|| Course Description

Introduction to interactive media and concepts of interaction design. Students learn the basics of coding and programming languages that are fundamental to human-computer interaction and strategies for understanding users and prototyping designed experiences with media.

|| Course Objectives in theory

1. **Building up your UI/UX foundation:**
   It is a course to help you pick up what you've had learned (skills and knowledge) in any of your former interactive design courses as a summary. However, the focus will shift to emphasize more on the topic of UX rather than UI. It is to understand and master the architectural structure behind the aesthetic interface, which IS the key to interactive design (Sketch along with its related software will be the main tool of the course).

2. **Expanding the definition of “Interaction”:**
   The understanding of “Interaction” is way beyond of the nowadays definition applying in only the design of the Web/App/on-screen interfaces. You will be and should be challenged to be creative and expanding the/your definition of “Interaction” by being introducing of the new technology, such as AR/VR and other innovative technology. Interaction can be embedded in the on-screen interface, but it can also be implemented into an object, product, or spatial design.

3. **Freeing your mind:**
   Please free your mind and break the/your own boundary/limitation to embrace the innovative and creative ideas from your imaginations. “Imagination is your superpower.”

|| COVID-19 Condition

Thank you all for your understanding and tolerance in such a difficult situation. No one signed up for this, so let's work it out together to go through such an unexpected situation. And I would like you to try to understand from both faculty and students’ point of view if there is any imperfection in the coming future. We cannot predict the future, but we can make it better for our present.
Besides the course, if you’re having trouble, please talk to someone. I’m available of course, but you should also be aware that the University is offering support via the Center for Counseling & Student Development at (302) 831-2141 or (302) 831-1001 for after-hours emergencies. You can also contact Student Health Service at (302) 831-2226 or University Police at (302) 831-UDPD.”

All classes will transmit to the online version. Fortunately, most of our content in this course is digital. In general, my plan is to meet you remotely and all classes will be recorded and post on Canvas.

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|| Course Meetings

Mon/Wed 3:35 PM - 6:05 PM via ZOOM (https://udel.zoom.us/)
(The period of time might be modified(shorten) accordingly)
Originally @ Recitation Hall Room 203, Mac LAB
No meeting on Blue Hen Re-Coop Day, April 19th

Regular classes/Presentation:
1. All classes will run via Zoom on the regular course time. Please follow the “Zoom” slides I put on Canvas for instruction.
2. Invitation links for each Zoom section will be sent to you by emails and announcements on Canvas.
3. All classes will be recorded and posted on Youtube (TBC), and I will send you links after the class. This is for you to follow up on the course content if you are not available during our regular course hours and also be flexible for you to re-view the content.

Discussion/DeskCritics:
1. The discussion/desk critics might be executed the same as regular classes described above but split into 2 groups. Each group will have 11 participants with different Canvas invitation. Each group will have around an hour for critics. You will take turn to be in different time slots.
2. 1st slot: 3:35 – 4:45 pm | 2nd slot: 4:50 – 6:05 pm
3. You just have to follow the time on your invitation.
4. Please go through the “Zoom” slides that I put on Canvas to know how to turn on/off your audio as well as how to share your desktop.

Work-in-Class Session & Studio Discussion:
1. I will still start a Zoom meeting during those Work-In-Class Session and put you all on hold in the “virtual waiting room” in Zoom. Once you have the question, please send me a message via “chat” function in Zoom, and I will admit you to start a private conversation with me.

Office Hours:
1. Please sent me an email if you have any questions and I will write you back my feedback. And we will set up an individual private Zoom meeting if that’s easier for communication.
2. If there are many people who would like to have discussions, then I might set up a Zoom meeting with “the waiting room”, so to solve your question within the same period of time (I plan to have it on Thursday).

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Online Resources under COVID-19:

We will be using "Figma" as our interactive media prototyping software. This course is not technical-oriented, you will have to learn the software yourself through the video tutorials provide or you may search for suitable tutorials online. If you would like to use other software for prototyping, it is acceptable as long as you can manage to solve the technical problems.

