

## INTERACTION DESIGN (ID)

COURSE NUMBER: DIG6126C	CREDIT HOURS: 3.0
SEMESTER/YEAR: FALL 2015	CLASS LOCATION: CSE E413
	CLASS MEETING TIME(S): M 4:05-4:55/W:4:05-6:00
<b>INSTRUCTOR:</b> Seunghyuk (David) Jang	<b>OFFICE HOURS:</b> Thursday 4:00 – 5:00 pm /NRG 116
<b>CONTACT PHONE:</b> 352-294-2000	<b>CONTACT EMAIL:</b> hyuk@digitalworlds.ufl.edu
<b>COURSE TA OR COORDINATOR:</b> TBA	<b>COURSE WEBSITE:</b> <a href="http://lss.at.ufl.edu">http://lss.at.ufl.edu</a>

**COURSE COMMUNICATIONS:** Students can communicate directly with the instructor regarding the course material. Students are also encouraged to post general questions to the discussion board through the course management system.

**COURSE DESCRIPTION:** In this course you'll learn the definition of good interaction designs to make better communication between human knowledge and life. You will be creating a solid prototype of your own interaction design that can be displayed on variety multimedia devices on our hands.

**PREREQUISITE KNOWLEDGE AND SKILLS:** Adobe Photoshop & After Effects

**PURPOSE OF COURSE:** Understanding creative Interaction Design by building prototypes, and improve the communication skills between ideas as a designer's point of view.

**COURSE GOALS AND/OR OBJECTIVES:** By the end of this course, students will be able to:

1. Understand the main concept to build UX (User Experience) design.
2. Create a solid prototype for mobile application using original graphic assets.
3. Visualize their ideas with most efficient way with tools they learned.

### COURSE SCHEDULE:

The course incorporates lecture, in-class exercises and assignments to apply and reinforce skills learned. Additionally, students will be asked to participate in weekly online critiques to strengthen their skills in analysis and critical thinking. Individual assignments will be explained in detail as the course progresses.

The **FINAL EXAM TIME SCHEDULED FOR THIS COURSE** will be announced in advance of each semester by the University of Florida Registrar's Office at <http://www.isis.ufl.edu>

Week	Class Topics + Objectives	Assignments + Readings
1	Course Objectives Overview of course and objectives Definition of Interaction Design <ul style="list-style-type: none"> <li>• Related fields of industry</li> </ul>	<b>Assignment 1: Rediscover of Interaction Design</b>  <b>Check Canvas for more info.</b>
2	Approaching to Interaction Design <ul style="list-style-type: none"> <li>• Point of view</li> </ul> Introduction to Prototyping Tool <ul style="list-style-type: none"> <li>• GUI</li> </ul>	<b>Assignment 2: Reviews on public interaction design or apps</b>

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Week	Class Topics + Objectives	Assignments + Readings
	<ul style="list-style-type: none"> <li>• Purpose of Use</li> <li>• Prototype</li> </ul>	
3	Review Presentation Elements of Interaction Design <ul style="list-style-type: none"> <li>• Motion</li> <li>• Space</li> <li>• Time</li> <li>• Appearance</li> <li>• Texture</li> <li>• Sound</li> </ul>	<b>Assignment 3: 1<sup>st</sup> Prototype treatment</b>
4	Principles of Interaction Design <ul style="list-style-type: none"> <li>• Fitt’s Law</li> <li>• Hick’s Law</li> <li>• The Magic Number Seven</li> <li>• Tesler’s Law</li> <li>• Poka-Yoke</li> </ul>	
5	Good vs Bad Interaction Design Best vs Worst Interaction Design <ul style="list-style-type: none"> <li>• Prototype Exercise</li> </ul>	<b>Assignment 4: 1<sup>st</sup> Prototype Build with basic functions</b>
6	Tools for Interaction Design <ul style="list-style-type: none"> <li>• Creating Ideas to reality</li> </ul>	<b>Assignment 5: 2<sup>nd</sup> Prototype treatment</b>
7	Interface Design vs Interaction Design	
8	Smartphone Apps & Mobile Devices	<b>Assignment 6: 2<sup>nd</sup> Prototype Build with advanced functions</b>
9	Interaction Designs in Real Life	
10	The future of Interaction Design	<b>Group Final Project Treatment Due</b>
11	Prototyping for Mobile Device	
12	Personal Project Presentation	
13	Group Project Treatment	
14	Animation in Interaction Design	
15	Final Project Progress	<b>Presentation: Final Project Progress</b>
16	Final presentation	

