ID 6213 Syllabus

**Graduate Studio 2 – Interactive Products**

**Spring semester, 4 Credits**

**M / F, 1:55 am - 5:25 pm, Graduate Studio**

**Instructor Information**

|  |  |  |
| --- | --- | --- |
| Instructor | Email | Office Hours & Location |
| Wei Wang | [wei.wang@coa.gatech.edu](mailto:wei.wang@coa.gatech.edu) | appointment by email room 156 |

**General Information**

**Description**

This graduate studio focuses on the design development of new and/or improved interactive or smart products. The students design and communicate the physical and digital components of their solutions. Design problems are considered from a holistic/strategic level considering the complexity of products, services and interactions.

## Pre- &/or Co-Requisites

None

## Course Goals and Learning Outcomes

Upon completion of the course students demonstrate knowledge, skill and abilities in the following areas:

* Comprehend users’ needs
* Develop a comprehensive design solution including physical and digital components
* Communicate their design solution through a short video commercial

**Course Requirements & Grading**

|  |  |  |
| --- | --- | --- |
| Assignment | Date | Weight (Percentage, points, etc) |
| Project 1 | Feb 2 | 30% |
| Project 2 | April 20 | 50% |
| Participation/Contribution | End of Term | 20% |

**Description of Graded Components**

|  |  |  |
| --- | --- | --- |
| **Project 1:**  **Design Thinking/Creativity** | 25 | Evaluation including:   * Creativity – 10 * Research-5 * Presentation – 10 |
| **Project 2:**  **Interactive Product Design** | 55 | Evaluation including:   * Creativity – 20 * field research with expert users – 10 * Commercial – 25 |
| **Participation/Contribution** | 20 | Evaluation including:   * Attendance & attention – 10 * Online profile - 10 |
| **Total (%)** | 100 |  |

* Projects will be evaluated on demonstrated understanding and relevance to assignment criteria, clarity of representation, clarity of verbal presentation, and demonstration of commitment.
* Every project could be graded at its due date. Assignments should be turned in by the method specified by the instructor. Late-work is not accepted.
* Participation, in general, means pay fully attention in class. Not allow to do other works during the class hour.

**Grading Scale**

Your final grade will be assigned as a letter grade according to the following scale:

A 90-100% (Guide: Independent work style and exceeding expectations)

B 80-89% (Guide: Meet expectations)

C 70-79% (Guide: Meets the majority of expectations)

D 60-69% (Guide: Fails to meet some expectations)

F 0-59% (Guide: Fails to meet most expectations)

**Course Materials**

**Course Text**

# Instructional methods for teaching the course include:

# Lectures, in-class discussions and exercises

# Studio/Workshop Sessions\*, with Individual and Group Projects

# Presentation and project reviews

# Readings

# Field studies

# \*Studio/Workshop Sessions, may include a combination of project production, one-on-one/group tutorials, and desk critiques

# Weekly Learning Activities (total 12 hours):

# Lecture (2 hours)

# Studio/Workshop Sessions (6 hours)

# Offline reading and project work (4 hours)

## Additional Materials/Resources

Design think:

# (book) The Ten Faces of Innovation: IDEO's Strategies for Beating the Devil's Advocate and Driving Creativity Throughout Your Organization

# (book) Design for the Real World: Human Ecology and Social Change

* (book) The Design of Things to Come .,Vogel & Cagan
* (book) The Art of Lateral Thinking. Edward DeBono

User experience:

# (book) Usability Testing Essentials: Ready, Set...Test! 1st Edition

# (book) Observing the User Experience, Second Edition: A Practitioner's Guide to User Research 2nd Edition

# (book) Make It So: Interaction Design Lessons from Science Fiction

## Course Website and Other Classroom Management Tools

Canvas (<http://canvas.gatech.edu/>)/will be the main portal for dissemination of course information.

**Course Expectations & Guidelines**

Design is learned through practice and rigor. You are expected to nurture your talent beyond class assignments.

* Motivation is expected in class and meetings as well as demonstration of independence, initiative, and time management.
* This course depends on your active participation and collaboration. The instructor’s role is more as a moderator, coach, and critic than as a supervisor who has to define and monitor every detail.
* Questions not asked are questions not answered. So: ASK! The course is interactive.
* Studio attendance and involvement are mandatory and key to your success in this course. Working in the studio not only gives you feedback from your instructor and your peers, it will also build a professional community of practice. Make the studio space YOUR space and a nice working environment.
* You are expected to maintain a professional standard of presentation in your studios at your desks, such that any faculty or student could stop by at any time and easily understand or engage in the work-in-progress.
* You should contribute to the course schedule. Your instructor is happy to accommodate constructive suggestions for the course, whether it is a field trip, a lecture you might have heard of, a movie you think is worthwhile experiencing with the entire studio (of course design-related), somebody with a specific expertise you want to bring in and have giving a talk, etc.
* Once distributed, the course descriptions and handouts are your responsibility. Additional copies will be available through the T-Square course page in PDF format. (https://t-square.gatech.edu) We recommend building a course folder to stay organized throughout the semester.
* There may be last-minute updates or revisions to certain projects. You will be required to check your email accounts on a daily basis.
* The course material is intended to build up a design library. You are encouraged to file information and contribute to the course at all times.

