Social Interaction Design
HCI 553 – FALL 2016

Class Meeting Time/Location:
This is an online only course. All course materials and information are available on D2L.

Instructor: Dr. Sheena Erete
Email: serete@cdm.depaul.edu (preferred mode of communication)
Office: CDM 710
Office hours: Mondays 2:30pm - 4:00pm (subject to change; by appointment)

Course Description and Objectives
This course introduces students to principles, practices, and patterns of designing user experience for social web and mobile applications. Students will use these UX strategies to analyze online interaction patterns on existing websites that facilitate collaboration, content sharing, online communication, networking and other forms of online interaction. In addition to social design patterns, we will also focus on ethics, privacy, social capital, collective efficacy, and designing for those who are traditionally marginalized in the design process. The final project will require students to apply their knowledge of the theories discussed in class and their previous understanding of the human-centered design process to create a social application.

In this course, you will learn how to:
- Identify and explain design patterns and their potential effect on users' interactions and engagement in online communities
- Apply design patterns effectively to new and existing social interfaces
- Evaluate design of social interfaces using a critical design lens

Reading Material
- Crumlish, Christian & Malone, Erin. (2015). *Designing Social Interfaces*. (Second Edition). Sebastopol, CA: O'Reilly. ISBN: 978-0-491-91985-9

- Additional readings are posted on the D2L course website.

Schedule

Week	Topic	Required Readings[1]	Major Deliverables[2]
1	Overview & History	Designing Social Interfaces Chapters 1 & 2	---
2	The Basics	Designing Social Interfaces Chapters 3, 4, 5, & 6 Wisniewski et al., 2012[3]	---
3	Social Objects & Communication	Designing Social Interfaces Chapters 8, 9, 11, & 13 Litt et al., 2014[3]	---
4	Collaboration, Crowdsourcing, & Crowdfunding	Designing Social Interfaces Chapter 12 Irani et al., 2013	**Design Patterns Evaluation DUE: Oct. 2**
5	Privacy and Ethics Guest: Dr. Janine Spears	Watch Design Patterns Presentations Spears & Erete, 2014 & View *Do Not Track*	**Presentation of Evaluation DUE: Oct. 5**
6	Managing Online Communities	Designing Social Interfaces Chapter 14 & 15	---
7	Youth and Social Media Guest: Dr. Nichole Pinkard	Forte et al., 2014 Erete, Pinkard, et al., 2015 Watch Digital Divas Video[3]	**Low-fi Prototype (Wireframes) DUE: Oct. 9**
8	Designing for Local Environments	Designing Social Interfaces Chapter 16 & Israni et al., 2017[3] Erete, 2015[3]	**Heuristic Evaluation of Peer Group DUE: Oct. 16**
9	Thinking Global: Cross Cultural Design	Wyche et al., 2013 Medhi-thies et al., 2015	---
10	Final Presentations	---	**Hi-fi Prototype and Presentation DUE: Nov. 13**
Exam Week	No Classes		**Reflection Paper DUE: Nov 18**

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[1] Readings and assignments due dates may change. Routinely check your email and D2L for updates.

[2] Due dates are subject to change. Check D2L for assignment details, rubrics, etc.

[3] Reading posted on D2L. Let me know if you cannot access D2L or the readings posted.

Grading

After this course, you will be able to identify and apply social interaction design patterns. The best way to learn how is to apply what you read in the textbook (and papers) and what you hear during the lectures by identifying examples and completing a real-world design challenge. Thus, your grade will be evaluated as follows:

