San José State University
Humanities & the Arts / Design
DsGD 132, User Interface & Interaction Design, 01, Spring, 2020

Course and Contact Information

Instructor:	Jeong Kim
Office Location:	NA
Telephone:	NA
Email:	jeongkim@gmail.com
Office Hours:	By appointment, Mon / Wed, 6:00 am – 7:00 am
Class Days/Time:	Mon / Wed, 3:00 pm – 5:50 pm
Classroom:	IS 226
Prerequisites:	Pass BFA Portfolio Review, DSGD 105, DSGD 186

Course Format

Technology Intensive: This class requires students to bring their own wireless laptop computer with software (Adobe Creative Suite). Additionally, students may need to purchase other prototyping software and services (Sketch, Axure, Invision, Principle). Students must also install appropriate type fonts (Helvetica type family required as in project description). Students are expected to always have their working digital files, and research and reference materials, and reliable data backup. Refer to this website for wireless network access: https://sjsuone.sjsu.edu/. The labs are equipped with a limited number digital color printers (capable of 13x19 output), and students are expected to plan and print their projects well ahead of deadlines.

Canvas Learning Management System and MYSJSU Messaging
Course materials such as syllabus, handouts, notes, assignment instructions, etc. can be found on the Google Drive link I will send you. You are responsible for regularly checking with the messaging system through MySJSU at http://my.sjsu.edu (or other communication system as indicated by the instructor) to learn of any updates.

Course Description
Capstone design problems utilizing design methodologies, theories, and analysis in the area of time-base multi-media design; narrative filming, kinetic typography in motion, interaction design, and event design as related to visual information design. Prerequisite: Pass BFA Portfolio Review, DSGD 105, DSGD 186 Misc/Lab: Lab 6 hours.

Course Goals
This is a studio-intensive course where 3 assigned projects will address the graphic design program Student Learning Objectives, to view please visit: http://www.sjsu.edu/design/design_programs/graphic_design_program/

Critiques, work-in-progress discussions, and assigned project reviews form the basis for group discussions within this class. You will be encouraged to develop evaluative skills, and articulate them in the critique format. You will also be challenged to determine goals and to make observations and decisions that result in concise, informative, and engaging visual statements.

Course Learning Outcomes (CLO)
Upon successful completion of this course, students will be able to:

CLO1   Identify, and utilize the design elements for effective visual compositions;

CLO2   Apply interaction design principles and techniques;

CLO3   Conduct design / user research. Utilizing research findings in design implementations;

CLO4   Develop an online design presence;

CLO5   Inculcate an industry-backed practice for self-learning and establishing personal capabilities in a professional design environment.

Readings

Textbook
A Designer's Research Manual: Succeed in Design by Knowing Your Clients and What They Really Need (Design Field Guide) - by Jennifer Visocky O'Grady (Author), Ken O'Grady (Author)
ISBN-10: 1592535577, ISBN-13: 978-1592535576

Other Readings
Content in the field is constantly changing. I will provide additional updated readings during class.

Design+Code https://designcode.io
Student discount - https://designcode.io/84hAdX738
Make sure you use your sjsu.edu email

iOS Human Interface Guidelines
https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/MobileHIG/

Google's material design
https://material.google.com/

Other <mark>technology requirements</mark> / equipment / material <mark>(optional)</mark>

Wireless laptop computer with software (Adobe Creative Suite)
- Appropriate type fonts (Helvetica type family required as in project description).
- Always have your working digital files, and research and reference materials
- Reliable data backup
- Wireless network access: https://sjsuone.sjsu.edu/
- Digital color printer (capable of 13x19 output if practical)
- Drawing implements and papers as in project description
- Pencil, kneaded eraser, ruler
- Black, gray, and color markers, extra fine to wide
- 9x12 marker pads and tracing pads
- Clear push pins
- Metal non-slip cutting rule (Schaedler precision rules also recommended)
- X-Acto knife and #11 blades in dispenser/disposal unit
- Portable cutting surface (required for cutting in classrooms)
- Graphic arts adhesive (no spraying allowed in building)
- Koh-I-Noor Round Shape Drafting Dot
http://www.officedepot.com/a/products/446745/Koh-I-Noor-Round-Shape-Drafting/
- Removable Round Color-Coding Labels
http://www.officedepot.com/a/products/837603/Office-Depot-Brand-Removable-Round-Color/
- Pocket Size Memo Notebook
http://www.officedepot.com/a/products/323741/Ampad-Pocket-Size-Memo-Notebook-50/
- Post-it® Notes, 3" x 3" (multi-color)
http://www.officedepot.com/a/products/799476/Post-it-Notes-3-x-3/

Estimated cost for semester supplies/materials will vary according to the individual. The typical estimated cost would be around $200. There is a $45 printing fee for this course to cover software licensing, printing consumables, and related infrastructure and includes 50 Black and White (8.5 x 11) or (11 x 17) and 30 color (8.5 x 11) or (11 x 17) prints.