Software Installation:
|| If you are working on Mac, software option listed below
1. Figma, https://www.figma.com/, you can use it for free as a student, you just have to go to the pricing (https://www.figma.com/pricing/) and choose professional but "Free for students". By providing related information, you will get it work on your browser or download the desktop app for working.

How to download and install:
https://www.youtube.com/watch?v=dj84o3r0vF4
https://www.youtube.com/watch?v=e-z_k7QlgKQ&t=304s

Tutorials For Figma:
==Official tutorial series
Basic:  
* https://www.youtube.com/watch?v=Cx2dpb8xt8&list=PLXDU_eVOJTx7OHLShNgXL1Cgbxi7fIN4
* https://www.youtube.com/watch?v=gnscqeM_NU&list=PLXDU_eVOJTx6zk5MDarls0asNoZqlRG23

Prototype:
* https://www.youtube.com/watch?v=cAkOH9uaXHA&list=PLXDU_eVOJTx7aqRW3Skp1aRT9ktC3ctqA

==Tutorial Series
* https://www.youtube.com/watch?v=WFLRASMq_XY&list=PLLnpHn493BHFFqJTrBbx8trAsul0U-16w&index=1

==Quick Overview tutorial:
* https://www.youtube.com/watch?v=3q3FV65ZrUs

Encourage you to find other useful resources online according to your personal preference and needs.

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Course Textbook

"The Elements of User Experience: User-Centered Design for the Web and Beyond (2nd Edition)"

Publisher: New Riders; 2 edition (December 26, 2010)

Amazon link: https://www.amazon.com/Elements-User-Experience-User-Centered-Design/dp/0321683684

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|| Suggested Readings

“The Inevitable: Understanding the 12 Technological Forces That Will Shape Our Future”
***especially, chapter 4: screening, and chapter 9: interacting.

Publisher: Penguin Books; Reprint edition (June 6, 2017);

Amazon link: [https://www.amazon.com/Inevitable-Understanding-Technological-Forces-Future/dp/0143110373](https://www.amazon.com/Inevitable-Understanding-Technological-Forces-Future/dp/0143110373)

|| Structure

Following the 5 phases of UX design stated in the textbook, “The Elements of User Experience: User-Centered Design for the Web and Beyond (2nd Edition)”, the course will also be structured essentially within these 5 phases, which are:

* Strategy
* Scope
* Structure
* Skeleton
* Surface

Step by step, from bottom to up, you will go through these 5 phases via the course to be able to master the design thinking and technical skills as a professional UX designer.

|| Course Schedule

This is a tentative schedule. Updates and revisions will be posted via Canvas.

<table>
<thead>
<tr>
<th>#Week</th>
<th>Month</th>
<th>Date</th>
<th>Title</th>
<th>Brief</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>FEB (02)</td>
<td>15</td>
<td>Introduction</td>
<td>Class overall introduction</td>
</tr>
<tr>
<td></td>
<td></td>
<td>17</td>
<td>Introduction</td>
<td>Instructor introduction</td>
</tr>
<tr>
<td>02</td>
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<td>22</td>
<td>5 S</td>
<td>UX Design on Start</td>
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<tr>
<td></td>
<td></td>
<td>24</td>
<td>1 review</td>
<td>Assignment Review</td>
</tr>
<tr>
<td>03</td>
<td>MAR (03)</td>
<td>01</td>
<td>S = Strategy</td>
<td>UX Design on Strategy</td>
</tr>
<tr>
<td></td>
<td></td>
<td>03</td>
<td>2 review</td>
<td>Assignment Review</td>
</tr>
<tr>
<td>03</td>
<td></td>
<td>08</td>
<td>S = Scope</td>
<td>UX Design on Scope</td>
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<tr>
<td></td>
<td></td>
<td>10</td>
<td>3 review</td>
<td>Assignment Review</td>
</tr>
<tr>
<td>04</td>
<td></td>
<td>15</td>
<td>S = Structure</td>
<td>UX Design on Structure</td>
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<tr>
<td></td>
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<td>17</td>
<td>4 review</td>
<td>Assignment Review</td>
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<tr>
<td>05</td>
<td></td>
<td>22</td>
<td>S = Skeleton</td>
<td>UX Design on Skeleton</td>
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<tr>
<td>06</td>
<td></td>
<td>24</td>
<td>*Work in Class</td>
<td>UX/UI Design (Web)</td>
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<tr>
<td></td>
<td></td>
<td>29</td>
<td>S =Surface</td>
<td>UX Design on Surface</td>
</tr>
<tr>
<td></td>
<td></td>
<td>31</td>
<td>*Work in Class</td>
<td>UX/UI Design (Web)</td>
</tr>
<tr>
<td>07</td>
<td>APR (04)</td>
<td>05</td>
<td>*Work in Class</td>
<td>UX/UI Design (Web)</td>
</tr>
</tbody>
</table>
07 5 review Assignment Review
08 12 5 review Assignment Review
14 Innovative Idea Innovative idea in Interaction
21 Blue Hen Re-Coop Day (no class)
26 Idea Development Studio Discussion
28 Idea Development UX/UI Design (Innovation)
03 *Work in Class UX/UI Design (Innovation)
05 *Work in Class UX/UI Design (Innovation)
10 *Work in Class UX/UI Design (Innovation)
12 Final Presentation Innovative Design
17 Final Presentation Innovative Design

