

ART260

Fall-2015

User Experience Design

DigiPen Institute of Technology

Prerequisites:	None
Schedule:	Lecture: Tuesday 4pm-5:20pm Lab Section A: Thursday 11am-12:50pm Lab Section B: Tuesday 7pm-8:50pm
Classroom:	Lecture: Al-Khwarizmi / Section B Lab: Turing / Section A Lab: Da Vinci
Meta Web Page:	https://distance.digipen.edu/2015-fall/course/view.php?id=868
Section A:	https://distance.digipen.edu/2015-fall/course/view.php?id=589
Section B:	https://distance.digipen.edu/2015-fall/course/view.php?id=592
Instructor:	Richard Rowan
Contact:	Mail: rrowan@digipen.edu / Cell: 206-898-2955 (texts welcome)
Office Hours:	Tues: 5:30pm-7pm / Thurs: 1pm-3:30pm
Instructor:	Jami Lukins
Contact:	Mail: jlukins@digipen.edu / Cell: 206-403-5599 (texts welcome)
Office Hours:	Tues: 5:30pm-7pm

Description

Students explore elements of visual design and apply them to computer user interfaces. They analyze various types of sensory interfaces and improve their skills in creating representations of information valuable to a system user. Additionally, emphasis is placed on the overall enjoyment of the user experience, plus consideration towards relating the user experience to the theme of the game or system. Students learn how to use various industry-standard languages related to prototype interfaces.

Course Objectives and Learning Outcomes

In this course, students will:

- Learn terminology of interface design and standard interface conventions
- Understand the fundamental principles and psychology in user interface design
- Understand the role of visual and aural theme in the design of user interfaces
- Understand the impact of various user input methods and display systems on user interface design
- Create standard user interface documentation
- Learn and practice user testing evaluation techniques

Required Textbooks

"The Design of Everyday Things" by Donald A. Norman
(ISBN: 978-0465050659)

"Universal Principles of Design" by William Lidwell, Kritina Holden, and Jill Butler
(ISBN: 0080665005640)

Recommended Textbooks

"Paper Prototyping" by Carolyn Snyder
(ISBN: 978-1558608702)

Academic Integrity Policy

Cheating, or academic dishonesty in any form, will not be tolerated in this course. Penalties for cheating may include receiving a zero on an assignment, or a failing grade in the course, or even expulsion from DigiPen. For further details, please consult the *DigiPen Academic Integrity Policy*.

Disabled Student Services

If students have disabilities and will need formal accommodations in order to fully participate or effectively demonstration learning in this class, they should contact the Disability Support Services Office at (425)629-5015 or dss@digipen.edu. The DSS Office welcomes the opportunity to meet with students to discuss how the accommodations will be implemented. Also, if you may need assistance in the event of an evacuation, please let the instructor know.

Mechanisms and Procedures

Attendance

You are expected to attend class and attendance will be tracked. Every unexcused absence past the first will result in a -5% penalty to your final grade in the class. To gain an excused absence, you **MUST** contact your instructor. You must sign the attendance sheet in order to be counted as present. You will also be considered absent if you are more than 15 minutes late to class.

Class Behavior

In class, the following rules apply:

1. No food in class – drinks must be in closable containers.
2. Be here on time and be ready to learn.
3. Bring questions and observations.
4. Bring a pencil and notebook – you will need them for note taking and in-class exercises.
5. No electronics usage in class unless specifically asked to do so. No phones, no computers, no tablets, no exceptions.
6. If you have something to contribute, raise your hand – I will let you know when it is discussion time to talk with neighbors.
7. Be responsible. Turn in assignments on time and make every effort to attend. If for some reason, you can't attend, you **MUST** email or text me or you **WILL** affect your grade.

Professionalism

All students in this class are expected to behave in a professional manner in their interactions with all students, faculty, and staff. This includes personal conduct in class, verbal discussions, and emails. Rude or otherwise unprofessional conduct will result in a penalty of up to 10% on the student's final grade in the class, or more in extreme cases or in cases involving more than a single incident, at the sole discretion of the instructor. Exceptionally professional conduct, above and beyond what is normally expected, can result in a bonus of up to 5%, also at the sole discretion of the instructor. More than any other role in the game industry, a designer's reputation for professional conduct is critical to their career.

Late Policy

All assignments are expected to be turned in on time. Each day they are late is a -10% grade penalty. Tests cannot be made up if they are missed, except with prior permission in extreme circumstances.

Grading Policy

The grades for this class are based on the weighted average of the assignments, midterm, and final exam (in addition to any modifiers for attendance, professionalism, etc. Quizzes in this class are take-home and ungraded – they are strictly a study guide for you toward the mid-term.

