

Design Computing Studio 1 DECO1800 Interactive Technology DECO7180

Susan Beetson (s.beetson@uq.edu.au)

Week 1: Course Introduction

I acknowledge
the traditional custodians
of the lands UQ are located
and the lands I live work study
Yaggera and Toorbul peoples
Elders past present and emerging
I also acknowledge
that these lands have always
been places of learning
and we continue
in that tradition today



About Us



Susan Beetson

(your lecturer / course coordinator)



Alina Rakhi Ajayan

- UEC01—Wed 10:00; PFC04—Thu 08:00

Naraen Sivakumaran

- PFC02—Tue 14:00; UFC01—Tue 16:00

Iuliia (Julia) Drugova

- UEC01—Wed 10:00; PFC05—Thu 13:00

James Baker

- PEC01—Tue 12:00; PFC02—Tue 14:00

Laura Pham

- PFC01—Tue 12:00; UFC01—Tue 16:00



Fardeen Rashid

- UFC02—Wed 10:00

Jas Noom

- UFC02—Wed 10:00; PFC04—Thu 08:00

Chris Adams

- UFC03—Thu 10:00; PFC01—Tue 12:00; PFC03—Wed 14:00

Rine Laegreid

- PFC03—Wed 14:00

JenWei Sin

- JenWei Workshops only

Who Are You

- IT
- Interaction Design
- Undergraduate
- Post Graduate

Class Sign-On

- Remember to sign-on to your contacts and workshops
- Class sign-on is via mySI-net
- Participation is assessed



What is Studio?

- An introduction to Design Computing and Studio
 - Other courses in your degree have a similar style
- DECO1400 | DECO7140 has prerequisite knowledge!
 - prior web design & development knowledge
- Experiential learning—learning-by-doing
- Hands-on, high contact & multi-disciplinary
- Apply and expand on existing experience
- Self-directed learning
- Collaborative
- Iterative design
 - Ideate, propose, prototype, test, rethink, implement, deliver



Key Elements of Studio

- Problem solving through design
 - Self-learning
- Collaboration:
 - Participation & teamwork
 - Brainstorming & exploration
- Reflection & Critique:
 - Peer feedback and personal critique
 - Development & re-development
- Communicating your ideas
 - Visual, Written, Oral



Why Studio?

- **Develop good design process**
 - Critically reflect on your own work
- **Develop self-learning skills**
 - Transfer your conceptual understanding to new domains
- **Ability to communicate and justify ideas**
 - Pitching, reports, demos etc.
- **Working in teams, dealing with people**
 - A life skill!
- **Practice, practice, practice**
- **Benefit of future courses and career**



*'It goes without saying that
you possess excellent communication skills,
both written and verbal,
be able to build solid relationships
across the team and across the company as a whole.'*

