

DESIGN & PRODUCTION STUDIO 3 (DPS 3)

COURSE NUMBER: DIG4525C	CREDIT HOURS: 3
SEMESTER/YEAR: FALL 2015	CLASS LOCATION: NRG 102
	CLASS MEETING TIME(S): MON & WED
INSTRUCTORS: James Oliverio & Tony Mitton	OFFICE LOCATION/HOURS: NRG 119 TUES 3-5PM
CONTACT PHONE: (352) 294-2000	CONTACT EMAIL: anthony@digitalworlds.ufl.edu
COURSE TA OR COORDINATOR: TBD	COURSE WEBSITE: http://digitalworlds.ufl.edu

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: Working within an interdisciplinary Digital Arts & Sciences (DAS) design and production studio environment, students will focus specifically on internet-based technologies, delivery systems and content generation. Students will participate in the creation of two major collaborative group projects and one major semester-long project. The design, production and presentation of these projects form the primary activity set of the Design & Production Studio 3. Students will learn and apply professional techniques including rapid prototyping, agile design, interdisciplinary collaboration, and project management in a relatively short development cycles.

PREREQUISITE KNOWLEDGE AND SKILLS: DAS Design & Production Studio 2 and /or written consent of Instructor.

PURPOSE OF COURSE: To provide Digital Arts & Sciences (DAS) students a familiarity and fluency in the tools and techniques of modern web-based interactive media, including elements of design, coding, project usability, collaborative teamwork, working with clients, and the iterative design and production process.

COURSE GOALS AND/OR OBJECTIVES: By the end of this course, students will be able to identify, define and effectively use the technologies that underlie and allow the operation of web-based tools or personal computers and mobile digital devices. Students will apply their understanding in the design, creation and effective implementation of two original Team-based projects developed in a rapid-prototyping environment.

COURSE SCHEDULE:

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>

All readings must be completed during the week listed in the Readings Column.

Week	Topic	Assignments	Readings
1	Overview of web technologies and devices: Unix, HTML, file structure, text editors, design, terminology		Chapters 1 & 2
2	Tools and techniques for web-based content creation: market research, information architecture, wire framing, paper prototyping – HTML and CSS	Assignment 1 due Wednesday	Chapters 3 & 5
3	Tools and techniques cont'd; client considerations: defining the client, client relationships, cost & timeline, ease of use – Javascript and Advanced CSS	Assignment 2 due Wednesday	Chapters 6 & 12
4	Team Project 1: Initial Concept & Design – designing for your audience		Chapter 7
5	Team Project 1: Feedback and Iterative Refinement	Initial Concept & Design due Monday	
6	Team Project 1: Presentation and Critique	Team Project 1 due Monday	
7	Case Studies and focus on Under the Hood Issues: cross-browser/cross-device compatibility, permissions, errors, troubleshooting		Chapters 8, 9, 10
8	Case Studies and focus on Usability Issues: user testing, user feedback	Assignment 3 due Wednesday	Chapters 8, 9, 10 continued
9	Case Studies and focus on Project Management	Assignment 4 due Wednesday	
10	Team Project 2: Initial Concept & Design		
11	Team Project 2: Feedback and Iterative Refinement	Initial Concept & Design due Monday	
12	Team Project 2: Presentation and Critique	Team Project 2 due Monday	
13	Advanced Design and Development Concepts: responsive design, mobile design, responsive development, back-end development, databases		Chapter 11
14	Advanced Design and Production Concepts: content management systems, Django, LESS and SASS		
15	Final Project Presentations	Individual Project due Monday	

REQUIRED TEXTBOOKS:

“DON’T MAKE ME THINK: A COMMON SENSE APPROACH TO WEB USABILITY”

by Steve Krug. New Riders Publishing; Second Edition ISBN: 0321344758

All readings must be completed during the week listed in the Readings Column.

RECOMMENDED MATERIALS:

1. Lynda.com
2. Codepen.io
3. Dribbble.com

EVALUATION OF GRADES

Assignment	Total Points	Percentage of Grade
Two Major Team-Based Projects	400	40%
One Individual Semester-long Project	200	20%
Participation – Students are expected to actively participate in class discussions, both in class as well as in class online forums.	100	10%
Assignments	100	10%
Final Project Presentation	200	20%

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:

PARTICIPATION / 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 class participation will be measured and graded.

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/) 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
- (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.