CORE **INTERACTIVE MEDIA**

ART205-010 | TR 3:30–5:25PM, MAC LAB | SPRING 2022

UNIVERSITY OF
DELAWARE.

SYLLABUS

CONTACT

Lukas Emory (he/him)
emoryl@udel.edu
I do not have standing office hours — reach out in class or via email to schedule a meeting either in-person or over Zoom.

COVID-19 GUIDELINES

This class is held in the Mac Lab on the second floor of Recitation Hall. You will be assigned to an individual work station for the semester that you will use during every class.

Before you use a shared piece of equipment (computer, keyboard, printer), please wash your hands for at least 20 seconds or thoroughly use hand sanitizer.

Before and after using the equipment, wipe it off with a sanitizing wipe.

While in the Mac Lab, you must wear a cloth mask that covers your nose and mouth. You also may not drink or eat in class. However, please feel free to quietly excuse yourself whenever you need fresh air or a refreshment.

These protocols are subject to change as the University updates its health recommendations. Please alert me to any reasonable accommodations I can make for you.

RECOMMENDED SUPPLIES

The following materials are optional but may be helpful. Note that the Mac Lab is open [insert hours here].

» Laptop or Tablet
» Note Cards
» Graph Paper

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

» **Building your foundational UI/UX knowledge**
This course is designed to pick up any experience you have with interactive design and refine it into user interface (UI) and user experience (UX) knowledge. By the end of this course, your goal is to be able to incorporate a digital, interactive element into any of your course work or future projects.

» **Expanding your definition of "Interaction"**
The base work of this course will cover traditional interfaces in web browsers and mobile devices. However, you will be challenged to be creative by introducing new technology and solutions to these platforms and incorporating aspects of spatial design, merchandising, AR/VR, etc.

» **Divergent, creative thinking and problem solving**
As stated above, you will be encouraged to think outside of the box. There are countless possible responses to any given brief. Your project timelines will include opportunities to embrace the innovative and creative ideas from your imagination.

ADDITIONAL LEARNING GOALS

To supplement the core knowledge base of this course, you will be introduced to concepts of **market research, branding, information architecture, color theory, layout design,** and **presentation**.

CLASS FORMAT

This class will be delivered in a couple different formats. Each class will either be a learning lecture, Work-In-Class, or presentation for critique.

SKILL LECTURES

The first half of the semester will include the most lectures. This is where I will be teaching you concepts and techniques relevant to your projects that you will then apply to workshops and your work.

WORK-IN-CLASS

Work-In-Class sessions will be for you to use Mac Lab resources to complete coursework, collaborate with your classmates, and seek feedback while you develop your projects.

CRITIQUES/ PRESENTATIONS

Critiques will take place midway through project development and at the end of a project (final critique). You will be asked to prepare a presentation of your work to share with the class and any invited guest critics.

COURSE WEBSITE

Canvas will be the hub for all of your assignment briefs, submissions, and other resources. **Please ensure your first and last names are in the name of your file submissions.** For example: "Assignment2_LukasEmory.pdf"

BACKING UP YOUR WORK

I strongly recommend you regularly backup any files you have for this class (and all your classes) to an external hard-drive or an online storage solution. You ought to have unlimited storage in GoogleDrive through your UD account—it could be a lifesaver!

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. 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.

DIVERSE LEARNING NEEDS

Any student who thinks they may need an accommodation based on a disability beyond what I can provide 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 (**udel.edu/DSS**). You may contact DSS at **dssoffice@udel.edu**

GRADING & RUBRIC

10	Assignment 1: Market Research
5	Assignment 2: Info Architecture (Completed in Class)
10	Assignment 3: Layout Design
5	Assignment 4: Branding (Completed in Class)
10	Assignment 5: Presentation
10	Assignment 6: Innovation
50	Project I: Desktop UX, Midterm
100	Project I: Desktop UX, Final
100	Project II: Mobile UX
50	Attendance
50	Participation
400	**Total Points**

Assignment Grading
You will have a total of six assignments that supplement your projects. Two of these assignments will be completed in class and are worth 5 points each. The remaining four assignments will be completed as homework and are worth 10 points as you will have more time to complete them.

Project Grading
Project I has two separate due dates: the midterm and the final submission. This is to give you the opportunity to incorporate your additional learning into improving Project I between the midterm and the end of the semester. Project II has only one submission and grade. However, you may request an estimated grade on Project II up to one week before your final submission.

