest of sanctions will be imposed on anyone who submits as his/her own work a report, examination paper, computer file, lab report, or other assignment which has been prepared by someone else. If you have any questions or doubts about what plagiarism entails or how to properly acknowledge source materials, be sure to consult the instructor.

Resources for Students with Disabilities
Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential.
To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted either:
   - PLuS Program (for LD, AD/HD) at 773-325-4239 in SAC 220
   - The Office for Students with Disabilities (for all other disabilities) at 773-325-7290 Student Center 307

Online Instructor Evaluation
Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over two weeks. Students do not receive reminders once they complete the evaluation.