Library Liaison
The San Jose State University Library supports student access to information with in-person reference at the King Library Reference Desk and specialized support for Design on-line at http://libguides.sjsu.edu/design or by appointment with Librarian Monika Lehman. She may be contacted at monika.lehman@sjsu.edu, 408.808.2657.

Course Requirements and Assignments
The goal of this course is to contribute to the student's discovery and understanding of the basic objectives, principles, and methods used in user experience design. The assignments and projects are designed as student-contributed work to an open source educational platform. The student(s) whose work are eventually chosen for the platform, will be appropriately credited. Semester grade will be weighted according to the following percentages:

Project 1: **30%**   Participation: **10%**
Project 2: **30%**
Project 3: **30%**

You will be evaluated on these factors:

Problem solving skills - CLO 1~5
Planning, organizing, research and content gathering (message development), analysis, sketching and content integration.

Form-giving skills - CLO 1, 2, and 3
Design exploration, development, and refinement. The synthesis of the elements, principles, and attributes of form into an effective, evocative product. The verbal/visual investigation of form and function.

Presentation skills - CLO 4 and 5
The skill, dexterity, and attention to detail exhibited in presentation. The quality of line and form necessary for effective visual communication.

Participation and Preparation – CLO 3, 4 and 5
Producing appropriate solutions to all required phases of development on projects both in quality and quantity. Engaged in class critiques and activities.

Final Examination
Students are required to turn in the final project and the date is TBD. Late work will not be accepted.

Grading Information
The project and course performance will be evaluated according to the following components. Each project will be graded upon completion and assigned a letter grade according to the University policy—A through F. An incomplete will be granted to students with documented extenuating circumstances e.g. debilitating illness, family emergency etc.

Grade Symbol	Grade Value
A+	4.0
A	4.0
A-	3.7
B+	3.3
B	3.0
B-	2.7
C+	2.3
C	2.0
C-	1.7
D+	1.3
D	1.0
D-	0.7
F	0

Grading Scale
A-, A, A+ = Excellence (3.7–4.0)
Student consistently delivers creative and high quality work and demonstrates the ability to explore a wide range of alternative options as well as the ability to make intelligent and informed decisions on the final solution. Student is able to refine final solutions to instructor feedback. Student shows the ability to communicate ideas clearly and completely, both visually and verbally. Well-crafted and informed arguments support any and all design decisions. All projects are complete and on time. Student demonstrates a strong, engaged effort in work and in class. Student maintains at all times a positive attitude and commitment towards the profession, classmates, the instructor and their own development. Student participates in all regularly scheduled classes. Overall, student meets and exceeds the requirements of the course.

B-, B, B+ = Very good work (2.7–3.6)
Student demonstrates an above average effort in all areas. Work is complete and demonstrates no craft or

technical problem areas. Student shows the ability to communicate decent rationale for design decisions and demonstrates improvement in all areas of professional development as a designer. Student maintains a positive attitude and involvement in all coursework and class activities.

C-, C, C+ = Adequate, average work (1.7–2.6)
Student produces the minimum work required at an average quality level and provides basic explanations for design decisions. Student demonstrates a basic understanding of the principles presented in class and may have some craft and technical problem areas. Student demonstrates average participation in all regularly scheduled classes.

D-, D, D+ = Poor work and lack of effort (0.7–1.6)
Student produces the minimum work required at below average quality and demonstrates little understanding of the principles

F = Failure to meet the course requirements (0.0–0.6)
Student demonstrates a lack of understanding of the basic principles discussed in class and is unable to convey creative and craft and technical ability as required. Student has little or no involvement in class discussions, repeatedly misses deadlines or critiques, and demonstrates little commitment to learning and their own development. Student shows little participation and/or is consistently late for class.

