

HTI 378/IA 378 – (4 credits)

Spring 2018

Note: May not earn credit in both HTI 378 and IA 378

Location: M 12:30 – 1:45 CPS 209
T 1:00 – 1:50 CPS 326
Hybrid TBD

Instructor: Aaron Kadoch, M. Arch.

Web:

Office Hours:

Office:

Phone: 715-346-

Email: akadoch@uwsp.edu

Instructor: Tim Krause, PhD

Web: <http://www.timkrause.info>

Office Hours: T R 2:00 – 3:00
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Office: B246, Science Building

Phone: 715-346-3851

Email: tkrause@uwsp.edu

Course Description

Dedicated to the principles and processes of human centered, interactive design. Architectural design processes that shape the physical world around us combined with the virtual interfaces that connect us socially and functionally in almost every aspect of our technological society. Solve social and environmental problems using both architectural as well as computing and technological media. Interdisciplinary problem-solving methods applicable to both disciplines and new hybrid collaborative techniques within a project development framework.

Objectives

- The principles and processes of human centered, and interactive design.
- Architectural design processes that shape the physical world around us combined with the virtual interfaces that connect us socially and functionally in almost every aspect of our technological society.
- Solving social and environmental problems using both architectural as well as computing and technological media.
- Interdisciplinary problem solving methods applicable to both disciplines and new hybrid collaborative techniques within a project development framework.

Text and Materials

Finish

Assignments

Assignments will be announced in class and posted on D2L. If you miss class, it is your responsibility to check D2L for any homework assignments and supporting material which may have been given out during class.

All assignments will be turned into D2L. For each assignment, you will write a 1-2 paragraph retrospective, save it as a separate **Word** document and also turn it into D2L. Your retrospective should: describe what worked well, what didn't work so well, and what you plan to do differently next time.



Turn in any peer review sheets during class on the due date. Missing or incomplete design rationales or peer reviews can **each** result in losing ½ letter grade on your final grade.

In-class assignments may not be made up, or turned in after the end of class.

We recommend that you start working on assignments as soon as possible after they have been announced. These projects almost always take longer than originally anticipated; starting early greatly increases your odds of completing the project to your satisfaction. Please call, email or see the instructor as soon as possible, and **before the due date**, with any questions or concerns about an assignment.



Points for Assignments

Project One (Individual)	100	Quizzes (4, 25 points each)	100
Lead a Discussion (Group)	100	Attendance and Participation	100
Design Presentation (Group)	100	Project Two (Group)	100
Final Presentation (Group)	200	Final Portfolio	100
Outside Activities (Individual)	100	Total	1,000

Due Dates & Late Assignments

Unless otherwise noted by the instructor, assignments are due no later than the **beginning of class** on the due date. Grades for late assignments will be reduced by one letter grade per weekday. Assignments may only be made up if the absence was due to documented illness, approved university activity or family emergency.

If you miss class or an assignment due to an approved university activity, illness or family emergency on the day an assignment is due, it is your responsibility to contact the instructor **before the start of class that day** in order to make alternative arrangements.

Attendance

This class assumes perfect attendance. In the event you need to miss a class, please consult with classmates regarding material you may have missed.



Grading Scale

Final grades will be determined according to the following scale:

		A	100 – 95%	A-	94 – 93%
B+	92 – 91%	B	90 – 85%	B-	84 – 83%
C+	82 – 81%	C	80 – 75%	C-	74 – 73%
D+	72 – 71%	D	70 – 65%	F	< 64%

I reserve the right to lower the grading scale (e.g. it may require less than 95% to earn an A).

Academic Standards

The University of Wisconsin – Stevens Point is an academic community of individuals committed to the pursuit of learning, the acquisition of knowledge, and the education of all who seek it. This course expects that all work turned in for a grade is your own, or that of your group. A description of your rights and responsibilities as a member of the UWSP community can be found at:

<http://www.uwsp.edu/admin/stuaffairs/rightsandresponsibilities.aspx>

Student Academic Standards and Disciplinary Procedures (UWS/UWSP Chapter 14) is available at: <http://www.uwsp.edu/admin/stuaffairs/rights/rightsChap14.pdf>

Cell Phone, IM and Recording Devices

Please turn off cell phones before entering the classroom. Cell phones may not be used in the classroom without prior permission of the instructor. Instant messaging, including *Facebook and social media sites*, should also be turned off, unless you are communicating with a group member working remotely. If you would like to record (video or audio) any aspect of this course, please seek prior permission from the instructor.



Tentative Topic List and Course Schedule

[Provide rough schedule]

* All Quizzes are on D2L unless otherwise announced.

Final Exam: Wednesday, May 16th, 2:45-4:45. In place of a final exam your team will present your final project and corresponding artifacts to the rest of the class.