– a quote straight from a position description

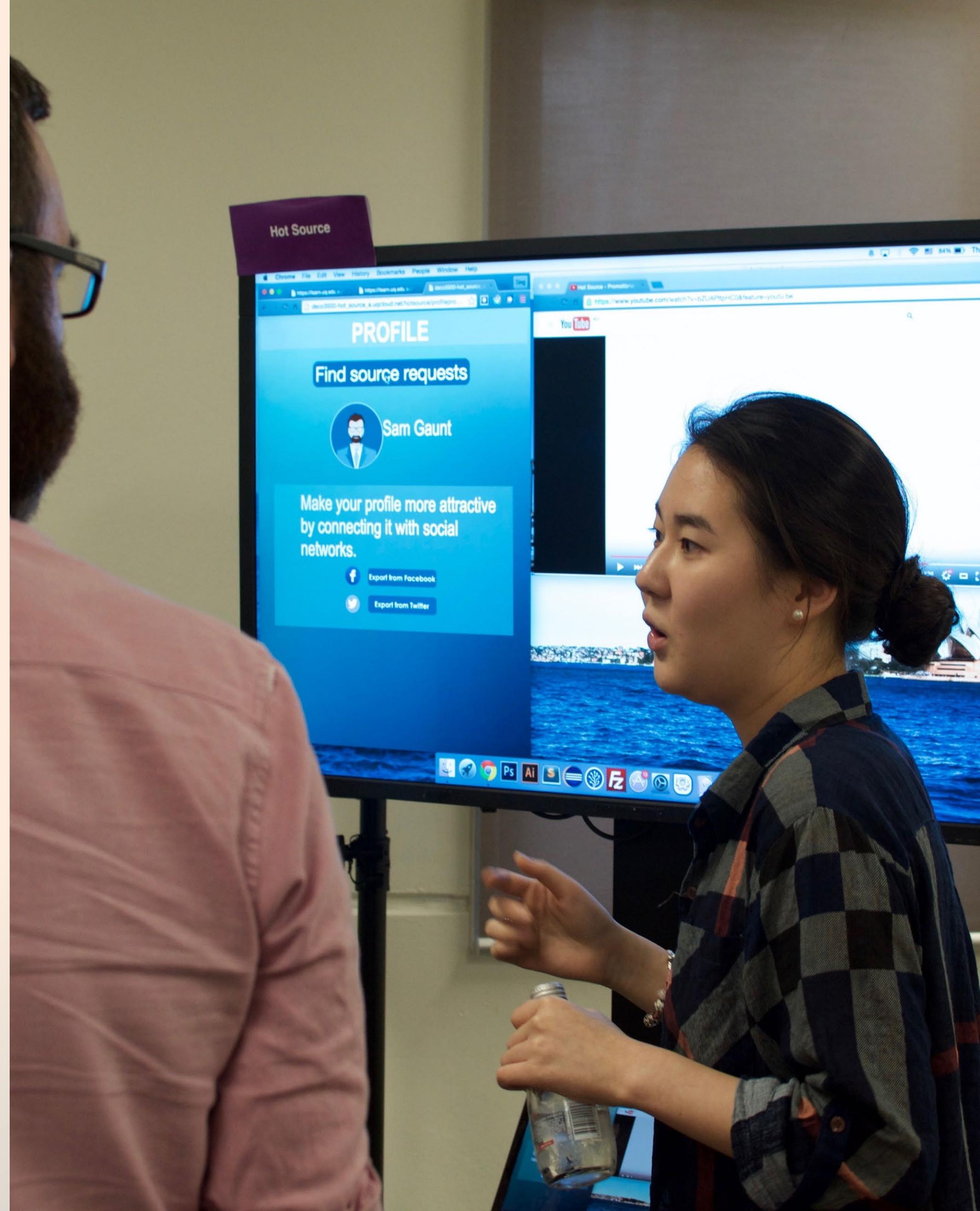
Workshop Skills You'll Learn

- Using AJAX (JavaScript/jQuery)
 - to grab content from elsewhere
- Getting and parsing data from
 - APIs (application programming interfaces) using PHP and JavaScript/jQuery
- Introduction to PHP
 - server-side language
- Miscellaneous skills
 - e.g. code examples, Photoshop, Illustrator



Assessments

- **Participation & Journal**
 - DECO1800 10% overall grade
 - DECO7180 15% overall grade
 - Due various weeks throughout semester
- **Design Exploration**
 - DECO7180 10% overall grade
 - poster and pitch—Individual
 - due Week 5—in Contacts Tue to Thur 25Aug–27Aug
- **Portfolio**
 - DECO1800 15% overall grade
 - DECO7180 20% overall grade
 - due Exam week 1—Friday 13 Nov 5pm



Assessments Continued

- Major Project
 - DECO1800 75% overall grade—teams
 - DECO7180 55% overall grade—teams
 - Part A: *Presentation, Concept Document Interim Report*
 - due Week 7—in Contacts Tue to Thu 15 Sep–17 Sep
 - Part B: *Presentation/Demonstration*
 - due Week 9—in Contacts Tue to Thu 5 Oct–8 Oct
 - Part C: *Trade Show, Final Report*
 - Trade Show: due Week 12—Thur 29 Oct 3pm



The Project Challenge

- Generate ideas for *State Library of Queensland* data that:
 - Make the data **specific** to an audience
Think about interactions
 - Make the data **interesting**
 - Innovate with additive data!
 - Make **new connections** between the data
 - Discussions will start in the first contact session!



Example projects

- The Living Room
- Perfect Perfect: Australia
- Australian Natural Disasters



Trade Show – Save the Date!

