

WD 201 – Interaction Design (4 cr)

SCI D228 M W 1:00 – 2:50 p.m.

Instructor: Tim Krause, PhD

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Office Hours: M W 11:00 a.m. - 12:00 p.m.

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Course Description

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, design guidelines, and wireframing and prototyping.

Prerequisites: Both WD 100 and CNMT 210 (or concurrent registration)

Objectives

Upon successful completion of this course, you will be able to:

- Apply user-centered design process to practical interaction design work;
- Design digital interacts appropriate for specific user needs and goals;
- Produce key deliverables of the interaction design process using industry standard tools and techniques including competitor analysis, requirements specification, personas, scenarios, wireframes, and prototypes;
- Critically assess the quality of one’s own design projects, and those of other students and designers;
- Collaborate with team members and stakeholders during the design process.

Required Text and Material Purchase

Rosenfeld, L., P. Morville, and J. Arango (2015). *Information Architecture for the World Wide Web*. (4th Ed.). Sebastopol: O’Reilly. 978-14919-1168-6.

Sharp, H., J. Preece, and Y. Rogers (2019). *Interaction Design: Beyond Human Computer Interaction*. (5th Ed). New York: Wiley. 978-1-119-54725-9.

Assignments and Projects

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.

For each assignment, you will write a 1-2 paragraph retrospective and turn it in to D2L with your completed assignment. Describe what worked well, what didn’t work so well, and what you would do differently next time. Turn in any review sheets during class on the due date. **Projects with missing or incomplete retrospectives will not be graded, and considered late. Projects with missing or incomplete reviews will lose one full letter grade.**



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

I recommend that you start working on assignments as soon as possible after they have been announced. Game development 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, **before the due date**, with any questions or concerns about an assignment. Except in extremely rare cases, **extensions** will not be given **AFTER** an assignment was due.

Assignments

Smaller Projects	300		
Midterm Project	200	Midterm Presentation	100
Final Project	300	Final Presentation	100
		Total Points	1,000

Class Time and Preparation

We will use class time in a variety of ways, including but not limited to:

- Brief lectures, demonstrations and videos
- Tutorials
- Individual and group work time

Please always have a copy of your current work with you to facilitate any work time that may be available to you.

Due Dates and Late Assignments

Assignments are always due no later than the beginning of class. If you miss a due date, there will be a folder called "**Late Assignments**". You should turn in your assignment there, and it will be graded as time allows. Late assignments will be reduced by one letter grade per weekday, starting the day that they were due. In-class assignments may only be made up if the absence was due to documented illness, approved university activity or family emergency. You should talk to your instructor as soon as practical to make arrangements.

Attendance Policy

This course is both an intense, but rewarding experience. I do not award points for your physical presence, but I do expect your active participation in every class.

Grading Scale

Final grades will be determined according to the following scale:

		A	100 – 95%	A-	94 – 93%
B+	92 – 90%	B	89 – 88%	B-	87 – 86%
C+	85 – 83%	C	82 – 80%	C-	79 – 78%
D+	77 – 75%	D	74 – 72%	F	< 71%

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



Academic Integrity

Academic dishonesty of any kind will not be tolerated. If you have any questions about what constitutes academic misconduct, please ask me or consult your university handbook. A description of your rights and responsibilities as a member of the UW-Stevens Point community can be found at:

<http://www.uwsp.edu/admin/stuaffairs/rights/>

Student Academic Standards and Disciplinary Procedures (UWS/UWSP Chapter 14) are available at:

<http://www.uwsp.edu/admin/stuaffairs/rights/http://www.uwsp.edu/admin/stuaffairs/rights/rightsChap14.pdf>

Cell Phones, IM and Recording Devices

Please turn off cell phones and pagers before entering the classroom. Cell phones may not be used in the classroom without prior permission. Please close all IM programs or set your status to “busy” during class. If you would like to record (video or audio) any aspect of this course, please seek prior permission from the instructor.

File Storage

Save your work often and make regular backups of your files. UWSP’s Help Desk cannot restore individual files, nor can they restore individual files should your UWSP account become inactive. Extensions on assignments **will not be given** on assignments that are late due to lost or damaged files.

Tentative Schedule of Topics

1. User Experience (UX) Roadmap
2. Accessibility (WAI, WCAG, ISO/IEC 40500)
3. Expert and Heuristic Reviews
4. Competitive Analysis
5. Mood Boards
6. Interview Questions
7. Analysis and Visualization
8. Interview Findings and Reporting
9. Personas
10. Scenarios and Task Analysis
11. Requirement Gathering
12. Status Reports and Project Documentation
13. Site Maps and Navigation Schema
14. Wireframes and Prototyping
15. Final Deliverables, Presentations

Final Exam: TBD