## Academic Integrity

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. For information on Georgia Tech's Academic Honor Code, please visit http://www.catalog.gatech.edu/policies/honor-code/ or <http://www.catalog.gatech.edu/rules/18/>.

Any student suspected of cheating or plagiarizing on a quiz, exam, or assignment will be reported to the Office of Student Integrity, who will investigate the incident and identify the appropriate penalty for violations.

## Accommodations for Students with Disabilities

If you are a student with learning needs that require special accommodation, contact the Office of Disability Services at (404)894-2563 or <http://disabilityservices.gatech.edu/>, as soon as possible, to make an appointment to discuss your special needs and to obtain an accommodations letter. Please also e-mail me as soon as possible in order to set up a time to discuss your learning needs.

## Attendance and/or Participation

Attendance is mandatory. Students will be allowed two (2) unexcused absences, notifying the instructor in advance. All other absences will require documentation. Otherwise it will influence Participation Grading. If a student accrues more than four (4) unexcused and undocumented absences, the student will fail the class. Classes will start on time and at the assigned studio place, unless field studies or other are notified by the instructor. Attendance will be taken at the start of class. A “late arrival” will be recorded after attendance is taken within the first 15 minutes of the class, after that time the student is considered absent. Please note: five “late arrivals” will account for one unexcused absence. It is the student’s responsibility to obtain any information in the class due to absences.

See information about the Institute’s absence policy at<http://www.catalog.gatech.edu/rules/4/>.

## Collaboration & Group Work

Grading of individual project based on individual performance.

Grading of team project based on team but every team member should address personal contribution and workload in the final team deliverables.

Participation and contribution would be based on individual performance.

Only the performance of students enrolled in this class would be counted. Any external input from outside resources or contribution from people who are out of this class should be addressed in the final deliverables.

## Extensions, Late Assignments, & Re-Scheduled/Missed Exams

Late-work policies: you should avoid late-work. Grading only depend on the work progress you completed on the due day. You will be uncompleted or failed if it is not completed or not matches the grading criteria above. Unless the exceptions by Georgia Tech (“approved Institute activities”, e.g. field trips and athletic events, http://www.catalog.gatech.edu/rules/4/ for more information).

## Student-Faculty Expectations Agreement

At Georgia Tech we believe that it is important to strive for an atmosphere of mutual respect, acknowledgement, and responsibility between faculty members and the student body. See <http://www.catalog.gatech.edu/rules/22/> for an articulation of some basic expectation that you can have of me and that I have of you. In the end, simple respect for knowledge, hard work, and cordial interactions will help build the environment we seek. Therefore, I encourage you to remain committed to the ideals of Georgia Tech while in this class.

## Student Use of Mobile Devices in the Classroom

Keep silent and no distraction in the classroom.

## Additional Course Policies

* All work must be original
* No internet images or stock photography allowed
* Social Media boundaries. LinkedIn – Yes Facebook – No
* Work is done in the studio. Keep email communications brief and to the point.
* No pets in studio
* No texting or phone calls during studio. If you have urgent business please step outside.
* No eating in class. Coffee and water encouraged and please clean up

**Course Schedule**

|  |  |  |  |
| --- | --- | --- | --- |
| **Wk.** | **Date** | **Activity** | **Deliverable** |
| 1 | Monday  Jan 8 | Course launch  review assignments and syllabus |  |
| 1 | Fri  Jan 12 | **Lecture 1** – Interactive Products |  |
| 2 | Monday  Jan 15 | MLK Holiday |  |
| 2 | Fri  Jan 24 | Assignment 1 - research |  |
| 3 | Monday  Jan 29 | tutorials |  |
| 3 | Fri  Feb 2 | **Present research findings** |  |
| 4 | Monday  Feb 5 | Tutorials- brainstorm design direction |  |
| 4 | Fri  Feb 9 | tutorials |  |
| 5 | Monday  Feb 12 | Field Trip |  |
| 5 | Fri  Feb 16 | **Design concepts presentation** |  |
| 6 | Monday  Feb 19 | Tutorials |  |
| 6 | Fri  Feb 28 | **Lecture 2 Designing interactions** | Research video  Storyboard of use  Models and prototypes  White space |
| 7 | Monday  March 5 | Tutorials |  |
| 7 | Fri  March 9 | Tutorials | Post to folder |
| 8 | Monday  March 12 | Tutorials | Post to folder |
| 8 | Fri  March 17 | Tutorials |  |
| 9 | Monday  March 19 | **Spring Break** |  |
| 9 | Fri  March 23 | **Spring Break** |  |
| 10 | Monday  March 26 | Final Model Due |  |
| 10 | Fri  March 31 | Tutorials - Testing results |  |
| 11 | Monday  April 2 | Tutorials |  |
| 11 | Fri  April 6 | Tutorials |  |
| 12 | Monday  April 9 | Tutorials |  |
| 12 | Fri  April 13 | Tutorial- Poster review |  |
| 13 | Monday  April 16 | Open Studio |  |
| 13 | Fri  April 20 | **Final Presentation** | Grey Wall – COA West |
| 14 | Monday  April 23 | **Reflection** |  |
| 16 | Monday  May 30 | Process Book due  Marks submitted |  |