- From 4pm on Thursday 29 October–Week 13
- Your team will present your final work
- Mandatory participation. All teams will be graded
- Not advertised to public. But anyone on campus can join the discord server ad interview you



Portfolio

- Formal, professional and curated Portfolio
- An insight into your individual contributions to the Major Project
 - Not just a regurgitation of your journal
 - A resource to build on in future studio courses
- Collect & record everything you do in the course
 - Online journal
 - physical records
 - team meetings
 - brainstorming
 - notes
 - sketches, etc
- Document everything to add to your portfolio



Participation & Journal

- Active participation:
 - Participate in Workshop & Contact sessions
 - discussions & critiques
 - Participate in online discussions
 - Share your reflections with other students
 - As questions for other students to respond
 - Participate in critique of project work
 - your own and others
 - Engage with exercises in contact sessions and workshops
 - exercises will be posted for weekly sessions
 - Maintain an online reflective journal of individual progress through the course



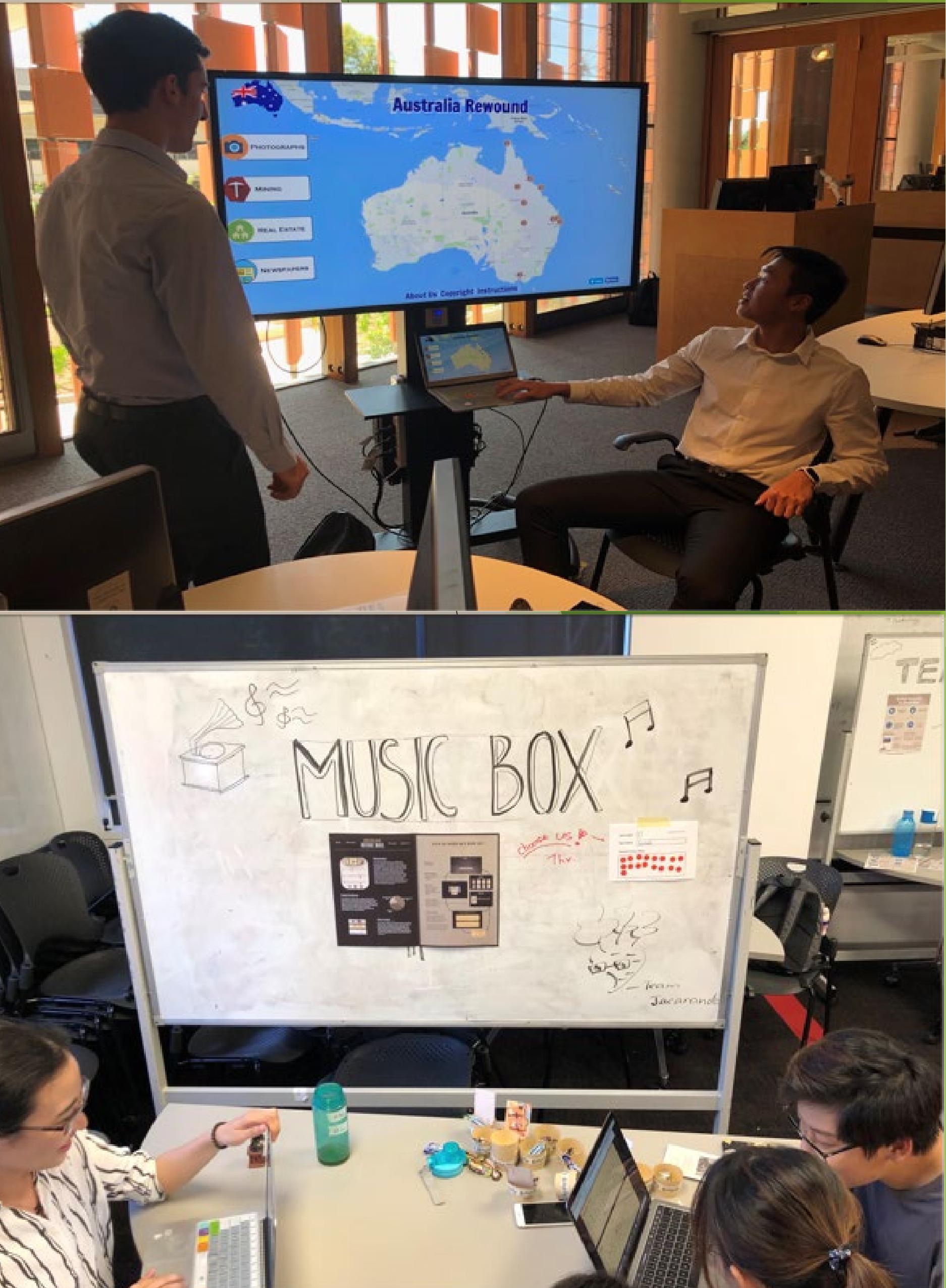
Online Reflective Journal

- Ongoing, informal and documented online journal
 - A raw dump of your thoughts
 - Reflective responses to topics posted in contact sessions
- Provides you with a collection of knowledge for your portfolio
- Looking back with a critical lens - what works? what doesn't work?
- **Create your Journal**
- There should be an invite in your student email.
 - No invite? Email me ASAP!
- First post due this week
 - Details in the *Week 1 Contact Outline*



