DOUGLASCOLLEGE

Commerce and Business administration: *Computing Studies & Information Systems*

CSIS 3375 UX Design in Mobile Applications

Course Outline: Policy, procedures and schedule

Prerequisites:	CSIS 3175
Semester:	Winter 2020
Class Time and location:	F: 9:30AM & N5111
Instructor:	Padmapriya Arasanipalai Kandhadai
Email:	kandhadaip@douglascollege.ca
Office Location:	NW-North Bldg. Room N4335F
Office Hours:	Tu, W, Th, F: 12:30-1:00 PM, Or by appointment

Course materials

Recommended Texts:

- The $1 Prototype: A Modern Approach to Mobile UX Design and Rapid Innovation for Paperback – by Greg Nudelman [Published March 10, 2015]
- Android User Interface Design: Implementing Material Design for Developers by Ian G. Clifton, 2nd Edition

Software

- **ANDROID STUDIO 3.0:** Used for understanding android layouts and design
- **JUSTINMIND:** The tool will be self-taught and used for creating project (application prototype) using UI design principles discussed in the course.

Online course materials

All instructor materials, resources and communications such as announcements, lecture slides and other such documents will be shared through the Douglas College Blackboard Community. (https://learn.douglas.bc.ca/webapps/portal/execute/tabs/tabAction?tab_tab_group_id=_381_1)

All assignments will be created through Blackboard and will have to be submitted through Blackboard [**No exceptions will be made**]

Calendar Course Description

This course provides students the opportunity to learn and explore developing mobile applications from the perspective of human-computer interface (HCI), user experience and interaction design concepts. The course would cover four general areas: essentials of designing interactive systems, techniques for designing interactive systems, contexts for designing interactive systems, and foundations of designing interactive systems.

Course Objectives/Learning Outcomes

The student will be able to:

1) Explain the essentials of designing interactive systems
2) Demonstrate the techniques for designing interactive systems

3) Evaluate the contexts for designing interactive systems
4) Explain and perform the foundations of designing interactive systems

Course Content

1) Essentials of designing interactive systems
   a. Introduction to experience design
   b. Designing interactive systems
   c. A framework for designing interactive systems
   d. The process of designing interactive systems
   e. Usability

2) Techniques for designing interactive systems
   a. Understanding
   b. Envisionment
   c. Design including conceptual and physical design
   d. Evaluation including expert and participant-based evaluation
   e. Task analysis including hierarchical and Cognitive work analysis
   f. Visual user interface design
   g. Multimodal user interface design

3) Contexts for designing interactive systems
   a. Social media
   b. Collaborative environments
   c. Agents and avatars
   d. Ubiquitous computing, information spaces and their architecture
   e. understanding, design and evaluation of Mobile computing

4) Foundations of designing interactive systems
   a. Memory and attention
   b. Cognition (distributed and embodied) and action
   c. Social interaction
   d. Perception (visual and non-visual) and navigation

Means of Assessments (see schedule for dates)

A final course grade will be determined based on the following assessments and their corresponding weighted percentages:

Assessment	Percentage
Midterm Exam	30%
Group Project	30%
Final Exam	40%
Total Grade	100%

Assessments Description

- **Midterm Exam:** This exam will be administered in class based on material covered thus far in class
- **Group Project:** Group project is done in groups of maximum 3 students. It will involve creating a full fledged prototype of a novel app using complete design process including market research, requirements generation and gathering, developing understanding, envisionment, mockups, full prototype with evaluation of your idea before and after

implementation of prototype. More specific guidelines will be released closer to the submission date. It will involve three components:

- **Prototype:** You will be designing a prototype using JUSTINMIND (https://www.justinmind.com/).
- **Project Presentation:** Project presentation involves presenting your project using power point slides, and oral presentation in class as per schedule.
- **Project Report:** This project report will involve description of your project, detailed explanation of the design process, but may also include insights you learnt in this course. More specific guidelines will be released closer to the submission date.

- **Final Exam:** Conducted during final exam period. Please do not make any travel arrangements before the final exam schedule is released. No changes to final exam schedule can be accommodated due to such decisions.
- **Total course grade:** To receive a non-zero grade in the course, a student must attempt and hand in for marking at least 70% of all assessments. Work that not handed in, or handed in too late for marking, will automatically receive a zero. The student's achievement will be converted to a *letter grade*, in accordance with department policy (see letter grade chart on the last page).

  ****In order to pass the course, students must, in addition to receiving an overall course grade of 50%, also achieve a grade of at least 50% on the combined weighted examination components (midterm, final exam).**

Transferability

See BC Transfer Guide at www.bccat.bc.ca.

In-Class Policies and Procedures

1. ***Timeliness:*** Students are expected to be in class during planned meetings. If a student must be late, contact the instructor with an explanation prior to the late class. Any late student should enter from and sit in the back of the classroom so as to not interrupt the flow of class activity.
2. ***Assignment format and submission:*** Every assignment will be given a due date, which will appear at the top of the first page. This date will correspond with a day on which the class meets regularly. Assignments need to be typed, and in complete executable form as outlined in each assignment instructions. All assignment files should be submitted in a zipped folder that should contain **one readme file** stating your complete name, student number, and assignment number along with a description of each file/s that is being submitted for evaluation. Each of the individual files should have clear descriptive filenames, and must contain **commented header** with student name, number, filename, and purpose/function of the file. All assignments should be submitted using the Blackboard Community. Please note that department office staff will not accept assignments. All assignments will be checked for plagiarism using automated and manual techniques, and there will be no tolerance for plagiarism. Any plagiarism will result in a score of zero for all parties involved. **Late assignments will be deducted marks (20% off for each school day)**. Submissions beyond 60 hours from when it is due (start of class on due date) will be considered too late to mark.
3. ***Illness and other unavoidable circumstances:*** Should you miss an assignment deadline due to unavoidable circumstances or personal difficulties, please email me at kandhadaip@douglascollege.ca at the earliest opportunity. On the email include
   a. course and section number (e.g. CSIS3375-001)
   b. your name and student number (e.g. Student Number 212121212)
   c. late assignment or missed quiz (e.g. Missed Quiz #1)

d. have doctor's note or not (e.g. Have Doctor's note) and brief comment.

