



## WDMD 345 – Mobile Interaction Design (4 credits)

Semester II 2016-2017

### Course information

Use professional software tools for digital media development.

<b>Class meetings</b>	Tuesdays & Thursdays, 3:00PM - 4:50PM, SCI A224
<b>Final exam time</b>	Wednesday, May 17, 2:45-4:45PM
<b>Instructor</b>	Tomi Heimonen, PhD
<b>Office location</b>	B235, Science Building
<b>Email</b>	<a href="mailto:theimone@uwsp.edu">theimone@uwsp.edu</a>
<b>Telephone</b>	(715) 346-2356
<b>Communication</b>	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 "WDMD 345".
<b>Office hours</b>	Tuesdays and Thursdays, 9:00AM – 12:00PM, and by appointment.
<b>Class website</b>	<a href="http://www.uwsp.edu/d2l">http://www.uwsp.edu/d2l</a>  Desire2Learn (D2L) is used to distribute course materials, assignments and grades. Check it regularly to stay informed of changes to class schedules and other important announcements.
<b>Prerequisites</b>	WDMD 201 and CNMT 210, or consent of instructor
<b>Textbook</b>	The following required text is used in this course.  Simon Robinson, Gary Marsden, Matt Jones, <i>There's Not an App for That: Mobile User Experience Design for Life</i> , 1 <sup>st</sup> Edition, Morgan Kaufmann, 2014. ISBN: 978-0124166912

**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

This course examines the design and prototyping of mobile interactions and experiences. We will view mobile interactions through a wide lens that extends beyond the traditional app-based approach. The key areas to be covered include:

- Concepts of mobility, mobile context of use, user needs, and mobile user experience
- Specific challenges in designing mobile interactions
- Mobile interaction design guidelines and methods
- Design and prototyping tools for mobile interactions
- Designing mobile interactions beyond screen-based apps – challenges and design inspirations

## Course objectives

Upon completing this course, students will be able to:

- Describe the core concepts related to mobile interaction design and mobile user experience.
- Design interactions that appropriately consider specific mobile contexts of use and the associated user needs.
- Prototype mobile interactions using a variety of state-of-the-art software tools.
- Describe design challenges and opportunities for mobile interactions that go beyond the traditional screen-based, standalone app posture.

You will meet the outcomes listed above through a combination of the following activities:

- Familiarize yourself with concepts, methods and tools for mobile interaction design by reviewing assigned materials and completing homework and in-class design assignments.
- Applying knowledge and skills gained during class to design and prototype mobile interactions individually and as a part of a small project group.

## Grading policy

### Graded course activities

Completing coursework awards a maximum total of 1000 points. Grading for this course emphasizes the learning of practical design skills.

**Homework and in-class assignments:** Each homework problem and in-class assignment will be valued separately as designated in its 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. You should upload homework solutions to D2L and be prepared to demonstrate them on request during class. You can expect to complete approximately 10 assignments.

**Course projects:** Course projects award 600 points total. By completing the projects, you will demonstrate your competence in applying the knowledge and skills gained during class to design and prototype interactive mobile user experiences. You can expect to complete 3-4 projects.

**Quizzes:** In-class and/or online quizzes will be scheduled periodically to assess your understanding of the course materials (100 points total). Exams and quizzes will cover the assigned textbook readings and content introduced in course materials. You can expect 3-4 quizzes.

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

**You will need to submit all coursework for this course electronically through D2L unless otherwise instructed.** Coursework are due by the given deadline. You must request an extension from the instructor *before the due date*.

Coursework (homework, assignments and projects) turned in after the time it is due will receive a 20% late penalty on the grade. Submissions that are more than 5 days late will receive an automatic grade of 0 points.

It is not possible to make up missed quizzes without prior approval.

The instructor reserves the right to adjust this rule 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 to discuss an extension.

### **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 five business days following the completion of an activity.

## **Course policies**

### **Participation**

You are expected to complete all course activities as outline in this syllabus and in D2L to earn a passing grade.

You are expected to check your UWSP email and the course D2L instance regularly 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, make sure you let your instructor know as early as possible. Be proactive in informing your instructor when difficulties arise during the semester so that we can help you find a solution.

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 comment on 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**

You will complete a variety of coursework during this course, which help you gain a deeper understanding of the topics discussed in class.

It is your responsibility to check D2L for assignments and material distributed in class.

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 writing assignment(s) you submit.

### **Working in groups**

Some of the course projects and in-class assignments will be completed in groups of 2-3 students. When group 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.

### **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, the following: 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 grade 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 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 record and view usability tests. The software will be either freely available online, 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 (Voice) / (715) 346-3362 (TDD only) or via email at [datctr@uwsp.edu](mailto:datctr@uwsp.edu).

### **Statement of policy**

UW-Stevens Point will modify academic program requirements as necessary to ensure that they do not discriminate against qualified applicants or students with disabilities. The modifications should not affect the substance of educational programs or compromise academic standards; nor should they intrude upon academic freedom. Examinations or other procedures used for evaluating students' academic achievements may be adapted. The results of such evaluation must demonstrate the student's achievement in the academic activity, rather than describe his/her disability.

If modifications are required due to a disability, please inform the instructor and contact the Disability and Assistive Technology Center in 609 ALB, or (715) 346-3365.

## **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 practices apply when utilizing third party. 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 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.

## Tentative schedule

**Important Note:** Refer to the D2L course calendar and Dropbox details for specific due dates for coursework. Activity and assignment details will be explained in detail within each week's corresponding learning module. If you have any questions, please contact your instructor.

Week	Content	Readings
01	Syllabus review, introduction to course Mobile user experience	Textbook, chapter 1
02	Mobile user experience (continued) Mobile usage and user needs	Textbook, chapter 1
03	Mobile user needs (continued) Mobile usage context of use	Online materials
04	Mobile context of use (continued) Common mobile design patterns	Online materials
05	Common mobile design patterns (continued) Platform specific design guidelines	Online materials
06	Platform specific design guidelines (continued) Prototyping mobile interactions	Online materials
07	Prototyping mobile interactions (continued)	Online materials
08	Design pointers: touching the digital – beyond the glass	Textbook, chapter 2
09	Design pointers: multisensory and emotional design	Textbook, chapter 3
10	Design pointers: expressive interactions	Textbook, chapter 4
11	Design pointers: understanding and using context	Textbook, chapter 5
12	Design pointers: multimodal interaction, tangible interfaces	Textbook, chapter 6
13	Design pointers: speech-based and in-the-world interactions	Textbook, chapters 7-9
14	Design pointers: mindful interactions	Textbook, chapters 16-18
15	TBD	
16	TBD (Final exam period)	