Online Reflective Journal

- First post is due next week. The topic is about your course aims and expectations:
 - ⌚ Before coming to this contact session I expected to be doing [...] this semester.
 - ⌚ Now that I have been here and listened to the last two weeks of Lectures, I expect I will be doing [...] this semester.
 - ⌚ I want to learn/experience/do [...] to help me in this course.
 - ⌚ I'm worried about [...].
 - ⌚ I hope that I can [...].
 - ⌚ What are your expectations for this course?
- Don't regurgitate the course profile or this lecture back to us!



Participation

- We'll record your participation in person
 - Begins Week 1 for both contact and workshop
 - Workshops start this week Week 1
 - Exemption (see [COVID-19 section on ECP](#))
 - *Participation & Journal* assessment on Blackboard

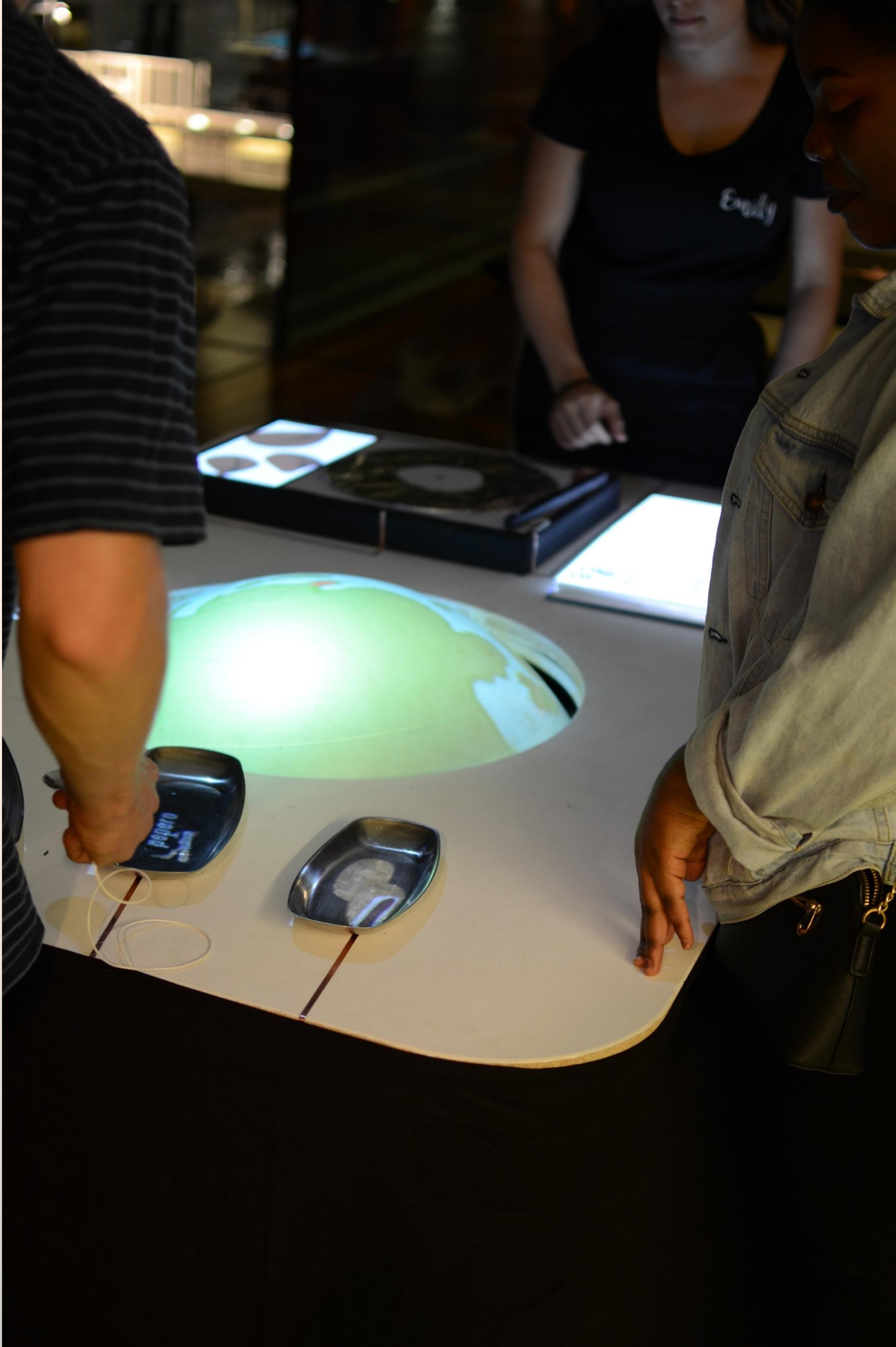


DECO1800 | DECO7180

Week Beginning	Week No.	Lecture	Contact	Workshop	Assessment	Assessment Due
3/8/2020	1	Introducing Studio Practice, Working in a design team	Ice Breaker API Table	Photoshop & Illustrator [Recording: Julia]		
10/8/2020	2	Prototyping, Low Fidelity, Digital	Ideation 1	Low Fidelity Prototyping: Story Boards: Screens [Recording: James] [PH - Fri]	JP1: Week 2 Activity Journal	
17/8/2020	3	APIs, Mashups & Narrative	User Profiles: Environment Analysis; Use Case Scenarios: Tasks; Storyboards Screens	User Case Scenarios: Tasks User Profiles: User environment analysis [Recording: Priyanka]		
24/8/2020	4	Developing Narrative from Historical Data Conscious of Hidden Bias	DE: Pitch [Practice UG; Pitch PG]	MVP Interaction Plan UML Diagrams: System [Recording: Susan]	Design Exploration Poster & Pitch [PG] [Fri]	28 Aug
31/8/2020	5	Design Exploration	Team Formation, Roles & Ideation	JavaScript::AJAX Basics [Recording: James]	JP2: Week 5 Activity Journal	