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|| Project Schedule & Point Value

This is a tentative schedule. Updates and revisions will be posted through emails. Projects will not be accepted after due dates. Failure to turn-in a Project will result in zero points for that Project.

<table>
<thead>
<tr>
<th>#</th>
<th>Chapter(s)</th>
<th>Tentative Due Date</th>
<th>Point Value</th>
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<tbody>
<tr>
<td>1</td>
<td>0-2</td>
<td>02/24</td>
<td>10</td>
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<tr>
<td>2</td>
<td>3</td>
<td>03/03</td>
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<td>3</td>
<td>4</td>
<td>03/10</td>
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<td>5</td>
<td>03/17</td>
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<td>5</td>
<td>6</td>
<td>04/17</td>
<td>50</td>
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<tr>
<td>6</td>
<td>1-6</td>
<td>05/12,7</td>
<td>100</td>
</tr>
</tbody>
</table>

***It might have minor changes in the future. Total Points Possible for Projects: 200

|| Attendance

Do not to miss class and do not be late to class. If you do, you are responsible for asking your fellow classmates about what you missed and check the video record on Canvas to catch up with the class. Please send me an email and provide your notes as proof for the excused absences. For example, you are not allowed to have any absences without a written excuse from Student Health Services or a doctor. Unexcused absences will automatically reduce your final grade. Total Points Possible for Attendance: 100.

|| Participation
You are required to actively participate in every class period. Your level of participation in every class meeting will be evaluated. Total Points Possible for Participation: 100.

|| Contact
E-mail is the best way to get in touch with me, and it is how I will contact you. You are required to check your email a minimum of 12 hours prior to the next class period.

|| Classroom
Class sessions will be held remotely on Zoom.

|| Course Format
Students are required to be self-motivated and to actively participate in the course both inside and outside of class. If there is anything that is interfering with your ability to perform what is required in this class, it is your responsibility to speak with me so that accommodations can be discussed.

|| Course Website
Canvas will be the course website for this course. It will be used for the distribution of assignments, course schedule, posting announcements, weblinks, and grades. Bookmark this website and check it often. I will also send you information via email, so please also pay attention to the announcements, documents, and assignments send out to your Udel email.

|| Maintaining your digital files & Backing up your work
You are required to keep your files for this course on an external hard drive and regularly back up this drive to prevent loss of data if your drive malfunctions. Files left on any computer in the classroom may be deleted at any time, for any reason. Late or missing submissions due to lost files will receive “0” points.

|| Documentation of Art & Design Projects from ALL CORE classes for CORE REVIEW:
It is essential that you document all of your work from all of your CORE classes. You will need high quality (clear, color-balanced, high resolution) images of your art and design assignments for the required CORE Review. It is highly recommended that, in addition to storage on your computer, that you store these images on a back-up drive and in some form of cloud storage. The submission
of images of your work from your CORE classes is a requirement of CORE Review, which is a requirement to advance in the department to complete your BA or BFA degree. It is also an important professional practice. NOTE: Required for all CORE classes.

