

Course Schedule

The following is an approximate chronology of the material to be covered in this course. The appropriate sections of the text should be read thoroughly before the lecture where it is to be discussed. Some of the readings will not be specifically discussed in the lectures but they may appear on exams or incorporated into projects. There may be slight alterations in this outline during the term; there will be adequate notice of any changes.

Week	Dates	Tuesday 1:30-3:20 pm	Thursday 12:30-2:20 pm	Textbook Sections	Deliverables
1	Jan. 7 – 11	Introduction ACA Skills	Team Formation Project 1 Launch Emerging Technologies & Debates	Ch. 1, 12	
2	Jan. 14 – 18	Design Culture Technology and Culture	Impacts Analysis: Work, Users	Ch. 2-5	Team Contract, Project 1 Topic Due: Jan. 21 at 5 pm
3	Jan. 21 – 25	Sustainability and Environmental Design	Impact Analysis: Environment Defensible Recommendations	Ch. 2-5	Project 2 Topic Due: Jan. 28 at 5 pm
4	Jan. 28 – Feb. 1	Debate-Sections 1&2	Debate-Sections 3&4		
5	Feb. 4 – 8	Disruptive Technologies, Unpleasant Design, Midterm Q&A	Project 1 Presentations	Ch. 5-6	Project 1 Slide & Report Due: Feb. 6 at 5 pm Presentations: Feb. 7, In class
6	Feb. 11 – 15	Team Feedback Workshop	Project Work Session		Midterm Wed. Feb. 13, 7-9 pm
	Feb. 18 – 22	<i>Reading Week</i>			
7	Feb. 25 – Mar. 1	Game Project LFP Presentation	Advocacy Midterm Feedback	Ch. 6-7	Project 2 LFP Presentations: Feb. 26, In class
8	Mar. 4 – Mar. 8	Project Work Session	Debate-Sections 3&4	Ch. 8-9	
9	Mar. 11 – Mar. 15	Debate-Sections 1&2	Emerging Technologies		Project 2 Game Night: Mar. 14, 4:30-6:00 pm
10	Mar. 18 – Mar. 22	Project 2 Presentations	Bias Consumer and Corporate Culture	Ch. 10, 11, 12	Project 2 Slide & Report Due: Mar. 18 at 5 pm Presentations: March 19, In class
11	Mar. 25 – Mar. 29	Mediating Technology	Game Play-Section 1&2		
12	Apr. 1 – Apr. 5	Game Play-Section 3&4	Course Wrap-Up, Final Exam Q&A	Ch. 12	Project 3 Report Due: April 5 at 5 pm Team Project Log Due: April 5 at 5 pm