VCD 4351-02 : Workshop 5D - Fall 2020 Syllabus

California State Polytechnic University, Pomona			Art Department
Workshop: 5D		**M**: 5:00PM - 8:50PM	Virtual Classroom
PREPARED BY	Tammy Le Phillips	**OFFICE HOURS**	
	tamle@cpp.edu	By Appointment (Zoom)	Slack Communication

COURSE DESCRIPTION:

Continued study of Interaction Design through User Experience and User Interaction (UX/UI) and application to design, technology, and acuity with a comprehensive understanding of experimental processes, techniques and methodology found therein.

EXPECTED OUTCOMES:

- Examine interaction methodologies through personas, use cases, sitemaps, wireframes, and prototyping.
- Develop effective solutions for interaction design problems both digital and physical.
- Demonstrate effective use of typography, images, and illustrations in the non-linear, screen-based environment.
- Collaborate with peers and facilitate studio workflow practices within the classroom experience.
- Apply pre-design research and post-design analysis through development of personas, use cases and formalized user experience testing.

COURSE OUTLINE

5D Design is the study of interaction design, defined as user-centered design of interactive digital environments, technologies and systems. Interaction Design encompasses User Interface (UI) design and User Experience (UX) design and usability practices. Students will apply principles of Interaction Design to define a project and its purpose, scope, personas, use cases, main requirements, flow chart, visuals, wireframes, and more. Students will identify a need, define a solution, and create deliverables for an entire interaction design project. Standard design patterns, and frameworks will be introduced.

1. **Interaction Design**
   - Introduce User-Centered, Activity-Centered, Systems Design approaches
   - Waterfall and Agile methodologies and workflows
   - Define scope, requirements, personas and use cases of projects
   - Introduction to prototyping, flow and wireframes (sketch, paper, interactive, high fidelity, full functionality)
2. **Research and Evaluation**
   - Usability principles for UX/UI
   - Introduce User Experience testing models and task analysis
   - Methods for site analysis
3. **Design Patterns and Frameworks**
   - Evaluate prototyping tools
   - Introduction to iOS standards for Human Interaction Design
   - Typography for the screen
   - Introduction to Open Source frameworks

MINIMUM STUDENT MATERIALS/APPLICATIONS

Laptop computer with Adobe Creative Cloud, access to color output, back-up device, internet access, slack access, zoom application, git, github.io.

INSTRUCTIONAL METHODS

Virtual lectures, group discussion, online discussion boards, demonstrations/tutorials, audiovisual materials, professional examples provided via internet access, required reading, and critiques of student work are primary means of formal instruction. Supervised and unsupervised lab work is required

RECOMMENDED TEXT AND READINGS

- Apple. iOS Human Interface Guidelines.
- Material Design for Android
- Medium – Get smarter about what matters to you.
- Earle Castledine, Myles Eftos, Max Wheeler. Build Mobile Websites and Apps for Smart Devices.

FURTHER INFORMATION MAY BE FOUND FROM THE FOLLOWING:

https://stackoverflow.com https://codepen.io https://www.awwwards.com
https://udemy.com https://linkedin.com/learning/online-training

ATTENDANCE/VIRTUAL CLASSROOM PRACTICES

+ 3 absences (with or without notes) or missing final you will receive WU as final grade.
+ Excessively late/take off early = 1 absence
+ Always turn on video during zoom video classroom
+ Treat the classroom, each other, each other's works with respect and professionalism.
+ Hold accountable and responsible for your works and performance .

ANTICIPATED SCHEDULE

W1	• Intro • Git and tools set up	W2	• Define/Research Step
W3	• Holiday - Labor Day	W4	• Empathy
W5	• Ideate	W6	• Moodboard • UI Kit/Design System
W7	• Wireflows	W8	• Wireflow Cont. • Components/States
W9	• Interactive Prototypes	W10	• Animation in XD
W11	• Evaluation, analysis and Testing	W12	• Resume Design • github.io
W13	• Resume Cont. • Git branches	W14	• Final Project Content
W15	• Final Project set up	W16	• Final Project Presentation

ASSIGNMENTS			
75	Attendance (5pt/day | 5 x 15 = 75pt)		
475	HW#1 (20pt)	HW#2 (30pt)	HW#3 (45pt)
	HW#4 (30pt)	HW#5 (45pt)	HW#6 (30pt)
	HW#7 (45pt)	HW#8 (50pt)	HW#9 (50pt)
	HW#10 (30pt)	HW#11 (30pt)	HW#12 (40pt)
	HW#13 (30pt)	**50**	Final (50pt)

GRADING SCALE	FAIL: 0%-45%		
Outstanding		**A:** 96%-100%	**A-:** 91%-95%
Better than average	**B+:** 86%-90%	**B:** 81%-85%	**B-:** 76%-80%
Average	**C+:** 71%-75%	**C:** 66%-70%	**C-:** 61%-65%
Lower than average	**D+:** 56%-60%	**D:** 51%-55%	**D-:** 46%-50%