Important Notes about Grading
All assignments are graded, therefore you should do your best on them or your course grade will be adversely affected. It is very important to complete all of them because:

- Each develops a skill necessary for successful completion of assignments
- Missing a portion of these assignments can lower your course grade substantially

Deadlines
During the regularly scheduled Final Exam day and time is when you will submit the last project. No extensions will be given except in cases of documented emergencies, serious illness. If such a circumstance should arise, please contact the instructor as early as possible and be ready to provide documentation.

Late Assignments
It is essential that you keep up with the course work and submit all assignments in a timely manner. Assignments will lose a full letter grade for each day late. Graded assignments more than 3 days late will not be accepted. In such cases, a grade of zero credit will be entered.

Extra Credit
Out of general fairness to all students, there will be no opportunities for extra credit assignments given in this class.

Classroom Protocol

We are involved in a mutually beneficial communal learning experience, one that requires full attention and respectful behavior toward all members of the class. In order to maximize the learning experience, students are requested to observe the following etiquette guidelines:

- Students must take every step necessary to minimize distractions during class.

- Students are expected to arrive on time and to remain in class until the class is over, or excused. If you have a prior engagement that requires you leave before the end of class, please inform the instructor before class and take pains not to disturb other students when you leave.

- Announcements, handouts, and assignments are issued at the beginning of class. All critiques begin 15 minutes after official class start time; no work is to be added to the wall after a critique begins. It is your responsibility to inform yourself of any announcements or requirements that you miss due to late arrivals. Please do not interrupt class to ask about these. Remain after class if you have questions.

- Electronic devices not directly pertaining to your participation in this class must be turned off and put away before class starts. This means you may not place or receive calls, messages, play games, check e-mails, surf the web, pop into Facebook, Twitter, etc.

- Laptops are to be used for course related purposes only.

- Please do not eat during class.

- Socializing during lectures or when other students are presenting material for the benefit of the class is counterproductive and inconsiderate.

- No spray-mount adhesive spraying in the class.

- Do not use tabletops as a cutting surface.

- It is expected that there will be 1.5 to 2 hours of homework for each hour of class.

University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' Syllabus Information web page at http://www.sjsu.edu/gup/syllabusinfo/ ←*VISIT AND READ*

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Course Schedule

List the agenda for the semester including when and where the final exam will be held. Indicate the schedule is subject to change with fair notice and how the notice will be made available.

Week	Date	Topics, Readings, Assignments, Deadlines
1	Mon, Jan 27	Project 1: One Thing and One Thing Well Lecture + Video, Research Methods / First Day of Class
1	Wed, Jan 29	Work Session
2	Mon, Feb 3	User Research + Project Proposal
2	Wed, Feb 5	Work Session
3	Mon, Feb 10	Concept Generation + Scenarios
3	Wed, Feb 12	Work Session
4	Mon, Feb 17	Prototypes + Validations / Jeong on Vacation
4	Wed, Feb 19	Work Session / Jeong on Vacation
5	Mon, Feb 24	Project 1 Due / Presentation
5	Wed, Feb 26	Project 2: TBD
6	Mon, Mar 2	User Research + Project Proposal
6	Wed, Mar 4	Work Session
7	Mon, Mar 9	Concept Generation + Scenarios
7	Wed, Mar 11	Work Session
8	Mon, Mar 16	Prototypes + Validations
8	Wed, Mar 18	Work Session
9	Mon, Mar 23	Prototypes + Validations
9	Wed, Mar 25	Work Session
10	Mon, Mar 30	Spring Recess
10	Wed, Apr 1	Spring Recess
11	Mon, Apr 6	Project 2 Due / Presentation
11	Wed, Apr 8	Project 3: TBD
12	Mon, Apr 13	User Research + Project Proposal
12	Wed, Apr 15	Work Session
13	Mon, Apr 20	Concept Generation + Scenarios
13	Wed, Apr 22	Work Session
14	Mon, Apr 27	Prototypes + Validations

Week	Date	Topics, Readings, Assignments, Deadlines
14	Wed, Apr 29	Work Session
15	Mon, May 4	Prototypes + Validations
15	Wed, May 6	Work Session
16	Mon, May 11	Prototypes + Validations / Last Day of Class
Final Exam	Wed, May 13	Project 3 Due / Presentation / Final Day 1215-1430 PM

Course Schedule