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REQUIRED TEXTBOOKS/SOFTWARE:

1. Free Prototyping Tool [DOWNLOAD](#)
2. Adobe Photoshop CS6/CC

RECOMMENDED MATERIALS:

1. Lynda.com, Online tutorial (*FREE access for UF students*)

EVALUATION OF GRADES

Assignment	Total Points	Percentage of Grade
<b>Class Attendance and Participation</b> – Students are expected to actively participate in class discussions, both in class as well as in class online forum. Each student will be required to post a weekly critique of their classmates’ work on CANVAS. ( <b>Peer Reviews will be included here</b> )	100	10%
<b>Weekly Assignments</b> – Weekly assignments are due the first session of each week unless otherwise noted. The work will be uploaded to CANVAS prior to the beginning of class otherwise the work will be considered late.	100	55%
<b>Final Project</b> – Final Project is the final result of the semester long effort in learning. It is expected that in this final project, students employ the principles and techniques they have learned during the semester.	100	35%

GRADING SCALE:

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67
B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67
C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S-U, WF		0.00

More information on grades and grading policies is here:

<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

#### COURSE POLICIES:

##### **ATTENDANCE POLICY:**

We value **participation** more than mere **attendance**. Each instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how will class participation be measured and graded. (See Evaluation of Grades section for more detail)

##### **MAKE-UP POLICY:**

Presentations may not be presented late. Documented emergencies or medical situations may be the only accepted reasons for an excused absence on the day of a presentation.

**COURSE TECHNOLOGY:** The students will be required to have access to, and use a personal computer with the access to the Internet. Word editing software will be required for written assignments.

#### UF POLICIES:

##### **ACADEMIC INTEGRITY:**

As a student at the University of Florida, you have committed yourself to uphold the Honor Code, which includes the following pledge: *"We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity."* You are expected to exhibit behavior consistent with this commitment to the UF academic community, and on all work submitted for credit at the University of Florida, the following pledge is either required or implied: *"On my honor, I have neither given nor received unauthorized aid in doing this assignment."* It is assumed that you will complete all work independently in each course unless the instructor provides explicit permission for you to collaborate on course tasks (e.g. assignments, papers, quizzes, exams). Furthermore, as part of your obligation to uphold the Honor Code, you should report any condition that facilitates academic misconduct to appropriate personnel. It is your individual responsibility to know and comply with all university policies and procedures regarding academic integrity and the Student Honor Code. Violations of the Honor Code at the University of Florida will not be tolerated. Violations will be reported to the Dean of Students Office for consideration of disciplinary action. For more information regarding the Student Honor Code, please see: <http://www.dso.ufl.edu/SCCR/honorcodes/honorcode.php>

##### **CLASS DEMEANOR:**

Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

**UNIVERSITY POLICY ON ACCOMMODATING STUDENTS WITH DISABILITIES:**

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, [www.dso.ufl.edu/drc/](http://www.dso.ufl.edu/drc/)) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

**UNIVERSITY POLICY ON ACADEMIC MISCONDUCT:**

Academic honesty and integrity are fundamental values of the University community. Students should be sure that they understand the UF Student Honor Code at <http://www.dso.ufl.edu/students.php>.

**NETIQUETTE: COMMUNICATION COURTESY:**

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: <http://teach.ufl.edu/docs/NetiquetteGuideforOnlineCourses.pdf>

**ONLINE COURSE EVALUATIONS:**

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results/>.

## GETTING HELP

For issues with technical difficulties for E-learning in Canvas, please contact the UF Help Desk at:

- [Learning-support@ufl.edu](mailto:Learning-support@ufl.edu)
- (352) 392-HELP - select option 2
- <https://lss.at.ufl.edu/help.shtml>

Any requests for make-ups due to technical issues MUST be accompanied by the ticket number received from LSS when the problem was reported to them. The ticket number will document the time and date of the problem. You MUST e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up.

Other resources are available at <http://www.distance.ufl.edu/getting-help> for:

- Counseling and Wellness resources
- Disability resources
- Resources for handling student concerns and complaints
- Library Help Desk support

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.