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

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Meeting Details

Tuesdays 10:00AM - 1:15PM / 14EAS 00206 Loop Campus

faculty

Jessica Westbrook, Associate Professor, School of Design

contact

email: jwestbro@cdm.depaul.edu / online hours: allow up to 48 hours for an email response; email is answered Monday-Friday 9AM-5PM, in the order in which it is received

office

office: 14 E Jackson Blvd #1613, Chicago IL 60404 USA / office hours: TR 2PM - 5PM by appointment only, please use bluestar in advance to secure a time; come prepared with detailed action items

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Course Description

ISM 101: Introduction to user experience design is an immersion in contemporary design theory and practice. Students will gain empathy for the user by identifying, navigating, and investigating elements of user experience design in real life. Students will gain agency by gathering information, sensemaking, creating user experiences, and observing the results of these efforts/creations.

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requirements

- 1. weekly in class exercise documentation and reflection posted to Student Project Documentation > design studio activity documentation
- 2. weekly empathy exercise documentation and reflection posted to Student Project Documentation > empathy research activity documentation

grading

You can accumulate up to 100 points in this class for doing the required work. 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. Some work may be done as part of a group. Every group member must individually post the result to receive credit.

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learning outcomes

- 1. Students will identify, navigate, and investigate elements of user experience design in real life.
- 2. Students will develop empathy for the user.
- 3. Students will use information and interaction to create user experiences and observe results.
- 4. Students will generate user experience design ideas for future research and development.
- 5. Students will develop a vocabulary for user experience and user experience design.

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culture

As a group we will engage in unknowns and uncertainty during which time we will refrain from doubt and judgement. Questions, suggestions, and interruptions are always welcome and encouraged. Mistakes and errors are portals to discovery. Awkward is weird and wonderful.

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Required Supplies

A variety of pens/markers/highlighters, some kind of camera (mobile device/phone is a-ok, alternatively use the DePaul media center to check-out a camera), other materials/supplies/printing as assigned. No required textbook.

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Late Work

Each student gets **one** late submission. Be strategic! It can be used for up to 7 days past the due date. If/when you use your late submission you must follow the original submission rules AND you must email the instructor with the following information in order to receive credit:

- subject line: "ISM101 late work: student first and last name, late work week number e.g. 02interface"
- body: original due date, late turn in date, note confirming that the evidence has been uploaded and is ready for review

If you do not follow these instructions you will not earn credit.

After one late submission additional late work cannot be accepted unless there is a documented extenuating circumstance [documented illness or documented immediate family emergencies]. The extenuating circumstance process/permission must pass through the Dean of Students office. Details are found here:
<http://offices.depaul.edu/student-affairs/support-services/academic/Pages/absence-notification.aspx>

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Attendance

This class is experience oriented. Every meeting involves in-class group and studio activity. This material cannot be repeated. Attendance is required. Two absences for any reason, whether excused or not, may constitute failure for the course. If students arrive 15 minutes late they can be marked absent. If students leave 15 minutes early they can be marked absent. If students miss class they should consult with classmates, review D2L documentation. If material is missed the onus is on the student to invent/generate/re-enact the experience.

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Helpful DePaul Resources

- 1. equipment center for camera/gear check-out: Daley building (14 E. Jackson) LL 106
- 2. tutoring center, CDM 208 [search for Java if you need help with Processing, Photoshop/Illustrator etc if you need visual design help]: <http://www.cdm.depaul.edu/Current%20Students/Pages/TutoringProgram.aspx>
- 3. lynda tutorials: software.depaul.edu/training
- 4. computer labs: cdm.depaul.edu > Current Students [top right nav] > Computing... access labs on both campuses


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Disabilities

Students who 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 the Center for Students with Disabilities (CSD) at: csd@depaul.edu. Lewis Center 1420, 25 East Jackson Blvd. Phone number: (312)362-8002 Fax: (312)362-6544 / TTY: (773)325.7296

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