HTI 201 – Interaction Design (4 credits)

Semester I 2017-2018

User-centered design process and its use in the creation of interactive products. Includes key concepts and methods in Interaction Design, including, but not limited to, elicitation of product requirements, user and task modeling, information architecture, visual design principles, and wireframing and prototyping.

Course information

Class meetings	Section 1: Mondays & Wednesdays, 10:00AM – 11:50AM, SCI A224
	Section 2: Mondays & Wednesdays, 2:00PM – 3:50PM, SCI A224
Final exam times	Section 1: Wednesday, December 20th, 8:00AM – 10:00AM
	Section 2: Wednesday, December 20th, 10:15AM – 12:15PM
Instructor	Tomi Heimonen, PhD
Office location	B235, Science Building
Email	theimone@uwsp.edu
Telephone	(715) 346-2356
Communication	You are encouraged to contact me (email preferred) regarding the course if you have any questions. When communicating via email, please preface the subject line of your email with "HTI 201".
Office hours	Mondays and Wednesdays, 1:00 PM – 2:00 PM
	Tuesdays and Thursdays, 11:00 AM – 12:00 PM
Class website	http:///www.uwsp.edu/d2l
	Desire2Learn (D2L) will be used to distribute course materials, assignments and grades. Check it regularly to stay informed of changes to class schedules and other important announcements.
Prerequisites	CNMT 210 – Web Design and Development I or consent of the instructor.
Textbooks	The following required texts will be used in this course. Both texts are available at Text Rental.
	Alan Cooper, Robert Reimann, David Cronin, Christopher Noessel: *About Face: The Essentials of Interaction Design*, 4th Edition, Wiley, 2014. ISBN: 978-1-118-76657-6
	Louis Rosenfeld, Peter Morville, Jorge Arango: *Information Architecture*, 4th Edition, O'Reilly, 2015. ISBN: 978-1-4919-1168-6

Important Note: This syllabus, along with course assignments and due dates, are subject to change. It is the student's responsibility to check D2L for corrections or updates to the syllabus. Any changes will be clearly noted in a course announcement or through email.

Course learning outcomes

Designing and developing the user-facing aspects of a product is one of the key tasks of interaction designers and user interface developers. The goal of this course is to introduce the core concepts, techniques and tools for interaction design using a user-centered design process (UCD), including the following key topics:

- Identifying potential user groups for an interactive product or service.
- Capturing, defining and documenting user needs and goals of the product or service.
- Developing and refining an interaction design framework for the product or service.

HTI Major Competencies:

Computing and New Media Technologies faculty members at UW-Stevens Point have developed a set of program competencies that define the educational goals of the CNMT Department and the HTI major itself. No single HTI course can cover all the HTI major competencies in detail, but the combined courses within the major meet all of these goals. This course is designed to help you meet the following program competencies:

1. Design Knowledge and Skills: Achieve an industry-standard level of knowledge and skills in human-centered design and assessment of digital media (aligns with Course Objectives #1, #2, #3)
2. Technical Knowledge and Skills: Achieve an industry-standard entry level of competence in tools and techniques used in human-technology interaction (aligns with Course Objective #2)
3. Interdisciplinary Knowledge and Skills: Demonstrate an ability to contribute to, and act as the end user's advocate across, all disciplines involved in a professional digital development team (aligns with Course Objectives #2, #4)
4. Contextual Knowledge and Values: Demonstrate the ability to identify and shape digital artifact development based on human-centered cultural, technical, and ethical issues (aligns with Course Objectives #1, #2, #3)
5. Personal Communication Skills: Demonstrate industry-standard communication skills throughout all phases of the digital artifact development process; including research, stakeholder interactions, results presentations, and team problem solving in both distance and face-to-face environments (aligns with Course Objectives #2, #4)
6. Life Long Learning: Critically assess emerging trends and technologies in the field of digital media and constantly acquire new knowledge and skills applicable to that field (aligns with Course Objectives #1, #2).

Upon completing this course, students will have:

1. Demonstrated understanding of the user-centered design (UCD) process and its application to interaction design
2. Demonstrated ability to produce key deliverables of the interaction design process using industry standard tools and techniques, including competitor analysis, requirements specification, personas, scenarios, wireframes, and prototypes
3. Demonstrated ability to design usable and accessible interactions appropriate for specific user needs and goals
4. Collaborated with team members during design process and presented deliverables to the class

Grading policy

Graded course activities
Completing coursework awards a maximum total of 1000 points.

Specific requirements for each course activity will be announced separately in class and in D2L. Grading for this course emphasizes the learning of practical interaction design skills.

Assignments and homework: Each homework problem and course assignment will be valued separately as designated in the documentation (300 points total). Homework and assignments help you familiarize with and practice the concepts, methods and techniques introduced in the readings and other course materials.

