[UX] SYLLABUS

VCD-3700 **USER EXPERIENCE AND INTERFACE DESIGN**
2019 FALL | 3 Credit Hours

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ART, DESIGN, & THEATRE MISSION: The Cedarville University Department of Art, Design, and Theatre is an essential part of a unique, creative, and academic Christ-centered learning community that values a broad study of disciplines in the liberal arts. As Christian artists, we are given the gift of creativity to imitate and honor God as Creator.

The Department of Art, Design, and Theatre believes that God has called us to excellence and whatever we do is to the glory and honor of the Creator. We believe that art is a gift and a calling, and that educational success in art, design, or theatre is not measured in income or job placement alone but in how lives are enabled, enriched, enlightened, and transformed.

VISUAL COMMUNICATION DESIGN PROGRAM OBJECTIVES: Upon completion of your Graphic Design major, you will be able to:

1. Demonstrate effective communication skills related to the evaluation and critique of visual design;
2. Apply technical knowledge and skills in creating design solutions;
3. Integrate awareness of historical and cultural context to create effective visual design solutions;
4. Demonstrate professional-level skills, knowledge, and creativity to successfully pursue, and excel in an entry-level position in a related field;
5. Demonstrate the integrity and ethics of a Biblical worldview through the practice and completion of creative and professional work.

CATALOGUE DESCRIPTION: Students will study the principles of user experience and interface design, including processes, research methods, and concept testing. They apply principles through conceptualizing, testing and prototyping real-world projects for websites, web applications, mobile applications, gaming consoles and other emerging technologies.

PREREQUISITES: VCD-2400 Graphic Design I or VCD-1300 Graphic Design for Non-Majors); VCD-2600 Web Design I.

STUDENT LEARNING OUTCOMES: By the end of the course students will be able to:

1. Explain concepts of effective user interaction design and apply them to plan and critique interactive interfaces for a variety of media. (Met by Exams and Projects)
2. Develop their abilities with rapid sketching, particularly for the benefit of developing and testing interface concepts (Met by Exercises).
3. Create prototype versions of interactive interfaces using concept sketches, wireframes, and static technologies that can be used for user testing and for demonstrations to clients and developers (Met by Projects).
4. Demonstrate an increased value for human-centered design and stewardship, especially from a Biblical perspective (White Paper).

REQUIRED MATERIALS:

» **TEXBOOKS:** All required reading will be prompted through online lessons. You do not need to purchase any textbooks.

[UX]

» **SKETCH:** This course makes use of the design software called Sketch. While it is available on the labs in the Tyler building it can also be obtained with an educational discount for your own computer if desired.

» **INVISION:** InVision is a dynamic prototyping tool we will use for sharing design comps, receiving feedback, and making changes. It can also be used while building out a site. Instructions to be provided.

ACTIVITIES: The course activities will include the following:

» **LESSONS:** Each lesson will contain a written guide that will lead you through the assigned readings along with commentary from the course designer.

» **DISCUSSION AND EXERCISES (30%):** Typically, each lesson will be accompanied by some discussion activities that you must complete online in Moodle Discussion Forums. Watch for specific instructions and deadlines for each. Your grade is assigned based on completion and quality. Some lessons will also require exercises that you will submit in the discussion threads as well. Be sure to look ahead each week to ensure you plan accordingly.

» **EXAMS (20%):** There will be two exams in this course: one covering each half of the course. They will typically include open-ended questions that require to you be fluent with the concepts from the portions of the course that precede the exam. You must complete exams without the assistance of any other materials, even though you will take them on your own. *Recall your commitment to academic integrity as a student at Cedarville University and do what is right before the Lord.*

» **PROJECTS (40%):** You will complete two projects in this course. In one you will redesign an existing website or application based on what you learn about user experience design and the planning process. In the other you will plan, design and test a mobile application. Each project will have a specific set of deliverables and grading requirements that will be provided in the course materials.

» **MANIFESTO (10%):** Throughout the course we will discuss a variety of concepts and issues that arise that help us define an emerging field as well as how we can approach differently as Christians. In this approximately 2-page report you must synthesize what you've learned into a series of brief statements that form your perspective on the field. You must use clear and concise writing and cite relevant concepts from readings and from the Bible. Additional details are available in the course materials.

GRADING: Letter grades in this course are assigned as follows:

	A 100–94%	**A-** 93–90%
B+ 89–87%	**B** 86–84%	**B-** 83–80%
C+ 79–77%	**C** 76–74%	**C-** 73–70%
	D 69–63%	
	F 62–0%	

ESSENTIAL COURSE POLICIES:

» **ACADEMIC INTEGRITY STATEMENT:** The Academic Integrity Pledge is a commitment to live with integrity in all areas of life including the classroom. All forms of academic dishonesty violate this pledge and could result in dismissal from this community.

» **ONLINE FORMAT:** This course will be offered as an online course that requires all coursework to be submitted online in Moodle or other course technologies as specified in the corresponding assignment instructions. While there will be no required class meetings there are hard deadlines for each assignment and you should carve out regular time to work on this course each week. Be sure to keep an active watch on your email for any updates from your professor and the Announcements area in CULearn.

» **ATTENDANCE:** Attendance is not tracked as a main component in this course. Nonetheless, you should be sure to keep up with coursework and feel free to connect with your professor or peers.

» **LATE WORK:** Typically, assignments are not allowed to be submitted late without prior written permission from the

instructor. Unexcused late submissions will be given a grade of 0. Exceptions may be made in the case of personal illness, campus-wide technology failure, catastrophic personal technology failure that could not have been foreseen, or death in the immediate family. Extensions, exceptions, and partial credit may be allowed at the professor's discretion based on broader University standards, wisdom, and fairness to other students.

» **EXTRA CREDIT/RESUBMISSIONS:** Extra credit and resubmissions may occasionally be offered beyond the standard policies at the professor's discretion. Exams may not be retaken or made up except for reasons similar to the late work policy above.

» **ACADEMIC ACCOMMODATIONS:** Disability Services coordinates reasonable accommodations for students with documented disabilities. Students in need of academic accommodations because of the impact of a disability are invited to e-mail the Disabilities Compliance Coordinator at disabilityservices@cedarville.edu or www.cedarville.edu/disabilities for information and an application. Disability Services is located in The Cove (Academic Enrichment Center) on the second floor of the BTS.

» **DESIGN LABS:** The Design Labs are used for classroom teaching and after-hours work by students. You may use the Design Labs for course-related work anytime there is not a regular class occurring in the lab. In the labs we seek to build a creative community dedicated to the arts and based on mutual respect for all the members of the community. Be considerate of others who may be waiting to use a computer in the lab. Do not use Design Lab computers for instant messaging, downloading files, or other activities not directly related to coursework. And please keep the labs clean!

See the cours schedule, topics and due dates see the schedule posted in CULearn:

http://cedarville.instructure.com