7/9/2020	6	Client-side vs Server-side :JS v PhP	Prototyping	JavaScript::Parsing Results from APIs [Recording: James]		
14/9/2020	7	Presenting an Early Prototype	Part A EP Presentation	JavaScript::Adding Filtering & Interactivity [Recording:]	Part A : Early Prototype Presentation [Fri]	18 Sep
21/9/2020	8	Design, MVP, Simulation	Part A EP Presentation	Setting Up Team Web Hosting & PhP [Recording: James]	JP3: Week 8 Activity Journal	
28/9/2020				Mid Sem Break		
5/10/2020	9	Digital Demonstrations of MVP	Consult	PHP::Templating Multiple Pages [Recording: Naraen] [PH-Mon]	Part B : Demo Digital MVP [Fri]	9 Oct
12/10/2020	10	Design Patterns, Design Quality	Part B Demo	JavaScript PHP: Caches and Proxies [Recording:]	JP4: Week 10 Activity Journal	
19/10/2020	11	Portfolio	Trade Rehearsal	Portfolio [Recording:]		
26/10/2020	12	Wrap Up Lecture Tradeshow	Consult	Tips Simulation & Failed features [Recording:]	Part C: Tradeshow [Thu]	29 Oct
2/11/2020				Study Vac		
9/11/2020	E1				Portfolio [Fri]	13 Nov
16/11/2020	E2					

Learning Objectives

- *Ideate:*
 - Demonstrate understanding of a problem space
 - Generate & explore a range of solutions
- *Propose:*
 - Develop & communicate design intentions
 - Provide support & justification for designs
- *Deliver:*
 - *Implement design computing solutions*
 - *Demonstrate practical & technical skills*
- *Reflect/Refine:*
 - *Evolve & refine designs iteratively*
 - *Reflect critically on processes (personal & project)*
- *Teamwork & Communication:*
 - Work effectively in a team
 - Develop & employ strategies for managing teams
 - Effectively communicate design ideas & outcomes



Team Work

- Team members will receive same mark, however:
 - There is a conflict resolution process
 - **Talk to your tutors as soon as you are aware of conflict**



