San José State University
Department of Design / Industrial Design Program
DSID 131, Interaction Design, Section 1, Spring 2020

Instructor:	Josh Nelson
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Office Hours:	Tuesday & Thursday 3:30pm - 4:30pm
Class Days/Time:	Tuesday & Thursday 12:00pm - 2:50am
Classroom:	IS 118
Prerequisites:	DSID 126; DSGD 99; or HFE Graduate students

Canvas Course Management Website

Copies of the course materials such as the syllabus, assignment handouts, grading, etc. may be found on the course Canvas website. You may find your link to this website on MySJSU, along with your login/password info. You are responsible for regularly checking with the messaging system in Canvas for course updates, assignments, etc.

Course Description

This course gives an intense, accelerated and project-driven introduction to the field of interaction design. We will be looking at this subject broadly including digital and physical interactions. Course material is drawn from professional practice - per the instructor's experience - as well as knowledge gained from various respected authors in the industry. Being uniquely situated in the heart of Silicon Valley, our class will feature periodic guest speakers and real-world examples to enhance learning. To get the most out of this course, students must participate, contribute, and demonstrate a measurable good-faith effort, as represented by the assignments and project milestones described below.

Course Goals and Student Learning Objectives

Upon successful completion of this course, students will be able to:
(LO1) Demonstrate and apply the interaction design process.
(LO2) Create a variety of standard interaction design deliverables.
(LO3) Demonstrate the design research & usability testing processes.
(LO4) Analyze, formulate, and interpret research into useful design focused needs

(LO5) Use vernacular appropriate for discussing interaction design problems and solutions.
(LO6) Design and execute appropriate interactions for product designed.
(LO7) Evaluate and critique an interface, whether physical or digital.

Required Texts/Readings

Recommended Readings:

Designing Interactions (2007, MIT Press, ISBN-13: 978-0262134743 ISBN-10: 0262134748); by Moggridge, Bill

About Face: The Essentials of Interaction Design 4th Edition (2014, Wiley, ISBN-13: 978-1118766576)

The texts above will be supplemented by e-reserve readings on the course website and through links at given online resources.

Equipment and Material Requirements

Recommended Software:

Adobe Creative Suite:
Illustrator, InDesign, XD, etc… (available through Information Technology Services at SJSU for free to all SJSU students participating in Design courses).

Wireframing / Prototyping:
Invision, Sketch, Balsamiq, Axure, etc...

Presentation Software:
PowerPoint, Keynote, Google Slides

Note: If you know how to code, great! But programming knowledge is not a requirement for this course.

Hardware:

Personal Laptop
Pen, Pencil & Paper
Scissors
Personal Camera

Library Liaison:

Design Department Librarian
Scott, Gareth
Phone: (408)-808-2094
Email: gareth.scott@sjsu.edu

Classroom Protocol

It is assumed that you are familiar with common industrial design process, tools and techniques. These will be referred to on a regular basis. It is up to you to seek help from the instructor or other classmates if this is not the case.

Students are expected to be on time to class. Students are to be respectful of the professor and their peers. Any disruptive activities in the classroom will result in the student being asked to leave the class. Arriving late to class without prior arrangement and approval from the professor is considered disruptive. If the student cannot be in the classroom by the start of class, please do not interrupt the class in session by entering the classroom. If a student encounters any problems that inhibit their ability to participate in the class, please provide as much advance notice as possible to the instructor so that he/she may respond and inform the student in a timely manner. Students are expected to leave the classroom in a clean condition at the end of each class meeting so that the next class has an organized, clean room waiting for them.

Inappropriate use of smartphones, laptops and video games is disruptive and inconsiderate to your classmates and instructors. Smartphone use should be limited to essential classroom activities. If you disrupt or withdraw from class activities due to your inability to silence these and similar devices it will count against the participation portion of your final grade (LO9). If personal issues (family, medical, etc) require you to leave your phone on, you may do so by making arrangements with the instructor in advance. With this in mind, your instructor may need to answer his phone during class due to university business or professional demands but will try to keep this to a minimum during the semester.

Missed or Late Homework:

All work turned in late will receive an automatic 40% deduction in grading. If you have an excusable reason for turning in an assignment late or missing a class, please contact the professor as soon as possible before the class begins. The professor will work with you to develop an approved plan to turn in late work and still get full credit. Feedback on approved late work can be obtained during the professor's office hours.