Attendance
I am permitting you to have one unexcused, no-questions-asked absence this semester—life happens, I get it. Beyond that, please let me know in advanced if you will not be able to attend class so we can ensure you stay caught up. It is your responsibility to reach out for lessons you have missed due to an absence.

Participation
There will be opportunities in most classes for you to ask questions, engage in conversation, and provide critiques to your classmates. You are encouraged to be both an active listener and a constructive contributor to presentations and discussions.

Rubric

A	376-400+ points*
A-	360-375 points
B+	348-359 points
B	332-347 points
B-	320-331 points
C+	308-319 points
C	292-307 points
C-	280-291 points
D+	268-279 points
D	252-267 points
D-	240-251 points
F	0-239 points

*Extra Credit
The second half of the semester will be heavily focused on Project II which means there are fewer assignments. However, you may request up to 3 additional assignments each worth 5 points of extra credit to supplement your core point accrual and bump your grade. We will have a midterm check-in to evaluate your progress in the class and.

CLASS SCHEDULE

The first day of class is Tuesday, February 8 and the last is May 17. Midterm presentations will be the week before spring break. Final project presentations will be the week before Finals Week.

| SUN	MON	TUE	WED	THU	FRI	SAT
SUN, FEB 6	MON, FEB 7	**TUE, FEB 8** Syllabus + Creative Workshop	WED, FEB 9	**THU, FEB 10** Skill Lecture: Strategy + Intro to Project I	FRI, FEB 11 Assignment 1: Market Research	SAT, FEB 12
SUN, FEB 13 Assignment 1: Market Research	MON, FEB 14	**TUE, FEB 15** Skill Lecture: Scope + Work-In-Class	WED, FEB 16	**THU, FEB 17** Work-In-Class	FRI, FEB 18	SAT, FEB 19
SUN, FEB 20	MON, FEB 21	**TUE, FEB 22** Skill Lecture: Structure + Skeleton	WED, FEB 23	**THU, FEB 24** Assignment 2: Info. Architecture + Work-In-Class	FRI, FEB 25 Assignment 3: Layout Design	SAT, FEB 26
SUN, FEB 27 Assignment 3: Layout Design	MON, FEB 28	**TUE, MAR 1** First Critique of Project I	WED, MAR 2	**THU, MAR 3** Skill Lecture: Surface + Assignment 4: Branding	FRI, MAR 4	SAT, MAR 5
SUN, MAR 6	MON, MAR 7	**TUE, MAR 8** Work-In-Class	WED, MAR 9	**THU, MAR 10** Creative Workshop + Work-In-Class	FRI, MAR 11 Assignment 5: Presentation	SAT, MAR 12
SUN, MAR 13 Assignment 5: Presentation	MON, MAR 14	**TUE, MAR 15** Guest Critique of Project I	WED, MAR 16	**THU, MAR 17** Last Work-In-Class Before Midterm	FRI, MAR 18	SAT, MAR 19
SUN, MAR 20	MON, MAR 21	**TUE, MAR 22** Midterm/Project I Presentations	WED, MAR 23	**THU, MAR 24** Midterm/Project I Presentations	FRI, MAR 25 Midterm Grades Due	SAT, MAR 26
SUN, MAR 27	MON, MAR 28	**TUE, MAR 29**	WED, MAR 30	**THU, MAR 31**	FRI, APR 1	SAT, APR 2
SPRING BREAK						
SUN, APR 3	MON, APR 4	**TUE, APR 5** Intro to Project II + Skill Lecture	WED, APR 6	**THU, APR 7** Skill Lecture + Work-In-Class	FRI, APR 8	SAT, APR 9
SUN, APR 10	MON, APR 11	**TUE, APR 12** Work-In-Class	WED, APR 13	**THU, APR 14** Skill Workshop + Work-In-Class	FRI, APR 15 Assignment 6: Innovation	SAT, APR 16
SUN, APR 17 Assignment 6: Innovation	MON, APR 18	**TUE, APR 19** Work-In-Class	WED, APR 20	**THU, APR 21** First Critique of Project II	FRI, APR 22	SAT, APR 23
SUN, APR 24	MON, APR 25	**TUE, APR 26** Skill Lecture + Work-In-Class	WED, APR 27	**THU, APR 28** Work-In-Class	FRI, APR 29	SAT, APR 30
SUN, MAY 1	MON, MAY 2	**TUE, MAY 3** Guest Critique	WED, MAY 4	**THU, MAY 5** Last Work-In-Class Before Final	FRI, MAY 6	SAT, MAY 7
SUN, MAY 8	MON, MAY 9	**TUE, MAY 10** Project II Presentations	WED, MAY 11	**THU, MAY 12** Project II Presentations	FRI, MAY 13	SAT, MAY 14
SUN, MAY 15	MON, MAY 16	**TUE, MAY 17** Final Working Class	WED, MAY 18	**THU, MAY 19** –	FRI, MAY 20 Final Projects Due at 11:59PM	SAT, MAY 21