Unless otherwise instructed, you should be able to demonstrate your solutions in class on request.

Some assignments ('labs') will be due at the end of the class period and cannot be completed after the class is over without prior permission of the instructor.

Course project: The course project awards a total of 400 points. By completing the required project checkpoints, you will demonstrate your competence in designing interactive content by applying the knowledge and skills gained during the course.

Exams and quizzes: In-class exams and/or online quizzes will be scheduled periodically to assess your understanding of the course materials (300 points total). Exams and quizzes will cover the assigned textbook readings, content introduced in course materials and topics discussed in class.

Grading scale
The final grades will be determined according to the following scale:

Grades	Percentage	Grades	Percentage	Grades	Percentage
A	94.00% – 100.00%	B-	83.99% – 81.00%	D+	70.99% – 68.00%
A-	93.99% – 91.00%	C+	80.99% – 78.00%	D	67.99% – 64.00%
B+	90.99% – 88.00%	C	77.99% – 74.00%	F	< 64%
B	87.99% – 84.00%	C-	73.99% – 71.00%		

The instructor reserves the right to revise the grade cutoffs to be more generous if necessary.

Late policy
Coursework (assignments, homework, project, exams and quizzes) must be submitted by the given due date or an extension must be requested from the instructor **before the due date**. If you know ahead of time that you will have a legitimate reason for missing a due date, contact the instructor to discuss an extension.

Coursework that is turned in late will receive a 20% reduction in points awarded. Submissions that are more than 3 days late will receive 0 points.

The instructor reserves the right to adjust this policy to account for extraordinary situations, such as documented illness or medical emergencies. You are required to inform the instructor as soon as possible of such situations but at most within five work days of the due date in question.

Viewing grades in D2L
Points you receive for graded activities will be posted to the D2L Grade Book. Online grades are updated once a grading session has been completed – typically within 4-5 working days following the completion of an activity. You will see a visual indication of new grades posted in D2L.

Course policies

Participation
Students are expected to complete all course activities as outlined in this syllabus and in D2L to earn a passing grade. You are expected to check your UWSP email and the course D2L instance daily to keep up-to-date on course related announcements.

If you find that you have any trouble keeping up with assignments or other aspects of the course, let your instructor know as early as possible so that we can help you find a solution.

Completing coursework
You will complete a variety of coursework during this course, which help you gain a deeper understanding of the topics discussed in class. All coursework must be submitted **electronically through D2L**, unless otherwise instructed.

When working in groups, for grading and feedback purposes each group member must submit the coursework to D2L, unless otherwise instructed.

All coursework requirements and due dates will be announced in class and D2L, along with further instructions. It is your responsibility to check D2L for assignments and material distributed in class.

Please note that originality checking by Turnitin.com is integrated in D2L and it may be used to review any writing assignment(s) you submit.

Peer feedback

You may be asked to review and provide feedback on the work created by your peers. When doing so, please remember that the objective is to critique the work, not the person. Criticism or discrimination against a person based on gender, race, ethnic background, religion, or sexual orientation will be subject to the University's disciplinary procedures and will also result in deduction of points on the course. For more information on the university's discrimination policy, see http://www.uwsp.edu/dos/Pages/Discrimination%20Policy.aspx

Teamwork

Some of the coursework activities will be completed in teams of 2-3 students. Each member of the group is responsible for completing the assigned work to the best of their ability. For each coursework activity carried out as a group, the groups are required to file a work plan with the instructor. The work plan will detail the responsibilities of each group member in completing the coursework. The work plan will be used as the basis for grading and conflict resolution.

Dropping/withdrawing from the course

It is the student's responsibility to understand when they need to consider un-enrolling from a course. Refer to the UWSP Academic Calendar for dates and deadlines for registration. After this period, a serious and compelling reason is required to drop from the course. Serious and compelling reasons include, but are not limited to, documented and severe physical/mental illness/injury to the student or student's family. Please consult the instructor at the earliest opportunity to discuss the need to drop the course after the mandated deadline.

Incomplete policy

Under emergency/special circumstances, students may petition for an incomplete grade. An incomplete will only be assigned if inability to complete the coursework was due to a documented illness/injury or other circumstance beyond the student's control. All incomplete course assignments must be completed by the end of Semester II 2017-2018.

Software requirements and file storage

There are no specific software requirements on this course. We will be using a variety of software products to produce design deliverables. The software will be either freely available online, available in the UWSP Software Center, or is already installed in labs.

Portable storage media (e.g., flash drive or external hard drive) or cloud-based storage will be useful to store and transport the files created during this course.

Technology use in class

Cell phones and other mobile devices may not be used in class for activities other than those related to the class, such as trying out demos and new technologies on your phone or tablet.

