information architecture
one

schedule

COURSE INFO
cdgd 342
fall 2016
3 credits

MEETING TIME
friday, 8 am – 1 pm
tower 310

INSTRUCTOR
saul baizman
saul@baizman.com
617 863 0136

OFFICE HOURS
by appointment

WEBSITE
baizman.com/ia1

CLASS	DATE	AGENDA	HOMEWORK
01	09.02	• Introductions • Course overview • Course website overview • Introduction to Information Architecture • Introduction of database poster	• Read pp. 27 – 29 and 40 – 45 in *Information Anxiety 2* • Read pp. 213 – 228 in *The Language of New Media* • Read chapters 1 and 2 in *Information Architecture* • Compile data in tabular form • Draft three (3) rough marker sketches of the database on big craft paper
02	09.09	• Database poster	• Read chapters 6 and 8 in *Information Architecture* • Read chapters 1 and 2 in *Designing Data Visualizations* • Finalize data • Draft tight marker sketch of poster on big craft paper
03	09.16	• Database poster	• Read chapter 1 in *The Visual Display of Quantitative Information* • Draft poster on the computer
04	09.23	• Database poster	• Read chapters 1, 2, and 6 in *The Elements of User Experience* • Read chapter 7 in *The Design of Everyday Things* • Revise and finalize poster
05	09.30	• Introduction of database interface	• Read chapter 7 in *The Elements of User Experience* • Read pp. 124 – 134 in *Designing Interactions* • Draft application flowchart and wireframes
06	10.07	• Database interface	• Read chapter 2 in *Designing Interfaces* • Refine wireframes • Draft high-resolution visual design

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07	10.14	• Database interface	• Read chapters 1 and 2 in *Don't Make Me Think! (Revisited)* • Read chapter 1 in *The User Experience Team of One* • Refine high-resolution visual design • Prepare presentation of interface
08	10.21	• Database interface • Introduction of WebAdvisor redesign	• Read chapter 3 in *Designing Interfaces* • Read chapter 2 in *About Face* • Prepare group presentations of user research and findings • Develop preliminary strategies for your individual project
09	10.28	• WebAdvisor redesign	• Read chapter 4 in *Designing Interfaces* • Read chapter 8 in *Information Architecture* • Read chapter 6 in *Don't Make Me Think! (Revisited)* • Draft written user experience report • Draft rough marker wireframes showing your Academic Evaluation Report and the system interfaces
10	11.04	• WebAdvisor redesign	• Draft walk-through of your user experience • Prepare presentation of your interface
11	11.11	• WebAdvisor redesign • Introduction of Horology diagram	• Read chapter 8 in *The Functional Art* • Watch *Groundhog Day* • Draft three (3) rough marker sketches of the diagram on big craft paper
12	11.18	• Horology diagram	• Read chapter 9 in *The Functional Art* • Draft tight marker sketch of poster on big craft paper

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CLASS	DATE	AGENDA	HOMEWORK
	11.25	Thanksgiving break, no class	
13	12.02	• Horology diagram	• Draft diagram on the computer
14	12.09	• Horology diagram	• Revise diagram
15	12.13 **T**	• Horology diagram • ALL FINAL WORK DUE	

NB: the syllabus is subject to change.

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