

COURSE SYLLABUS

IA/HTI 378 - People, Interfaces, and Environment

GEP: General Education Designation: Interdisciplinary Studies (IS); Credits: 4

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

Times and Location:

CPS 104- The Innovation Space: Mondays 12:30 pm - 1:45 pm

CPS 104- The Innovation Space: Tuesdays 1:00 pm - 1:50 pm

Instructors:

- **Aaron Kadoch**, Associate Professor and Division Head of Interior Architecture
Email: akadoch@uwsp.edu **Phone:** 715-346-4600 **Office:** CPS 330
Office Hours: email for appointment
Web: www.aaronkadoch.com www.organicarchitecture.info

- **Tim Krause**, PhD, Associate Professor and Department Chair of Computing and New Media Technologies, and Academic Director of Data Analytics.
Office: B246, Science Building
Web: <http://www.timkrause.info> **Phone:** 715-346-3851
Office Hours: t/R 2:00 – 3:00 **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.

Assignments and Points

Project One (Individual)	250	Project Two (Group)	250
Sprint 1 Artifact: (50pts)		Sprint 1 Artifact: (50pts)	
Sprint 2 Artifact: (50pts)		Sprint 2 Artifact: (50pts)	
Sprint 3 Artifact: (50pts)		Sprint 3 Artifact: (50pts)	
Sprint 4 Artifact (50 pts)		Sprint 4 Artifact (50 pts)	
Sprint 5 Artifact (50 pts)		Sprint 5 Artifact (50 pts)	



<u>Lead a Discussion (Group)</u>	<u>50</u>	<u>Sprint 6: Project 1 and 2 Artifacts: Final Portfolio and Presentation</u>	<u>100</u>
<u>Outside Activities (Individual)</u>	<u>100</u>	<u>Quizzes (5, 20 points each)</u>	<u>100</u>
<u>Reflections on Sprint Assignments:</u>	<u>50</u>	<u>Attendance and Participation</u>	<u>100</u>
	Total		1,000

Final grades will be determined according to the following scale:

	A	100 – 95%	A-	94.9 – 93%	
B+	92.9 – 91%	B	90.9 – 85%	B-	84 – 83%
C+	82 – 81%	C	80 – 75%	C-	74 – 73%
D+	72 – 71%	D	70 – 65%	F	< 64%

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

Sprint Reflections:

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.

Reading and Reference Materials :

Case Studies, Readings, Links and References provided on D2L.

Due Dates & Assignments

Unless otherwise noted by the instructor, assignments are due per the schedule. 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.

In-class assignments may not be made up, or turned in after the end of class, unless you have prior approval for online makeup.

Work Flow: 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.

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.

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.

Course Work and Grading Expanded:

General Participation and Activity

The online environment is rich in content and media. You are required to reference and utilize this information for your project and this will be evident in the quality and effort made in your final work outputs. There is a discussion forum set up for specific questions and issues that pop up. Immediate concerns should be emailed directly, but general content questions and learning discovery related to the course content is most appropriate in the discussion space in Microsoft Teams

Reading and Reference Quizzes

You will have quizzes online based on general topics reading/viewing references per the schedule and as set up in D2L. These quizzes will be online in D2L and will be open book/reference. However you are not allowed to take quizzes with friends or share information or answers/questions. You will have plenty of time to take the quiz – (3 Hour Duration), however if anyone has any learning disabilities or needs for extra time or other considerations, please let me know.

Project Development

You are working on 2 core projects. Your individual grade on project one is completely up to you. Your group project requires you to participate as a responsible, dedicated and valued team member and your grade both enhances and can take away from the overall group grades. Each member of the group will receive the same grade. However, if there are specific issues, personal or academic within your group, you should discuss any group project issues with your instructors. We can help to remedy the problem. If individuals are persistently not collaborating, you may be removed from the group at the instructor's discretion.



Project process and each sprint artifact is more heavily weighted for points.

Final Portfolio and Presentations

Your complete portfolio of project 1 and project 2 is to be turned in in a presentation format such as Powerpoint, PDF, or other media format with prior approval. The final presentation is a compilation of all design criteria within an overall integrated system representing the macro system and your individual micro sub system design.

General Communication:

Like all aspects of education and professional conduct, clear communication is essential. You will be receiving initial information and outlines about the course up front. All official documents will be posted on D2L. You will receive information and additional /supplemental information throughout the semester through email, documents posted on D2L, and using the online collaborative team space in Microsoft Teams. You are required to actively communicate by checking email for notifications, checking Teams for posts and discussions. Any information that you feel is important to be communicated, please email your instructors and/or make an appointment for an office visit.

Hybrid In Class and Online Environment

While this course is partly online, you are required to view, use and read all course materials as described in project requirements in an online environment and participate in all class meeting time for face to face meeting and instruction. The quality of your work submittals can be ascertained based on whether you are following the course materials effectively and appropriately and this can negatively impact your grade.

If you are taking the course remotely with prior approval, or you are taking the course partly online due to class conflicts, you are required to set up periodic face to face remote sessions with your instructors and you should also make space to be free during some class times such as presentation days throughout the project. (See schedule). If you have a partial class conflict, you need to come to the live synchronous sessions when the conflict is over so that you can spend as much off your time in class, while the missed portions will be available online.

All course content will be provide online, including recorded classroom experiences.

D2L

D2L contains material for the course including readings, assignments, Internet links and other relevant information and is available in the Table of Contents sections of D2L. Selected assignments have a discussion component that will allow for discussions online and this will take place in Microsoft Teams: Link. <https://office.uwsp.edu/>

These activities will provide you with the opportunity to read what other students in your group have written, compare it to your understanding of the concept or questions discussed and

comment on it in order to develop critical thinking skills. Posting to the discussion forums will be demonstrated in class.

Grades will be recorded in an online grade book. Keep in mind that grades are not entered immediately as they must be physically entered; therefore it may take several days to weeks to process. You are encouraged to check the grade book frequently. In the event that an entry error has occurred, you must report it promptly so that changes can be made in a timely manner. Do not wait until the final week of classes to report errors that occurred early in the semester. Questions about your grades can be directed to the professor directly. Individual student grades are confidential. The URL to access Desire2Learn is:
<http://uwsp.courses.wisconsin.edu> Your UWSP user name and password is also your login for D2L.

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>

Plagiarism Policy:

Plagiarism is not accepted and will automatically result in a failing grade for the assignment and possibly the course, depending on the severity of the violation.

What is plagiarism? According to the Merriam-Webster Online Dictionary, to "plagiarize" means

- 1) to steal and pass off (the ideas or words of another) as one's own;
- 2) to use (another's production) without crediting the source;
- 3) to commit literary theft;
- 4) to present as new and original an idea or product derived from an existing source.

Additionally it is not acceptable to provide others with work knowing that the other party will present it.

Citations : Cite all sources used in research and work: You must give credit to all images, text and web sources and must include the following items in your journals. Common information required:

- 1.Source Location: Name of Book, Website Address with link, Magazine Name



2. Author (s) Name

3. Date of Publication

4. Publisher and Address (city, country for a Book or website name and address)

5. If using a photograph of architectural work, site the photographer's name, designer's name and any additional credit to the original work being photographed such as the builder or client.

Use the following source for all citation formats for APA style:

<http://www.library.cornell.edu/resrch/citmanage/apa>

