core studio interaction
2528 PUCD 2125
tue+thu, 9-11:40am, room 1011
lecturer: gary zhexi zhang

core lab interaction
2535 PUCD 2126
fri, 4-6:40pm room 1013
lecturer: agnes cameron

www.webdevelopm.net/parsons

what is interaction?

If a computer is a tool for thinking with, then the web is a place to share your thoughts with others. In this class we'll think about the networked interface as a unique means of representation, speculation, and communication.

This class seeks to give a broad, nuanced and critical understanding of what it means to design for the web today. A core aim is for you to develop appreciation of the web as a *medium* in its own right: a creative and communicative tool that encapsulates a unique set of affordances. It has a history that long predates the computer, intertwined with printed media, the postal system, libraries and the military.

This class is structured around a series of projects that inform different approaches towards web design, and together will stretch and challenge you. These projects are contextualised by readings and lectures that give a theoretical and technical basis to the material covered, and discussed in studio during structured critiques.

learning outcomes

By the successful completion of the studio course, students will be able to:

- Use a basic vocabulary of interactive media to both give and respond to critique productively, including individual evaluation through the instructor, group critique in class, outside critique as well as written anonymous critique.
- Demonstrate an understanding of the iterative making process in interaction design, using incremental methods such as prototyping, user research and evaluation to build toward more advanced work.
- This includes: personas, user interviews, card sorting, sketching and wireframing, storyboarding, mock-ups and paper prototypes.
- Conceptualise a product, object or experience for the web and realise it through coding.
- Evaluate the difference in designing interfaces for different kinds of devices, their limitations and specific user situations including responsive websites and apps for mobiles.
- Evaluate how typography and its variables are applied to interactive systems to facilitate orientation, support usability and create consistency.
- Research historic and current design precedents to contextualise own work.
- Be able to archive and document work that is printed, on screen or time based in a reflective manner for learning portfolio
- Demonstrate a basic critical awareness of the social and cultural impact of media technologies, and be able to articulate the role of design within this critical discourse.

By the successful completion of the lab course, students will be able to:

- Combine your artistic creativity with technology related to the internet.
- understand HTML tags and the HTML Element Syntax including opening/closing tags, and nested structures.

- incorporate and effectively use CSS, with an understanding of the Box Model
- use CSS in the creation of responsive websites
- be able to use Javascript and JQuery as part of a webpage
- understand web environments, including servers and hosting strategies
- Demonstrate a comprehension of skills, methods, techniques and processes to realise interactive systems, particularly systems for dealing with unpredictable, variable and ever-changing content.

course overview

Date	Theme	Assignment	Reading
W1 01/21 *studio*	**hello studio!** In this class, we will all get to know each other, review the syllabus together, and establish the structure of the studio for the rest of the semester.	website archaeology *due: 01/23*	Daniel van der Velden, Research and Destroy
W1 01/23 *studio*	**what is the internet?** This class we will look at what the internet is, where it came from, and the ways in which it operates today.	reading response. *due: 01/26*	
W1 01/24 *lab*	**hello lab!** This class will introduce the lab format this semester, and get you set up with the tools we're going to use. Please come to this class with the computer you plan to use for the rest of the semester. **Tutorial:** git	Create your personal website on GitHub pages. You will get help with this during class. *due: 01/31*	Laurel Schwulst, *my website is a shifting house next to a river of knowledge, what could yours be?*
W2 01/28 *studio*	**user / environment** Where is the user and what can you do with one? This week we will explore the concept of communication, the relationship between the user and the environment, platform or website, and what it means for designers.	reading response. *due: 02/02*	Hito Steyerl,"Too Much World: Is the Internet Dead?"
W2 01/30 *studio*	**introduction to prototyping** Research, wireframe, prototype, repeat. This class we will acquaint ourselves with the process of taking a design from the page to the web, ahead of your first assignment		
W2 01/31 *lab*	**building the house** re-visiting the basics of HTML, and understanding it in the context of web history. **Tutorial:** HTML structure and hierarchy, file paths	set something using just html *due: 02/07*	Marvin Minsky *Why programming is a good medium for expressing poorly understood and sloppily-formulated ideas*
W3 02/04 *studio*	**semiotics and the web** We will look at the history of writing techniques as they relate to the Web, from the invention of writing to unicode.	reading response *due: 02/10*	Maybe something by Barthes?
W3 02/06 *studio*	**documentation and research** A practical guide to doing research as a designer, archiving, documentation and processing media for the web.		