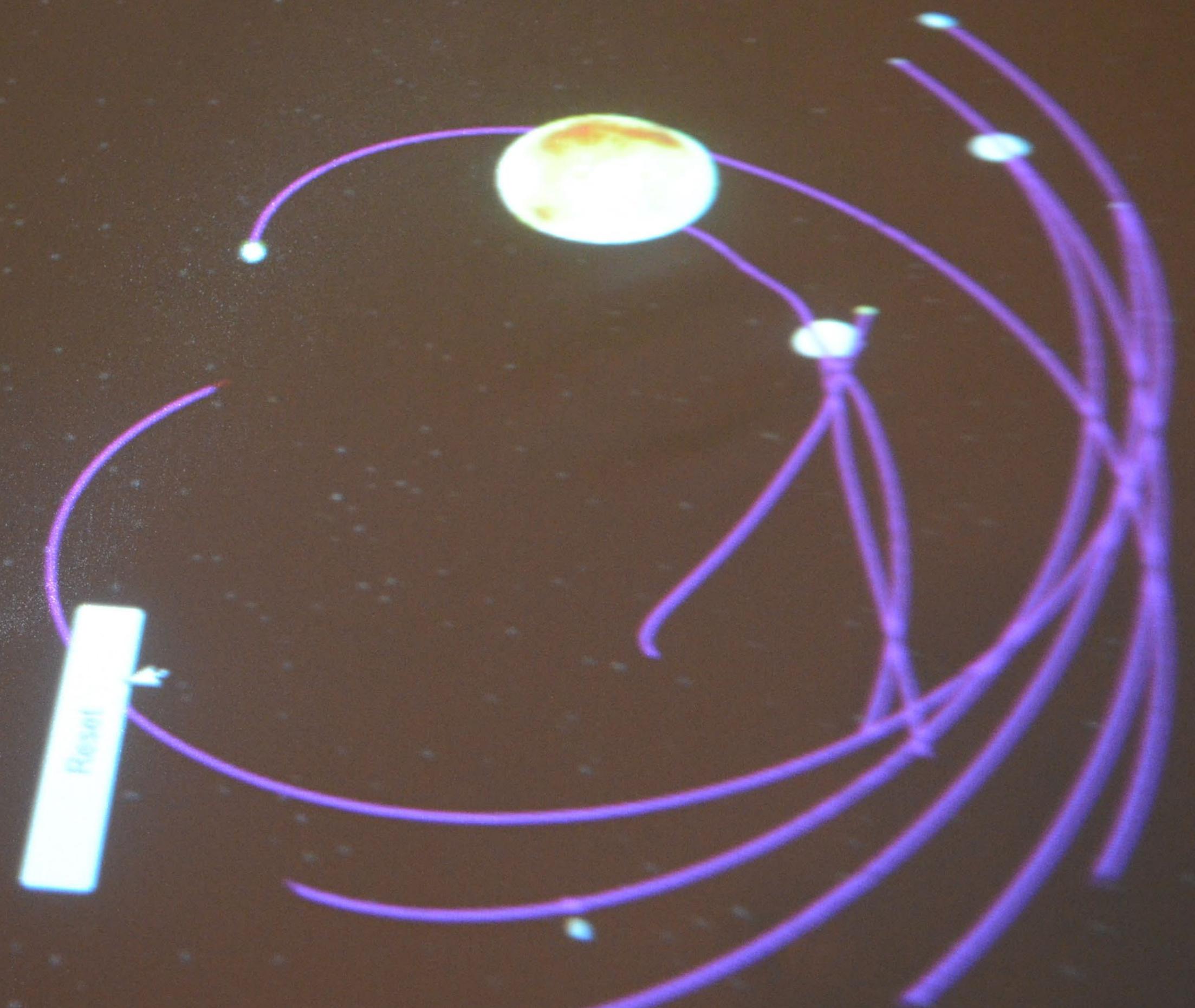
Policies To Know

- Academic Integrity
- Plagiarism
- ITEE Misconduct Policy
- Feedback
- Late Submission
- Student Support Services
- OHS Requirements



Blackboard

- Learning Resources
 - Quick links to *This Week's Resources* available in sidebar
- Announcements
 - Weekly updates summarising the week ahead
- Timetable and ways to contact in *Course Details*
- Assessment briefs will be released throughout semester



[DECO1800/7180] Design Computing Studio I - Interactive Technology (St Lucia & external). Semester 2, 2020, Flexible Delivery DECO1800S_7060_61481

(Course is unavailable to students) Announcements

 Edit Mode is:  

Announcements

New Announcements appear directly below the repositionable bar. Reorder by dragging announcements to new positions. Move priority announcements above the repositionable bar to pin them to the top of the list and prevent new announcements from superseding them. The order shown here is the order presented to students. Students do not see the bar and cannot reorder announcements.