- 10% - Class Participation
  - To receive full credit for your class participation, you must engage in online discussions by the following Wednesday – i.e., at least 2 substantive comments on the discussion board in addition to your 321 post.
- 5% - Class Discussion Lead (1 weekly topic)
- 20% - Weekly 3-2-1 submissions
  - Each week, you have a reading assignment. After you do the reading, you will submit a short reflection on D2L
    - Three (3) key issues raised by the reading
    - Two (2) questions you have about the reading
    - One (1) example (screenshot) of either a pattern or anti-pattern of the topic with a brief description explaining what you think
  - There will be an online discussion set up for each week where the contents of 321 should be placed. You will not be able to see others submissions until after you submit. You must post your 321 by Sunday at 11:59pm. 321's will not be accepted late (as the material will have already been discussed).
  - Each week, you will engage online with your classmates about their 321 submissions (see class participation).
  - 321s will be graded very simply: they are out of 6 points as you either did or didn't make the six points required. If you did not receive the 6 points, then you will receive an email within two weeks of your post.
- 15% - Design Pattern Evaluation
- 5% - Design Pattern Presentation
- 35% - Team Project*
  - 5% - Lo-fi Prototype (Wireframes - Storyboards)
  - 5% – Heuristic Evaluation
  - 20% - Final prototype (Hi-Fi)
  - 5% - Class Presentations
- 10% - Final Reflection Paper
  - There is no final exam, but you will submit a final paper where you reflect on what social design interaction means and how we (as designers) can begin to think more critically about how we design interaction. More information will be posted on D2L about your final paper.

*Your individual performance on the team will be evaluated by your teammates. This evaluation will determine how your team's project grade will be applied to your final grade. **See D2L for descriptions of the assignments and grading rubrics.**

Grading Scale
There is a total of 100 available points (see assignments for distribution).

94 - 100 A	74 - 77 C
90 - 93 A-	70 - 73 C-
88 - 89 B+	68 - 69 D+
84 - 87 B	64 - 67 D
80 - 83 B-	60 - 63 D-
78 - 79 C+	

Policies

- *Participation:* You are expected to read all the materials assigned and view all lectures posted as well as participate in online discussions. For full credit, you must participate each week by submitting a 321 and 2 additional substantive online posts.

- *Readings:* You are expected to read all of the required readings BEFORE Sunday of each week and to participate in online discussions. The readings will help with the assignments so read before Sunday.

- *Assignments:* All assignments are **due by 11:59pm** on the due date (unless otherwise noted).

- *Late assignments:* Late assignments will be accepted ONLY if you (1) contact me at least 12 hours before the due date and (2) turn in the assignment within three days of the due date. If the assignment is late by 1 day, it will be eligible for a total of 90% of the total points. If late by 2 days, the assignment is eligible for 80% of the total points. If late by 3 days, 70% of the total points are available. In emergency situations, alternative arrangements may be agreed upon at my discretion.

- *Anti-slacker Rule:* 35% of your final grade is based on your group project. Therefore, it is imperative that you significantly contribute to your team project. In EXTREME cases, if group members have clear evidence that another member is not contributing in a substantial manner to the project, they can formally fire that team member. First, the team should formally communicate their concerns and evidence of lack of engagement with me via email, copying all the members other than the one in question. I will then send ONE written warning to the team member. If the team member in question still does not participate in a satisfactory manner, the group should send me another email with evidence of lack of participation and again explaining the circumstances. The team member will then receive written notification from me that they have been fired. A fired member will still be required to submit the same assignments on the syllabus on the same topic as their former group. A fired group member will automatically lose 40% of the points on ALL subsequent submissions for the project.

- *Email:* Email is the preferred means of communication between faculty and students enrolled in this course outside of class time. My email is serete@cdm.depaul.edu. Please

put "[HCI 553] <insert your subject>" in the email subject field. To ensure that you receive my emails, please make sure your email listed under "demographic information" at CampusConnect is correct.

- *Plagiarism:* It is your professional responsibility to ensure that all submitted work is your own. If you have any questions or doubts about what plagiarism entails or how to properly acknowledge source materials, please read DePaul's policy on plagiarism and other academic integrity violations at: http://offices.depaul.edu/oaa/faculty-resources/teaching/academic-integrity/for-students/

- *Student rights:* You have rights as a student. To learn about these rights, please read DePaul's policies for students regarding student rights, located at http://www.depaul.edu/university-catalog

- *Incomplete:* 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. 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. Consequences resulting from a poor grade for the course will not be considered as valid reasons for such a request.

- *Resources for Students with Disabilities:* If you feel you need an accommodation based on the impact of a disability, feel free to contact me privately to discuss your specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact me as early as possible in the quarter (preferably the first week of class). Also, make sure that you have contacted the Center for Students with Disabilities (CSD) at: Student Center, LPC, Suite #370 Phone number: (773) 325.1677 Fax: (773) 325.3720 TTY: (773) 325.7296