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|| Final Grade Evaluation

The final grade shows your overall performance including assignments' scores, attendance, and participation (in-class performance) throughout the whole semester. Final letter grades will be determined according to the University of Delaware’s Official Grade Scale.

Rubric
A
- completion of all assignments
- evidence of care and creative solutions in the finished work
- assignments are executed well and apply 80% - 100% of the skills taught in class.
- attentiveness during class and openness to criticism

B
- completion of all assignments
- evidence of effort given to finished work
- assignments apply 60% - 79% of the skills taught in class.
- attentiveness during class

C
- missing completion of one assignment
- absence of more than three classes
- evidence of effort given to finished work
- assignments apply less than 60% of the skills taught in class.
- leaves class early and/or arrives late at times

D
- missing more than one assignment
- absent more than four classes
- lack of effort given to finished work
- leaves class early and/or arrives late on a regular basis

F
- has fallen significantly short of above requirements, or basic competence, or both

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|| Field Trips (not applied at this moment):

Academic field trips are an important—and enjoyable—element of education. They often significantly enhance the content of a course by providing a type of information hard to convey in the classroom. Site visits to museums, galleries, contemporary art centers, design studios, and advertising agencies help to contextualize and enhance understandings of contemporary and historical practice. Students are strongly encouraged to attend.
Statement on Attending Visiting Artists, Designers, Critics, and Curators Lectures and Gallery Exhibits (not applied at this moment):

Art Majors are expected to attend all Visiting Artist Lectures in the Department of Art & Design during the semester. In addition, students are expected to see all the art exhibitions in the department’s galleries. As a part of this course, you are asked to bring a sketchbook and take notes. Engaging in dialogue with our guests by asking questions is highly recommended.

Academic Honesty

All students must be honest and forthright in their academic studies. To falsify the results of one’s research, to steal the words or ideas of another, to cheat on an assignment, or to allow or assist another to commit these acts corrupts the educational process. Students are expected to do their own work and neither give nor receive unauthorized assistance.

“Any violation of this standard must be reported to the Office of Student Conduct. The faculty member, in consultation with a representative from the Office of Student Conduct, will decide under which option the incident is best filed and what specific academic penalty should be applied.” http://www1.udel.edu/stuguide/17-18/code.html#honesty

Inclusion of Diverse Learning Needs

Any student who thinks they may need an accommodation based on a disability should contact the Office of Disability Support Services (DSS) office as soon as possible. The DSS office is located at 240 Academy Street, Alison Hall Suite 130, Phone: 302-831-4643, fax: 302-831-3261, DSS Website (http://www.udel.edu/DSS/). You may contact DSS at dssoffice@udel.edu

Harassment and Discrimination

The University of Delaware works to promote an academic and work environment that is free from all forms of discrimination, including harassment. As a member of the community, your rights, resource and responsibilities are reflected in the non-discrimination and sexual misconduct policies. Please familiarize yourself with these policies at http://www.udel.edu/oei. You can report any concerns to the University’s Office of Equity & Inclusion, at 305 Hullihen Hall, (302) 831-8063 or you can report anonymously through UD Police (302) 831-2222 or the EthicsPoint Compliance Hotline at http://www1.udel.edu/compliance. You can also report any violation of UD policy on harassment, discrimination, or abuse of any person at this site: http://sites.udel.edu/sexualmisconduct/how-to-report/
Title IX Statement

The University of Delaware does not discriminate on the basis of race, color, national origin, sex, disability, religion, age, veteran status, gender identity or expression, or sexual orientation, or any other characteristic protected by applicable law in its employment, educational programs and activities, admissions policies, and scholarship and loan programs as required by Title IX of the Educational Amendments of 1972, the Americans with Disabilities Act of 1990, Section 504 of the Rehabilitation Act of 1973, Title VII of the Civil Rights Act of 1964, and other applicable statutes and University policies. The University of Delaware also prohibits unlawful harassment including sexual harassment and sexual violence. For inquiries or complaints related to Title IX, Section 504 of the Rehabilitation Act of 1973 and/or the Americans with Disabilities Act, and Title VII and age discrimination please contact:

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Director, Institutional Equity & Title IX Coordinator
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Newark, DE 19716
(302) 831-8063
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