ART440
Interactive Team

Course Details

Instructor
August Miller

Primary Contact
hello@gusmiller.com

Website
teaching.gusmiller.com/2015-spring/

Slack
psudesign.slack.com

Class Meetings
Monday & Wednesday
9–11:50AM
Shattuck Hall, Room 107

Office Hours
Monday & Wednesday
Noon–1PM (With Appointment)
Art Building, Room 120

Final Exam
Tuesday, 9 June, 2015
8–9:50AM

Overview

Over the next ten weeks, we will break into teams to plan, design, build and deploy a brand new website for community clients. Meanwhile, we'll get used to new roles, tools and technology that support larger interactive projects.

Objectives

Students exiting this course will be fluent in at least two more languages. In designing and building their first websites, students will explore new tools, processes and media through which to express their creative and analytical problem solving skills.

Concepts to be explored this term can be divided into skills and approaches:

Skills	*Approaches*
⇥ HTML and server-side scripting (PHP)	⇥ Collaboration & Delegation
⇥ Cascading Style Sheets (CSS & Sass)	⇥ Scoping
⇥ JavaScript (JS) and the Document Object Model (DOM)	⇥ Client Services
	⇥ Contract Writing
⇥ File Transfer Protocol (FTP)	⇥ Critique and Feedback
⇥ Source code management (Git, GitHub)	⇥ Content Strategy
⇥ Servers and file systems	⇥ Code Review
	⇥ Information Architecture
	⇥ User Experience
	⇥ Interface Design

Expectations

The ideal student is a self-advocating, motivated learner. Above all else, such a student student will exhibit respect for their peers, the discipline and the discourse thereof, while contributing considered and appropriate commentary and discoveries, in and out of the classroom. At all times, the student must have a well-calibrated moral and intellectual compass, guiding them to collaboration, curiosity and ingenuity.

From an administrative standpoint, students are expected to attend all twenty-one sessions, be ready at 9AM (8:30AM on days with client presentations) and dedicated to class proceedings until 11:50AM. Success in this class demands regular exposure to many new concepts in both design and engineering, and it must be assumed that critical, foundational information will be missed when a student is absent. The implicit penalty for any absence, excused or not, is expertise.

During class time, students are expected to give undivided attention to the proceedings. Momentary disruptions like texting or switching to unrelated content online are unacceptable, and resulting confusion will be greeted unsympathetically.

Materials

An Apple laptop running OS X (Version 10.9 or newer) is mandatory for participation in this class with the expectation that time will be allotted to installing and troubleshooting the required software, listed on the website.

Computers used for class work must be backed up to an external hard drive or cloud storage service, as data loss does not exempt a student from late assignment penalties.

A complete resource list is maintained on the class website. Required texts are:
- Design is a Job, *Mike Monteiro* (A Book Apart, 2012)

Grading

Due to the unusual nature of the course, only a single project is offered. There are no extra credit opportunities. Students are evaluated on how the product of their engagement with the client reflects the defined goals. The first phase of work (see *Projects*) will determine those goals.

Scheme

A	B	C	D	F	I
90–100%	80–89%	70–79%	60–69%	Lower	Missing Work

Projects

A single project will

Phases of Work

1   Research & Strategy
     Articulate the client's position in their industry. What other players exist? How do they mark their territory through offerings, design and their online presence? We need to ask questions big and small to get to know our clients inside and out, and what we can do to raise their visibility but stay true to their mission.

     This phase concludes with the development of a Scope of Work, outlining goals and proposed solutions for the client's new web site. At this point, a schedule is ratified for the remainder of the term.

2   Design
     Based on the Scope of Work, core site content is blocked out via wireframes, while interactive components are outlined in a text-based brief.

3   Engineering
           Using new and old tools, including HTML, CSS, Sass Git and basic PHP, students
           (with close guidance from the instructor) will bring the designs to life in the browser.

All deadlines and milestones will be announced in class. It is the student's responsibility to check the class website's daily checklists for changes and raise questions and concerns prior to an assignment's due date.

We will be working with Codecademy throughout the term to reinforce classroom lessons.

Articles and other online material may be assigned with the expectation that all students contribute considered responses to *Slack*.

Participation

This class will be heavily integrated with the chat application *Slack*. Students are to check in twice weekly (privately or publicly) at times of their choosing and contribute frequently to public channels, by sharing resources, tips, or asking questions.

Offering valuable perspectives on other students' work during critiques is essential. Specific contributions during this time will be documented and the whole of a student's participation will be judged on merit.

Questions

Please direct comments and questions to *Slack*, unless it is a matter of great urgency, privacy or is an administrative issue, in which case, it should be directed to the *Primary Contact* listed at the top of this document.

Portland State University is sympathetic to the special needs of any students. Please raise any concerns as soon as possible, knowing that all communication with the *Instructor* is confidential and that student interests are always a priority.