BOOK SHELF

Note that I am not requiring you to purchase any of these. They are recommendations for comprehending the course material and developing your voice as a designer.
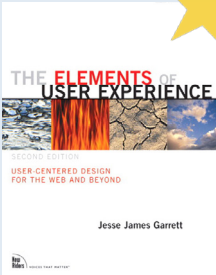
The Elements of User Experience (2nd Edition) is the textbook I will be teaching out of this semester. It is an in-depth study of the UX principles you will learn. I will teach you the basic concepts, but you may find it helpful to obtain a copy and follow along/learn more.

Make Your Own Luck by Kate Moross is a helpful self-motivational take on being an artist and how to be open to all opportunities especially early in your career.
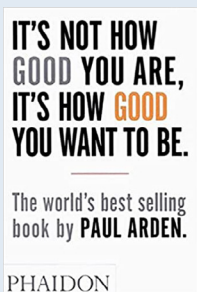
It's Not How Good You Are, It's How Good You Want To Be by Paul Arden — Really great in reassuring that your physical skills will eventually catch up to your natural talent and creativity.

ONLINE RESOURCES

Figma is a user interface design tool. It lets you build artboards and graphics much like Adobe software, but with the bonus of being able to create prototypes of interfaces for mobile and desktop sites/apps. Figma is going to be the primary tool available to use and instructed within for this class, however you are also permitted to use Sketch, AdobeXD, or a similar digital design platform as long as you have the interactive prototyping functionality. Figma can be used online in a web browser or in a desktop app. I personally prefer the online version so I can work anywhere.

If you prefer to use the app version, we will provide "Figma" in Mac Lab. However, if you would like to install it on your own machines, please follow the instruction below. Please note that this course is not technical-oriented. While I will be showcasing examples of what you can do with interface design, you will be responsible for finding tutorials to teach you how to perform your desired tasks in Figma or asking for help when you hit a roadblock in understanding the software.

Official Figma tutorial series: https://youtube.com/playlist?list=PLLnpHn493BHFFqJTrBbx8trAsuI0U-16w

You can use Figma 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. Tutorials for downloading and installing are below.

On a PC: https://youtu.be/dj84o3rOvF4
On a Mac: https://youtu.be/e-z_k7QlgKQ

Google Fonts is a great resource for finding web-friendly typefaces. You can find a font family for download that can be used in your interface designs by providing a variety of weights to help you create an information hierarchy—this is really important in user interface design.

Google Fonts also has an icons section which is a lifesaver. Icons are the best way to show information visually when you don't have enough space for words or need graphic support.

Fonts: https://fonts.google.com/
Icons: https://fonts.google.com/icons

Pixabay
pixabay.com

Unsplash
unsplash.com

Vecteezy
vecteezy.com

These projects are going to be created for education purposes, which means you aren't limited to royalty free images so long as you don't plan to go commercial with your creation. However, Pixabay, Unsplash, and Vecteezy are royalty free stock photos and graphics that may help you find some high quality visuals without having to pay.

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.

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:

Danica Myers
Director, Institutional Equity & Title IX Coordinator
305 Hullihen Hall
Newark, DE 19716
(302) 831-8063
titleixcoordinator@udel.edu

OR contact the U.S. Department of Education – Office for Civil Rights
(https://wdcrobcolp01.ed.gov/CFAPPS/OCR/contactus.cfm).

COUNSELING & STUDENT DEVELOPMENT

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.

Feel free to reach out at any time with questions or concerns about ART205 or UD Art in general: **emoryl@udel.edu**