Create Announcement

New announcements appear below this line

Welcome

Posted on: Sunday, 2 August 2020 9:17:47 PM AEST

Welcome to DECO1800 and DECO7180.

We are looking forward to working with you this semester as we explore Design Computing Studio 1 - Interactive Technology.

To get started in this course, please read the Course Profile (ECP). The ECP will give you an overview of the aims, learning activities and assessment for this course. Make sure you check your timetable to know when to attend your classes.

This is a 2-unit course. Under University policy, for DECO1800 a total workload of approximately 10 hours per week (including class contact time) is expected for satisfactory progress. For DECO7180 you can expect a total workload of approximately 15hours per week (including class contact time).

This course has 5 scheduled contact hours per student, every week. This consists of 1 lecture, plus 1 contact and 1 workshop every week. You will spend an additional five to seven hours per week developing individual skills and working on team projects assessments.

Weekly Contact hours are 5 hours:

- recorded lecture 1 hour—for you to listen and understand
- recorded workshop exercise 1 hour—for you to work through and understand
- discord online workshop 1 hour—online face-to-face for you to attend and seek tutor guidance on weekly workshop exercises
- discord online contact 2 hours— online face-to-face for you to attend and work through weekly exercises toward your major assessment requirements

Posted by: Susan Beeton
Posted to: [DECO1800/7180]
Design Computing Studio I -
Interactive Technology (St
Lucia & external). Semester 2,
2020, Flexible Delivery
DECO1800S_7060_61481

Weekly Non-Contact hours are 5 to 7 hours for DECO1800 and 10 hours for DECO7180:

- self-directed learning technical upskill and team project assessment work

How We Tell You Things

- Formal Channels for all important messages and knowledge
 - Blackboard:
 - Learning resources, assessment details, announcements
 - Q&A—Answers for your questions about the course, assessments and resources
 - Email:
 - For urgent cases where we need to contact specific people directly
- Informal Channels for casual messaging
 - Slack:
 - Not so much this year
 - Discord
 - Most likely