Assignments and Grading Policy

Assignments:

Assignments will be given for various topics throughout the course including (but not limited to): storyboards, diagrams, paper-prototypes and presentations. The assignments are framed as part of a larger semester-length project to be described in detail in class. Each assignment is an opportunity for you to experiment with design practice and gain design experience.

Assignment details and due dates will be available on Canvas.

Students will be engaged in activities, demos, discussions and critiques during class meeting times and they will be assessed on engagement in those activities as part of their participation grade (LO5). Students will have homework assignments to do outside of class (12-18 hours per week) that include reading and writing assignments, research activities and, two- or three-dimensional sketching and drawing assignments as required by the course assignments (LO 1-7). Students are required to be present in class in order to be able to engage and participate in classroom critiques (LO 5).

Determination of Grades

Grading is weighted as follows:

ASSIGNMENT GROUPINGS	WEIGHT
Project 1	10%
Participation	15%
Project 2: Discovery & Nascent Phases	20%
Project 2: Development & Refinement Phase	25%
Project 2: Final Phase	30%
Total	100%

Grading will follow the standard SJSU A-F system.

A = 100% to 95%
A minus = 95% to 91%
B plus = 91% to 87%
B = 87% to 85%
B minus = 85% to 81%
C plus = 81% to 77%
C = 77% to 75%
C minus = 75% to 71%
D plus = 71% to 67%
D = 67% to 65%
D minus = 65% to 61%
F = 61% to 0%

Participation:

Active participation in class activities is a significant factor in a student's success in the industrial design program at SJSU. Active learning facilitates mental growth, skill enhancement, creates a lifelong learner and improves the goals of becoming a good collaborator and designer.

All Student Learning Objectives (particularly LO1, LO4, LO5 and LO7) are impacted by the level of a student's participation, whether it be through content presented in class, classroom activities, online activities or group deliverables. Your participation will be determined by your ability to display the following behaviors during class and group assignments:

- You are engaged, capable of working, and learning about the subject at hand.
- You are involved in class activities such as critiques and presentations.
- You carry your own weight in all group activities.
- You are attentive to the subject presented during the lectures.

Learning Objectives that involve the making of an artifact, necessitate that the artifact be qualitatively judged. A student's level of success in achieving Learning Objectives 2, 3 and 6 will be assessed through daily design work and major project milestones. These deliverables will be

judged by the general criteria listed below as well as other criteria that will be made available through Canvas.

If you are having any difficulties that are affecting your successful completion of this class, you are encouraged to contact the instructor as soon as possible. Do not wait until the end of the semester to discuss any problems you are having in class or with your grades, as that is often too late to afford the appropriate support and enable success in the course.

University Policies

Per University Policy S16-9 (http://www.sjsu.edu/senate/docs/S16-9.pdf), relevant information to all courses, such as academic integrity, accommodations, dropping and adding, consent for recording of class, etc. is available on Office of Graduate and Undergraduate Programs' Syllabus Information web page at http://www.sjsu.edu/gup/syllabusinfo/.

DSID 131
Interaction Design,
Spring 2020, Course Schedule

Schedule is subject to change with fair notice (one week) in class or via notice on Canvas.

Table 1 Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/23	Review of syllabus, course content, assignment structure, course expectations and assignments. **P1 Discovery Phase** Project 1 Design Brief: "Practical" IxD Project; Design Research & Understanding Humans; Formation of P1 Design Teams **Assignment:** P1 Research Presentations **Assignment:** Process Book
2	1/28	**P1 Development Phase** **Due:** Research Presentations Concept Development Tools (storyboarding & task flows). **Assignment:** P1 Storyboards, Task Flows & Inspiration Survey
	1/30	**P1 Development Phase** **Due:** P1 Storyboards, Task Flows & Inspiration Survey Concept Development Tools (wireframing & product maps) **Assignment:** P1 Wireframing & Product Map
3	2/4	**P1 Refinement Phase Phase** **Due:** P1 Wireframing & Product Map Visual Design **Assignment:** P1 Visual Design Compositions
	2/6	**P1 Refinement Phase** Final Critique