Date	Theme	Assignment	Reading
W3 02/07 *lab*	**painting the house** now we have a structure, how do we decorate static side of CSS. **Tutorial:** CSS combinators and selectors, the Box Model	same task, but now do 2 versions with CSS *due: 02/14*	Ethan Marcotte *Fluid Grids*
W4 02/11 *studio*	**interaction / feedback** We explore the meaning of interaction, and critically examine different forms of interactivity offered by objects on the web.	reading response. *due: 02/17*	
W4 02/13 *studio*	**feelings, slow and fast** The web is full of feelings beyond "like", today we go online with an open heart.		Metaphors We Live By, Lakoff and Johnson
W4 02/14 *lab*	**remodelling the house** In this session, we'll start to explore the principles of responsive web design, looking at way to change a site depending on the environment that displays it. **Tutorial:** flexbox		
W5 02/18 *studio*	**what is the web?** We look at what the web was supposed to be, what it became, and where it will go.	still working on metaphor assignment *due: 02/24*	Computer Lib, Ted Nelson
W5 02/20 *studio*	**assignment 2 crit** a group crit session for your metaphor assignment		
W5 02/21 *lab*	**hello js!** This class introduces basic Javascript, looking at events and console debugging. **Tutorial:** event listeners		
W6 02/25 *studio*	**protocols and algorithms** We will discuss the power and politics of protocol on the web, and how algorithms shape our online environments.	reading response *due: 03/02*	Srnicek? Marx?
W6 02/27 *studio*	**introduction to midterm** introducing the midterm project	Use the console editing tools (javascript and CSS) to create sketches for your parasite. Document your ideas on your class site. *due: 03/05*	
W6 02/28 *lab*	**intro jQuery** In this lab, we'll talk about arranging objects using jQuery. **Tutorial:** loops and generating content		

Date	Theme	Assignment	Reading
W7 03/03 *studio*	**interfaces**	reading response *due: 03/09*	Galloway?
W7 03/05 *studio*	**studio 14**	Develop your sketch into a prototype browser extension. By next week, the extension should have basic functionality and be able to be tested by a friend. *due: 03/12*	
W7 03/06 *lab*	**browser extensions** We learn how to make a browser extension, and how to write more complex javascript, including ideas of fuctions and scope. **Tutorial:** Browser Extensions 101		
W8 03/10 *studio*	**cybernetic design**	reading response *due: 03/16*	Bateson?
W8 03/12 *studio*	**the stack**		maybe Bratton?
W8 03/13 *lab*	**objects and arrangements** In this class we'll explore how to store, transform and transmit knowledge in the form of objects. We'll also talk about sorting and classification. **Tutorial:** JSON		
W9 03/17 *studio*	**spring break - no class!**		
W9 03/19 *studio*	**spring break - no class!**		
W9 03/20 *lab*	**spring break - no class!**		
W10 03/24 *studio*	**crit for midterm**	reading response	
W10 03/26 *studio*	**post-midterm individual debrief** Meet individually with Gary to discuss progress and have a post-midterm debrief.		

Date	Theme	Assignment	Reading
W10 03/27 *lab*	**command line** In this lab, we'll explore the command line and Unix filesystem. **Tutorial:** NodeJS command line interface.	make a command line interface, using either NodeJS or bash. This tool should address some need you have from your computer which it does not currently address. *due: 04/03*	
W11 03/31 *studio*	**pattern and language**	reading response *due: 04/06*	
W11 04/02 *studio*	**design ethics**		
W11 04/03 *lab*	**input output** forms and user input.		
W12 04/07 *studio*	**introduce final assignment**	*due: 05/07*	
W12 04/09 *studio*	**composing a critical glossary of interaction?**		
W12 04/10 *lab*	**any requests?** this week we'll talk about requests and APIs. **Tutorial:** cURL.		
W13 04/14 *studio*	**studio 25** Meet individually with Gary to discuss final ideas.	reading response *due: 04/20*	
W13 04/16 *studio*	**studio 26** Meet individually with Gary to discuss final ideas.		
W13 04/17 *lab*	**servers** talk about the CMS, databases and servers. **Tutorial:** FTP	*due: 02/03*	
W14 04/21 *studio*	**???**		
W14 04/23 *studio*	**group meetings**	45min small-group sessions for discussing sketches for finals.	

Date	Theme	Assignment	Reading
W14 04/24 *lab*	**work session** pair programming and debugging on final projects		
W15 04/28 *studio*	**work session - office hours**		
W15 04/30 *studio*	**work session - office hours**		
W15 05/01 *lab*	**work session** pair programming and debugging on final projects		
W16 05/05 *studio*	**work session - office hours**		
W16 05/07 *studio*	**final crit!**		
W16 05/08 *lab*	**work session** pair programming and debugging on final projects		

policies

on asking questions

A vitally important part of learning how to write code (and, indeed, learning how to learn to write code) is learning the art of asking good questions. We'll talk in class about how to ask questions well. Whenever you ask questions about the code you're writing, you should be putting thought into how to make it a good question.