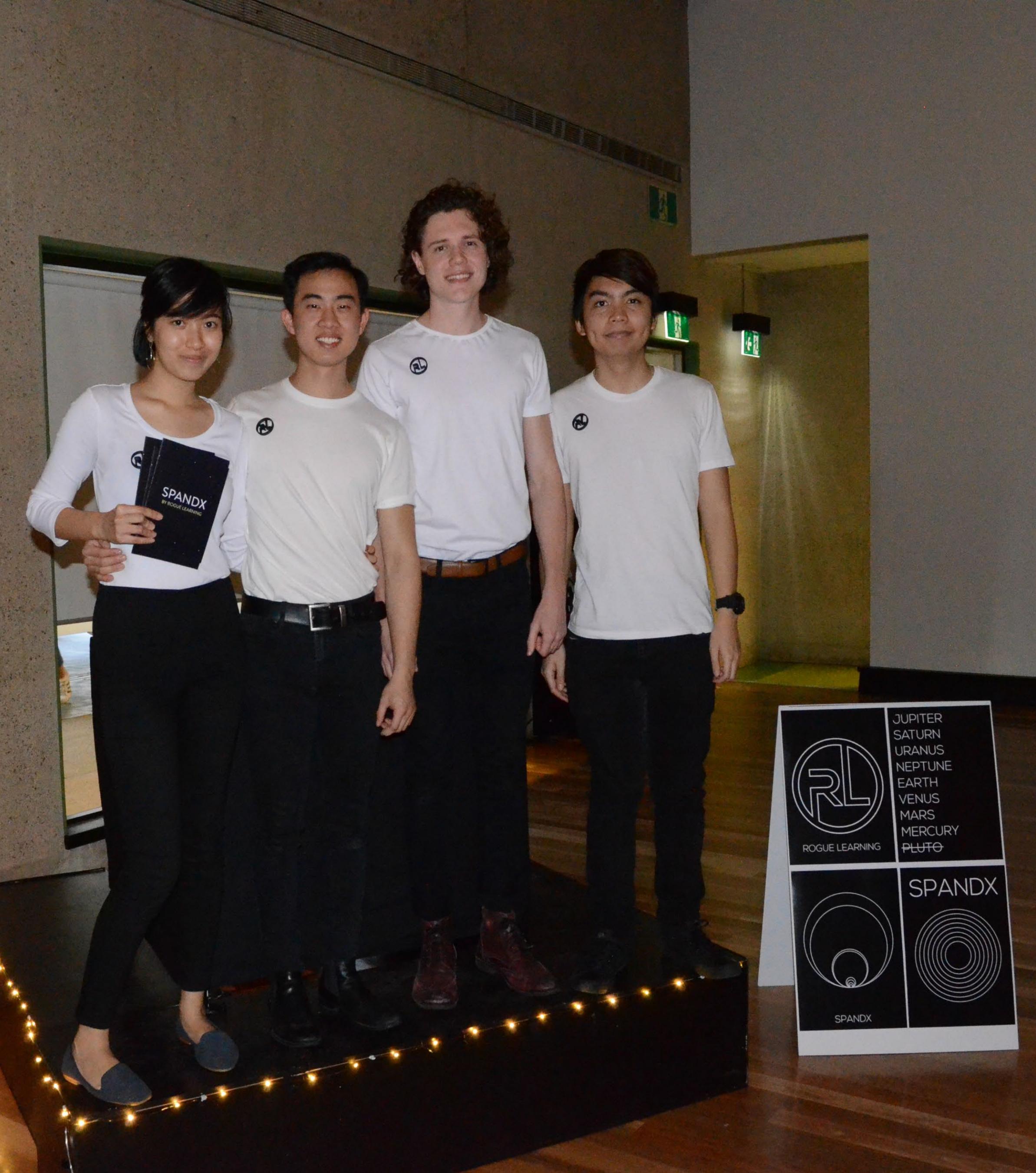
How You Tell Us Things

- **Q&A on Blackboard:**
 - Questions about the course, assessments and resources
 - Students or Tutor may respond
- **Student Helpdesk:**
 - Computer or lab related issues
 - student-helpdesk@eait.uq.edu.au
- **Email:**
 - To communicate directly with your tutor and course coordinator/lecturer



Emails

- **Emails to coordinator/tutors, include:**
 - Your Name
 - Your Student number
 - DECO7180
 - Be descriptive about your enquiry (include necessary context)
- **Emails to IT Helpdesk:**
 - Which software?
 - Computer number?
 - Which lab?
 - Explain the problem in detail
 - What have you tried to fix it? What errors show?



Accessing Spaces

- Discord <https://discord.gg/PdKZXB>
 - Available 24x7
 - Use for team projects, Workshops and Contacts
- Teaching Labs
 - Check the University updates on COVID-19
 - Open all day: Access with your student card
 - Information about OH&S on mySI-net
 - Check [Course help](#) for COVID-19 requirements for facemasks and social distancing



The Keys to Getting Good Grades

- Involve the teaching staff as much as possible in your decision making
- Make something that they don't know how to do

Giving us Feedback

- We'll send out an informal, anonymous feedback form midway through semester.
- SECaT will be available later in semester.
- Help us help you!



Make the most of DECO1800/DECO7180

- You decide your experience:
 - *"I came here to learn, not be told to go learn by myself!"* (negative)
 - *"It forced me to learn a new coding language and I did."* (positive)
 - *"I previously hated group assessments but now I love them!"* (positive)
- You will become frustrated
 - There's work to do
 - You'll stretch your existing knowledges
 - Step outside your comfort zone
- At the end of the day, **You** drive your project
- Ask your tutors about their experiences!



*“Sometimes I was so confused and
had no idea what I was supposed
to be doing.”*

– Woof Barkington

You will get frustrated. And that's ok - it's all part of the process.

*“I noticed some students are
doing some boring projects and I
think this would make the course
pretty terrible!”*

– Mao Fluffington

You get out of it what you put in.

“My only gripe with this subject is that we had to work in a group. My group was a terrible group. One person didn't do any work at all, another was really lazy and tried to get out of doing work when I specifically allocated work to them.”

– Random Student From Last Year

*“The course was intellectually stimulating.
I learned a lot in this course.”*

– Questions Posed by SECaT

“The learning materials assisted me in this course.”

– Question Posed by SECaT

“Assessment requirements were made clear to me.”

– Question Posed by SECaT

That's It! For this lecture
Enjoy your week in our discord studio
Remember all questions become your
knowledges