		Due: P1 Visual Design Compositions **Assignment:** P1 Final Design Presentation
4	2/11	**Milestone - P1 Final Presentations** **Due:** P1 Final Design Presentations **Assignment:** P1 Peer Evaluations
	2/13	**P2 Discovery Phase** **Activity:** Project Kickoff at LinkedIn
5	2/18	**P2 Discovery Phase** Formation of P2 Design Teams **Guest Lecture:** LinkedIn (Kayla Hill) **Assignment:** P2 Research Presentation
	2/20	**P2 Discovery Phase** Work Day (No Class)
6	2/25	**Milestone - P2 Discovery Presentations** **Guests:** LinkedIn (Kayla Hill, Robert Surrency & Dixon Lo) **Due:** P2 Discovery Presentation
	2/27	**P2 Nascent Phase** Synthesizing Research, Concept Development & Feature Proposals **Activity:** Research Activities **Assignment:** P2 Nascent Review 1 (storyboard six concepts)
7	3/3	**P2 Nascent Phase** **Due:** P2 Nascent Review 1

		Assignment: P2 Nascent Review 2 (storyboard three concepts)
	3/5	**P2 Nascent Phase** **Due:** P2 Nascent Review 2 **Guest Critique:** LinkedIn (Dixon Lo & Selene Chew)
8	3/10	**P2 Nascent Phase** Presenting research synthesis, target user, proposed features and establishing a strategic vision **Assignment:** P2 Nascent Concept Proposal
	3/12	**Milestone - P2 Nascent Proposals** **Guests:** LinkedIn (Leah Anton & Ethan Dow) Concept Models & Frameworks for Interactions **Due:** P2 Nascent Concept Proposal **Assignment:** P2 Product Concept Map
9	3/17	**P2 Development Phase** Wireflows **Guest Critique:** LinkedIn (Leah Anton, Justin Ma & Neil Duan) **Due:** P2 Product Concept Map **Assignment:** P2 Wireflows
	3/19	**P2 Development Phase** Wireframes **Guest Critique:** LinkedIn (Robert Surrency & Ethan Dow) **Due:** P2 Wireflows **Assignment:** P2 Wireframes
10	3/24	**P2 Development Phase**

		Prototyping & Usability **Due:** P2 Wireframes **Assignment:** P2 Interactive Prototype
	3/26	**P2 Development Phase** Work Day
11	3/31	*Spring Recess* (No Class)
	4/2	*Spring Recess* (No Class)
12	4/7	**Milestone - P2 Development Prototypes** **Guest Critique:** LinkedIn(Justin Ma & Selene Chew) **Due:** P2 Interactive Prototype **Assignment:** P2 Refined Wireframes 1
	4/9	**P2 Refinement Phase** Refinement Review **Due:** P2 Refined Wireframes 1 **Assignment:** P2 Visual Design Inspiration & Exploration
13	4/14	**P2 Refinement Phase** Refinement Review **Due:** P2 Visual Design Inspiration & Exploration **Assignment:** P2 Visual Design 1
	4/16	**P2 Refinement Phase** Refinement Review & Visual Design **Due:** P2 Visual Design 1

		Assignment: P2 Visual Design 2
14	4/21	**P2 Refinement Phase** Visual Design Review **Guest Critique:** LinkedIn (Yasmeen Tawfeek, Leah Anton & Ethan Dow) **Due:** P2 Visual Design 2 **Assignment:** P2 Visual Design 3
	4/23	**P2 Refinement Phase** Work Day
15	4/28	**P2 Refinement Phase** Visual Design Review **Due:** P2 Visual Design 3 **Assignment:** P2 Design Review
	4/30	**Milestone - P2 Design Review** Final Review **Guests:** LinkedIn (Yasmeen Tawfeek, Robert Surrency & Neil Duan) **Due:** P2 Final Design Proposal **Assignment:** P2 Final Design Presentation
16	5/5	**P2 Final Phase** No class (due to Senior Exhibition) / work day
	5/7	**Milestone - P2 Final Design Presentations** **Guests:** LinkedIn (all previous) **Due:** P2 Final Design Presentation

17	5/15	**FINAL - 7:15am - 9:30am** **Due:** Process Books (P1 & P2)