Requirements & Persona Document	5%
User Scenarios Document	5%
User Scenario Flows	5%
Mind Map	5%
Wireframes & UI State Map	10%
Group Project	40%
Lab Participation	15%
Take-Home Quizzes	0%
Final Exam	15%

Class Schedule (subject to change)

Week	Lecture	Lab	Reading	Assignments
1 8/31-9/4	<u>Class Overview</u> <ul style="list-style-type: none"> Class Overview Introduction to User Experience 	UX Analysis Lab	The Design of Everyday Things <ul style="list-style-type: none"> Chapters 1-2 	<u>Assigned</u> <ul style="list-style-type: none"> Lab 1
2 9/7-9/11	<u>UX Design Concepts</u> <ul style="list-style-type: none"> Core UX Design Principles Conceptual Models Principles of Player Behavior 	Affordances & Wireframes Lab	The Design of Everyday Things <ul style="list-style-type: none"> Chapters 3-4 	<u>Assigned</u> <ul style="list-style-type: none"> Lab 2
3 9/14-9/18	<u>Interface Definitions & Platform Design</u> <ul style="list-style-type: none"> Classification of Interactive Elements Designing for Platform & Hardware 	Personas Lab	The Design of Everyday Things <ul style="list-style-type: none"> Chapters 5-6 	<u>Assigned</u> <ul style="list-style-type: none"> Lab 3 Requirements & Persona Document
4 9/21-9/25	<u>Fatigue, IA, & User Scenarios</u> <ul style="list-style-type: none"> Fatigue & Accessibility Principles of Information Architecture User Scenarios User Scenario Flows 	Mind Mapping & User Scenarios Lab	The Design of Everyday Things <ul style="list-style-type: none"> Chapters 7 	<u>Assigned</u> <ul style="list-style-type: none"> Lab 4 User Scenarios & Scenario Flows <u>Due</u> <ul style="list-style-type: none"> Requirements & Persona Document
5 9/28-10/2	<u>UI State Maps & Design Patterns</u> <ul style="list-style-type: none"> UI State Maps Design Patterns Defined 	Design Patterns Lab	Universal Principles of Design	<u>Assigned</u> <ul style="list-style-type: none"> Lab 5 Mindmap Wireframes & State Map <u>Due</u> <ul style="list-style-type: none"> User Scenarios Document
6 9/28-10/2	<u>Special Topic</u>	Project Lab	Universal Principles of Design	<u>Due</u> <ul style="list-style-type: none"> Lab 6 Mindmap
7 10/12-10/16	<u>Typography, Iconography, & Layout</u> <ul style="list-style-type: none"> Typography Iconography Layout & Grids 	Visual Hierarchy Lab	Universal Principles of Design	<u>Assigned</u> <ul style="list-style-type: none"> Lab 7 Group Project <u>Due</u> <ul style="list-style-type: none"> Wireframes & State Map
8 10/19-10/23	<u>Graphic Design Principles</u> <ul style="list-style-type: none"> General Principles of Graphic Design 	PC to Mobile Design Lab	Universal Principles of Design	<u>Assigned</u> <ul style="list-style-type: none"> Lab 8
9 10/26-10/30	<u>Color</u> <ul style="list-style-type: none"> Color & Emotion Color Palettes Developing a Color Language 	Color Palette Lab	Universal Principles of Design	<u>Assigned</u> <ul style="list-style-type: none"> Lab 9
10 11/2-11/6	<u>Heuristic Evaluation, Usability & Paper Prototyping</u> <ul style="list-style-type: none"> Introduction to Heuristic Evaluations Heuristic Evaluation Best Practices User Testing Paper Prototyping 	Paper Prototyping Lab	Universal Principles of Design	<u>Assigned</u> <ul style="list-style-type: none"> Lab 10 Heuristic Evaluations <u>Due</u> <ul style="list-style-type: none"> Group Project Checkpoint
11 11/9-11/13	<u>Special Topic</u>	Group Project Lab	Universal Principles of Design	<u>Due</u> <ul style="list-style-type: none"> Heuristic Evaluations
12 11/16-11/20	<u>Special Topic</u>	Group Project Lab	Universal Principles of Design	<u>Assigned</u> <ul style="list-style-type: none"> User Testing Participation

13 11/23-11/27	<u>Audio Design</u> <ul style="list-style-type: none"> • Soundscape Design • Action vs. Ambient Sound FX • Audio Feedback 	Group Project Lab THANKSGIVING (Section A)	Universal Principles of Design	Due <ul style="list-style-type: none"> • Group Project Presentation Submission
14 11/30-12/4	<u>Project Presentations</u> <ul style="list-style-type: none"> • Presentations of Group Projects 	<u>Project Presentations</u> <ul style="list-style-type: none"> • Presentations of Group Projects 		
15 12/7-12/11	FINALS WEEK Final Exam: Date/Time TBA			