



HTI 302 – User Interface Design and Development (4 credits)

Semester II 2017-2018

Course information

Fundamentals of user interface design and development, including design principles and patterns, designing for different platforms, and use of frameworks and software architectures in user interface development.

Section 1

Mondays & Wednesdays, 12:00PM – 1:50PM
SCI A224

Section 2

Tuesdays & Thursdays, 2:00 – 3:50PM
SCI A224

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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 302".

Office hours Mondays & Wednesdays, 11AM-12PM

Tuesdays & Thursdays, 10AM-11AM

Final exam times Section 1: Tuesday, May 15, 12:30 PM – 2:30 PM

Section 2: Thursday, May 17, 8:00 AM – 10:00 AM

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 HTI 201 – Interaction Design

You will find that basic knowledge of HTML, CSS and JavaScript will make it easier to follow the user interface implementation examples.

Textbooks The following textbooks are required for the course and will be used to assign readings:

Alan Cooper, Robert Reimann, David Cronin & Christopher Noessel, *About Face: The Essentials of Interaction Design*, 4th Edition, John Wiley & Sons, Inc., 2014. ISBN: 978-1-118-76657-6

Jenifer Tidwell, *Designing Interfaces*, 2nd Edition, O'Reilly, 2010. ISBN: 978-1-4493-7970-4

Textbooks are available through Text Rental.

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

The goal of this course is to introduce and apply core concepts, techniques and tools for designing and developing graphical user interfaces. After this course, you will be able to apply these technologies and skills to design and develop usable and accessible user interfaces.

Course objectives

Upon completing this course, students will:

- Be able to describe fundamental concepts and techniques in designing user interfaces (UI), including interaction design patterns, interaction styles, UI animations, and visual design languages.
- Be able to describe how technologies such as UI widget libraries and software frameworks are used to facilitate user interface development and what their benefits and drawbacks are.

- Be able to describe key approaches to handling user inputs, error prevention, layout management, and detailed design of UI controls and dialogs.
- Demonstrate competency in analyzing, documenting and communicating the design rationale of UI solutions.
- Demonstrate competency in designing, documenting and implementing user interfaces utilizing core Web technologies, UI libraries, and software frameworks.

Grading policy

Graded course activities

Completing coursework awards a maximum of 1000 points. This course emphasizes the learning of practical design and development skills and this is reflected in the grading.

Homework assignments: Each homework assignment awards 25 points towards the grade (250 points total). Homework assignments help you familiarize with and practice the concepts, methods and techniques introduced in the readings and other course materials. You must upload homework solutions to D2L and be prepared to demonstrate them on request during class.

Failure to attend class to present your homework solution will result in a 20% reduction of points for the homework assignment in question.

Course projects: Course projects award 450 points total. By completing the projects, you will demonstrate your competence in applying the knowledge and skills gained during class to design and implement usable and accessible user interface solutions.

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

Specific requirements for each course activity will be announced separately in class and in D2L.

Grading scale

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

Grades	Percentage	Grades	Percentage	Grades	Percentage
A	100 – 94.00%	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

Homework assignments and projects for this course must be submitted electronically through D2L by the given deadline or an extension must be requested from instructor before the due date.

Coursework that is turned in after the time it is due will receive a 20% late penalty on the grade. Submissions that are more than 3 days late will receive a grade of 0 points. It is not possible to make up missed coursework, including quizzes and exams, without prior approval.

The instructor reserves the right to adjust the above rules 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 working days of the due date in question. If you know ahead of time that you will have a legitimate reason for missing a due date, contact the instructor for an extension.

Viewing grades in D2L

Points you receive for graded activities will be posted to the D2L Grade Book, typically within five business days following the completion of an activity.

Course policies

Participation

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

You will also 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>

Completing coursework

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

You will be asked to complete a retrospective as a part of some of the coursework assignments. The retrospective will not be graded, but failure to turn in the retrospective will result in 5% reduction in the points awarded for the assignment.

Please note that originality checking by Turnitin.com is integrated in D2L and it may be used to review the coursework.

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 the course. Serious and compelling reasons include, but are not limited to, documented and severe physical/mental illness or injury to the student or their family. 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 I 2018-2019.

Working in groups

Some of the course projects will be completed in groups of 2-3 students. When group work projects are assigned, the instructor will assign project groups in such a fashion that the amount of available times for collaboration outside of classroom is maximized.

Each group member is expected to contribute equally to the work. If one or several members of the group do not contribute sufficiently, the expectation is that the other members of the group notify the instructor as soon as possible.

Software requirements and file storage

There are no specific software requirements on this course. We will be using a variety of software products to record and view usability tests. The software will be either freely available online (may require registration), available in the UWSP Application Center, or installed in labs.

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. You should bring homework solutions to class and be prepared to demonstrate them on request.

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

If you have a documented disability and verification from the Disability and Assistive Technology Center and wish to discuss academic accommodations, please contact your instructor as soon as possible. It is the student's responsibility to provide documentation of disability to Disability Services and meet with a Disability Services counselor to request

special accommodation before classes start. The Disability and Assistive Technology Center is located in 609 Albertson Hall and can be contacted by phone at (715) 346-3365 or via email at datctr@uwsp.edu.

UWSP academic honesty policy & procedures

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.

Specific allowances for using third party content are explained in the coursework instructions. Standard citation and acknowledgment practices apply when utilizing third party content.

If in doubt, consult the instructor.

Emergency preparedness

In the event of a medical emergency, call **911** or use red emergency phone located outside of the Public Science Hall Lab (B238). Offer assistance if trained and willing to do so. Guide emergency responders to the 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.

In the event of a fire alarm, evacuate the building in a calm manner. Meet at the grassy area near the Chemistry Biology building construction site. Notify instructor or emergency command personnel of any missing individuals.

Active Shooter – Run/Escape, Hide, Fight. If trapped hide, lock doors, turn off lights, spread out and remain quiet. Call 911 when it is safe to do so. Follow instructions of emergency responders.

See UW-Stevens Point Emergency Management Plan at <http://www.uwsp.edu/rmgt> for details on all emergency response at UW-Stevens Point.