

# Syllabus

PSAM 1028

## Core 1: Interaction

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<b>Program</b>	School of Art, Media, and Technology: Communication Design
<b>CRN</b>	3066
<b>Semester</b>	Spring 24
<b>Meeting Day</b>	Monday
<b>Meeting Time</b>	4:00pm
<b>Building/Room</b>	6 E. 16th St., #605
<b>Instructor</b>	Ariel Churi
<b>Email</b>	churia@newschool.edu
<b>Class Website</b>	<a href="https://github.com/arielchuri/coreInteraction">https://github.com/arielchuri/coreInteraction</a>

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## Course Description

Core 1: Interaction is designed to introduce students to programming as a creative medium—as a way of making and exploring. The coursework focuses on developing a vocabulary of interaction design principles which can then be applied across a range of platforms. Students are encouraged to experiment with various media, tools, and techniques, ultimately producing a portfolio of interactive and visual projects designed for the screen. An emphasis is placed on typography as it applies to a screen context, research-based problem solving and a learning-through-making approach to technical skill building. Historical and current interaction design precedents will be discussed.

## Readings

1. Casey Reas, Chandler McWilliams, and LUST, *Form+Code in Design, Art, and Architecture*
2. Kimberly Elam, *Geometry of Design*
3. Armin Hofmann, *Graphic Design Manual*
4. Robert Bringhurst, *The Elements of Typographic Style*
5. Frank Chimero, *The Shape of Design*
6. Leah Buley, *The User Experience Team of One*
7. Compiled by Laurel Schwulst, *Very Interactive Library*
8. Paul Ford, *What is Code?*

## Course Outline

### Unit 1 Week 1-4: Working methods

The first segment of Core Interaction will focus on the tools and concepts required for building interactive experiences. We'll use the languages of the web because

they're accessible and immediately open up new modes of communication for designers, but the concepts will be transferable to any screen-based or interactive media.

In weeks 1-4 we will focus on:

- File management (naming, organization, file paths)
- Setting up and starting a new project
- Tools (code editor, inspector, git/github)
- HTML/CSS basic concepts and syntax
- Figma (components, prototyping, grids, canvas sizing)

## **Unit 2 Week 5-8: Digital canvas**

In our second segment, we'll investigate how designing for the digital canvas differs from other media. We will aim to understand the inherent complexities and how to use them to create compelling digital experiences.

In weeks 4-8 we will focus on:

- Typography with HTML/CSS
- CSS selectors (cascades, combining, parent/child, pseudo)
- HTML structure (box model, dissecting a web page)
- Layouting (position, float, flexbox, grid)
- Designing for the digital canvas (how big is a browser?)

## **Unit 3 Week 9-11: Designing for interaction**

Thinking about a website as a series of linked pages, we'll take the concepts we used to make individual web pages and apply them to larger systems. We'll explore how our systems can be designed to flex, rather than break, under a wide range of variables while still maintaining the original intent of the design.

In weeks 6-9 we will focus on:

- Multi-page systems
- Programming basic user interactions (:hover, basic JS click, etc.)
- Time-based design (interactive states, storyboarding, prototyping)
- User models (entering and receiving data, user flows, UX patterns, ways of navigating)

## **Unit 4 Week 12-15: Networks**

Because a website lives in a larger network of apps, websites, devices, and contexts, our final segment will explore how our website lives online. We'll take the work we've done this semester and explore self-publishing and making our work public by putting our work on the internet.

In weeks 10-15 we will focus on:

- Putting a website online (hosting, Github, custom domains)

- Accessibility
- Asset creation (video, image optimization, WebGL)
- Metadata (search, social)
- Connecting to other web services

## Learning Outcomes

By the end of the semester, students will be able to:

1. Use a basic vocabulary of interactive media to both give and respond to critique productively.
2. Create compelling interactive experiences through more careful and inspired interpretation/translation of content (i.e. develop great design concepts)
3. Demonstrate an understanding of the iterative making process in interaction design, using incremental methods such as pro- totyping, user research and evaluation to build toward more advanced work.
4. Conceptualize a product, object, or experience for the web and realize it through coding.
5. Evaluate the difference in designing interfaces for different kinds of devices, their limitations and specific user situations including responsive websites and apps for mobile.
6. Evaluate how typography and its variables are applied to inter- active systems to facilitate orientation, support usability and create consistency.
7. Research historic and current design precedents to contextualize your own work.
8. Be able to archive and document work that is printed, on screen or time based in a reflective manner for learning portfolio.
9. Combine your artistic creativity with technology related to the internet.
10. Demonstrate a comprehension of skills, methods, techniques and processes to realize interactive systems, particularly systems for dealing with unpredictable, variable, and ever-changing content.

## Assessment Criteria

15% Attendance & Class Participation & *Lab Journal*

15% Unit 1 Projects: Recipe HTML, Recipe Design

15% Unit 2 Projects: Flags, 25 Variations

25% Unit 3 Project: Stories as Networks

30% Unit 4 Project: Living Collection

### **Attendance, Grading and Work Submission Standards, Program Policies, Making Resources, and University Policies**

All CD classes adhere to the same program and university policies:

[https://docs.google.com/document/d/1u358io8doX\\_SVVMGqIM\\_oH5V0OIccneYu4Ww-uE55QM/edit?usp=sharing](https://docs.google.com/document/d/1u358io8doX_SVVMGqIM_oH5V0OIccneYu4Ww-uE55QM/edit?usp=sharing)

## Weekly Outline

week + date	Activity	Due
<b>Week 1</b> 01/22	Class community agreements, expectations on attendance and communication, Canvas site walkthrough. <i>Recipe</i>	
<b>Week 2</b> 01/29	<i>Recipe Style</i>	
<b>Week 3</b> 02/05	<i>Recipe Style</i>	
<b>Week 4</b> 02/14	<i>Flags</i>	
02/19	PRESIDENT'S DAY	
<b>Week 5</b> 02/26	<i>Stories as Networks</i>	
<b>Week 6</b> 03/04		
03/11	SPRING BREAK	
<b>Week 7</b> 03/18	<i>Gallery Site</i>	
<b>Week 8</b> 03/25	Figma	
	Midterm Check-ins	
<b>Week 9</b> 04/01	<i>Textbot</i>	
<b>Week 10</b> 04/08	Individual Meetings Online (No in-person class), <i>Git Poetry</i>	
<b>Week 11</b> 04/15	<i>Pitch Deck</i>	
<b>Week 12</b> 04/22	Working Session	
<b>Week 13</b> 04/29	Working Session	
<b>Week 14</b> 05/06	<i>Learning Portfolio Reflection Post</i>	
<b>Week 15</b> 05/15	Final Presentation	

## **Materials and Supplies**

Software: Visual Studio Code, Chrome browser, Codeium AI, Figma