If you wish to record (audio or video) the class meetings, please consult the instructor first.

Accommodations

UWSP is committed to providing reasonable and appropriate accommodations to students with disabilities and temporary impairments. If you have a disability or acquire a condition during the semester where you need assistance, please contact the Disability and Assistive Technology Center on the 6th floor of Albertson Hall (library) as soon as possible. DATC can be reached at 715-346-3365 or DATC@uwsp.edu.

Student academic disciplinary procedures

UWSP 14.01 Statement of principles

The board of regents, administrators, faculty, academic staff and students of the university of Wisconsin system believe that academic honesty and integrity are fundamental to the mission of higher education and of the university of Wisconsin system. The university has a responsibility to promote academic honesty and integrity and to develop procedures to deal effectively with instances of academic dishonesty. Students are responsible for the honest completion and representation of their work, for the appropriate citation of sources, and for respect of others' academic endeavors. Students who violate these standards must be confronted and must accept the consequences of their actions.

UWSP 14.03 Academic misconduct subject to disciplinary action.

(1)   Academic misconduct is an act in which a student:
   a.   Seeks to claim credit for the work or efforts of another without authorization or citation;
   b.   Uses unauthorized materials or fabricated data in any academic exercise;
   c.   Forges or falsifies academic documents or records;
   d.   Intentionally impedes or damages the academic work of others;
   e.   Engages in conduct aimed at making false representation of a student's academic performance; or
   f.   Assists other students in any of these acts.

(2)   Examples of academic misconduct include, but are not limited to: cheating on an examination; collaborating with others work to be presented, contrary to the stated rules of the course; submitting a paper or assignment as one's own work when a part or all of the paper or assignment is the work of another; submitting a paper or assignment that contains ideas or research of others without appropriately identifying the sources of those ideas; stealing examinations or course materials; submitting, if contrary to the rules of a course, work previously presented in another course; tampering with the laboratory experiment or computer program of another student; knowingly and intentionally assisting another student in any of the above, including assistance in an arrangement whereby any work, classroom performance, examination or other activity is submitted or performed by a person other than the student under whose name the work is submitted or performed.

Allowances for using content created by others are explained in the coursework instructions.

Standard citation and acknowledgment practices apply when utilizing third party content, such as text, images, video, and program code. If in doubt, consult the instructor in advance.

Emergency preparedness

In the event of a medical emergency call 9-1-1 or use Red Emergency Phone. Offer assistance if trained and willing to do so. Guide emergency responders to victim.

In the event of a tornado warning, proceed to the lowest level interior room without window exposure in the basement of the Science building. See http://www.uwsp.edu/rmgt/Pages/em/procedures/other/floor-plans.aspx for floor plans showing severe weather shelters on campus. Avoid wide-span structures (gyms, pools or large classrooms).

In the event of a fire alarm, evacuate the building in a calm manner. Meet at the entrance of the Health Enhancement Center across the street from the Science building. Notify instructor or emergency command personnel of any missing individuals.

Active Shooter/Code React – Run/Escape, Hide, Fight. If trapped hide, lock doors, turn off lights, spread out and remain quiet. Call 9-1-1 when it is safe to do so. Follow instructions of emergency responders. For details on all emergency response at UWSP, see UW-Stevens Point Emergency Procedures at http://www.uwsp.edu/rmgt/Pages/em/procedures.

Tentative class schedule

Week 01   Syllabus review; course introduction

Week 02   Interaction design; user-centered design process
              Design research: understanding the domain, client and user needs

Week 03   Stakeholder and subject matter expert interviews
              Competitor analysis

Week 04   Conducting qualitative user research: interviews and observation
              Sharing initial user research results

Week 05   Analyzing interview data
              Modeling user research findings: constructing personas and defining user goals

Week 06   Scenario-based design: scenario development

Week 07   Requirements documentation
              Design framework definition

Week 08   Collaborative teamwork; interaction design in agile software development
              Midterm exam

Week 09   Information architecture (IA): designing the information environment
              Information needs and information-seeking behaviors

Week 10   Designing content organization: schemes and structures
              IA methods: Content mapping; card sorting; sitemaps

Week 11   Visualizing the interaction framework: wireframing and prototyping
              Wireframing and prototyping tools demo

Week 12   Designing representation: labeling systems
Thanksgiving
week   Designing navigation: navigation systems

Week 13   Designing for finding: search and faceted exploration
              Utilizing design standards, guidelines and style guides

Week 14   Designing for inclusivity: accessibility design guidelines
              Section 508 and other accessibility legislation

Week 15   Project presentations

Week 16   **Final exam**
Finals week

Important Note: Refer to the D2L course calendar and dropbox details for specific due dates for coursework. If you have any questions, please contact the instructor.