Required Texts

My policy for assigning books: they are all required in the edition indicated; the total retail pricetag for the entire course should be less than $100 (this one is $97 on the high end); and each book should be worthy of a place on your bookshelf or electronic device of choice well after the class has ended.

- Clark, Josh. *Designing for Touch*. New York: A Book Apart, 2015.
- Jehl, Scott. *Responsible Responsive Design*. New York: A Book Apart, 2014.
- Krug, Steven. *Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability*, 3rd ed. Berkeley, CA: New Riders, 2014.
- Lupton, Ellen, ed. *Type on Screen: A Critical Guide for Designers, Writers, Developers, and Students*. New York: Princeton Architectural Press, 2014.
- Wroblewski, Luke. *Mobile First*. New York: A Book Apart, 2011.
- Other readings linked from the course calendar and otherwise made available electronically

Required Materials

- A blank, bound paper sketchbook of about 100 pages

Required Technologies

- An email account that you check regularly
- A Dropbox account
- A Basecamp account (invite will arrive via email); Basecamp, not Blackboard, will be where we coordinate our work and communication in- and outside of class.
- A GitHub account (see note about anonymity in the course technology policy below)
- A touch-screen device (phone, tablet, etc.)
- The domain of your name (e.g., karlstolley.com is the instructor's)
- A personal computer, ideally Unix-based (Linux, BSD, OS X), with the following software installed:

- A plain-text editor capable of syntax highlighting; set up to use UTF-8/Unicode and Unix-style line endings (LF)
- Firefox Developer Edition (free)
- Git (free)
- Node.js (free)
- Image-editing software (such as the free and open-source GIMP)
- As many different browsers as your operating system supports (e.g., Chrome, Opera, Firefox; all free)