At some point during the semester you might use a platform like Stack Overflow to ask a question about some code you're struggling with. Take a screenshot of the question and replies, and write a short discussion of how you think it went: whether the interaction was helpful, whether you had to follow up etc etc.

on grades

Grades in this class are non-negotiable. As a corollary of that, we will grade your work regularly, to give you feedback on progress, and to inform an idea of what high quality work looks like in this context. If you are concerned about a grade you have received for an assignment, by all means come and talk to us: the grade won't change but we will give you some thoughts on how to improve.

A student's final grades and GPA are calculated using a 4.0 scale. Please note that while both are listed here, the 4.0 scale does not align mathematically with the numeric scale based on percentages of 100 points.

A, 95-100: Work of exceptional quality, which often goes beyond the stated goals of the course A-, 90-95: Work of very high quality

B+, 87-90: Work of high quality that indicates higher than average abilities

B, 83-87: Very good work that satisfies the goals of the course

B-, 80-83: Good work

C+, 77-80: Above-average work

C, 73-77: Average work that indicates an understanding of the course material; passable. Satisfactory completion of a course is considered to be a grade of C or higher.

C-, 70-73: Passing work but below good academic standing

D, 60-70: Below-average work that indicates a student does not fully understand the assignments; Probation level though passing for credit

F, 0-60: Failure, no credit

Grade of W The grade of W may be issued by the Office of the Registrar to a student who officially withdraws from a course within the applicable deadline. There is no academic penalty, but the grade will appear on the student transcript. A grade of W may also be issued by an instructor to a graduate student (except at Parsons and Mannes) who has not completed course requirements nor arranged for an Incomplete.

Grade of Z The grade of Z is issued by an instructor to a student who has not attended or not completed all required work in a course but did not officially withdraw before the withdrawal deadline. It differs from an "F," which would indicate that the student technically completed requirements but that the level of work did not qualify for a passing grade.

Grades of Incomplete The grade of I, or temporary incomplete, may be granted to a student under unusual and extenuating circumstances, such as when the student's academic life is interrupted by a medical or personal emergency. This mark is not given automatically but only upon the student's request and at the discretion of the instructor. A Request for Incomplete form must be completed and signed by student and instructor. The time allowed for completion of the work and removal of the "I" mark will be set by the instructor with the following limitations: Work must be completed no later than the seventh week of the following fall semester for spring or summer term incompletes and no later than the seventh week of the following spring semester for fall term incompletes. Grades of "I" not revised in the prescribed time will be recorded as a final grade of "F" by the Office of the Registrar.

academic integrity

From 'writing code', in academic integrity at MIT:

> *"Writing code is similar to academic writing in that when you use or adapt code developed by someone else as part of your project, you must cite your source. However, instead of quoting or paraphrasing a source, you include an inline comment in the code. These comments not only ensure you are giving proper credit, but help with code understanding and debugging."*
>
> *"You should not simply re-use code as the solution to an assignment. Like academic writing, your code can incorporate the ideas of others but should reflect your original approach to the problem."*

Communication Design Zero Tolerance Attendance Policy

In order to foster a studio learning environment where we all learn from peers and through dialogue, timely and regular attendance is a strict expectation for all Communication Design students. Students who are not present in class are unable to meet the learning outcomes of a Communication Design course.

For classes meeting once a week, students are allowed 2 absences. For classes meeting twice a week, students are allowed 4 absences. Any absence beyond the allowed absences will result in an automatic failure (F) for the course. There are no excused absences. This applies to each and every student.

A student is deemed tardy if a student fails to arrive within 15 minutes past the beginning of class. 2 tardies will result in an automatic absence. A student who arrives an hour past the beginning of class will be deemed absent.

No Late Work and Missed Critiques

Work that is submitted past the assignment due date will result in an automatic failure for the assignment. For work presented in critique, absence at the critique will result in an automatic failure for the assignment.

CD App

Information about upcoming CD Lectures, events from AIGA NY/TDC, the CD Library, and the CD Paper Store can be found on the CD App.

https://cdparsons.glideapp.io/

To install the app on your phone:

For iOS users:

1. Visit the link in Safari, tap on the “Share” icon located at the bottom of the page
2. Tap the “Add to Home Screen” button
3. Tap the “Add” button at the top right corner of the screen

For Android users:

1. Tap on the notification banner at the bottom of the page (alternatively, you can tap the “Add to Home Screen” option inside the menu at the top right corner of the screen)
2. Tap the “Add” button on the modal

Mandatory CD Lecture Attendance

Every fortnight, the Communication Design program hosts the CD Lectures Series that brings in practicing designers to share their work and practice with our community. The CD Lecture Series is an important part of achieving an understanding of contemporary design culture.

It is mandatory for students in Core Studio Typography and Core Studio Interaction to attend all lectures. Attendance is recorded. Each missed lecture will be recorded as 1 tardy.

Lecture dates can be found on the CD App (https://cdparsons.glideapp.io/).