4. ***Phones and wireless devices:*** Cells going off in the middle of class are disruptive and exhibit a lack of consideration for your fellow-student. Cell phones are not allowed to be used in the classroom at all. When you need to communicate with someone, please do it outside the classroom. **All cell phones and wireless devices must be turned off or set to silent mode.** Laptops and tablets may be used with the sole purpose of taking notes or reading the textbook.
5. ***Emailing your instructor:*** During the course, your Douglas College student email account with must be used for communicating with your instructor. Include your Course and Section number in the Subject line of your email. Example: CSIS3375 Section 001. Emailing from other email addresses (i.e. gmail, hotmail, etc) might not be answered in a timely fashion. Please check the course outline and online blackboard community for schedule, deadlines, policies, procedures and announcements before emailing the instructor, and follow proper email etiquette when emailing the instructor.

Douglas College Calendar, Policies and Procedures

Students are responsible for being familiar with the information contained in the Douglas College Calendar and policies and procedures relating to appeals, petitions and formal complaints, sexual and personal harassment, standards of conduct, violence and academic honesty. College policies are available at http://www.douglascollege.ca/about-douglas/governance/policies

Academic Integrity

1. *Plagiarism and Cheating:* There will be **zero tolerance** for any plagiarism or cheating. Douglas College, in common with other educational institutions, condemns academic dishonesty.
2. *Plagiarism:* presenting or submitting as one's own work the work, research, words, ideas, artistic imagery, arguments, calculations, illustrations or diagrams of another person or persons without explicit or accurate citation or credit; this includes submission of purchased material as well as material in which the student has permitted someone else (a fellow student, tutor, mentor or teaching assistant, friend, etc.) to contribute unacknowledged.
3. *Self-plagiarism:* submitting one's own work for credit in more than one course without the permission of the instructors, or re-submitting work, in whole or in part, for which credit has already been granted.
4. *Cheating:* The possession or provision of unauthorized aids, assistance or materials in the preparation of assignments, during examinations or in the completion of practical work, including but not limited to the following:
    a. Copying or attempting to copy the work of another during an examination
    b. Communicating work to another student during an examination
    c. Possession of unauthorized aids, notes or electronic devices or means during an examination
    d. Unauthorized possession of an examination or answer key
    e. Submission of a substantially similar assignment / test by two or more students, except in the case where such submission is specifically authorized by the instructor.
    f. The use and/or reference of any/all websites (e.g. coursehero.com or similar) which host copies of Douglas College course work assessments such as but not limited to quizzes, assignments, midterms, labs, exams, practical work, etc, constitutes plagiarism.

Student responsibility: Students are responsible for conducting themselves honestly and ethically and for becoming familiar with and adopting the principles of academic integrity in their studies. This responsibility includes being vigilant with the use of sources and documentation to avoid plagiarism.

Violations of Academic Integrity: Violations of Academic Integrity policy are reported to the appropriate Responsible Administrator for adjudication and that serious and/or repeat offenses will lead to students being suspended or expelled. For more information, See:
http://www.douglascollege.ca/~/media/27C599ABC76048A0A713648565906273.ashx

Course Schedule

The course information and schedule is tentative and subject to change

Week	Class date	Topics	Assessments
1	**Jan 10**	Introduction to UX Design Course Logistics	
2	**Jan 17**	Value Proposition PACT Framework	
3	**Jan 24**	Android UI Introduction: Class Hierarchy Views, view attributes and methods Customizing Views, View Events	
4	**Jan 31**	Building Android UI Basic Structure of an Android App UI	
5	**Feb 7**	Problem Understanding Personas, Scenarios, Stories, Use Cases	
6	**Feb 11**	Tab Views Recycler View	
7	**Feb 28**	MIDTERM	Material covered till date
8	**Mar 6**	Design Requirements	
9	**Mar 13**	Design Principles/Envisionment Design Prototypes, Evaluation	
10	**Mar 20**	Using Templates for UI Building, Customizing Snackbar, Toolbar Spinner Adapters	
11	**Mar 27**	Fragments Project Preparation	
12	**Apr 3**	In class Project Presentation, Demo	Project files and report due – Apr 1, 11:59 PM
Final Exam (Cumulative – all materials and readings covered in the course) **Exam period: April 14th – April 22nd** **Please do not make travel or other arrangements until final exam date is set by the college**			

Letter grade chart: The letter grades and corresponding percentages listed below, effective as of Fall 1999, are used in the evaluation of coursework in credit courses. For previous percentages contact the Registrar's Office.

Grade	Numerical Value	Achievement Level	Description & Notes
A+	4.33	95% and above	**Outstanding Achievement**
A	4.00	90% to 94%	
A-	3.67	85% to 89%	
B+	3.33	80% to 84%	**Good Achievement**
B	3.00	75% to 79%	
B-	2.67	70% to 74%	
C+	2.33	65% to 69%	**Satisfactory Achievement**
C	2.00	60% to 64%	
C-	1.67	55% to 59%	
P	1.00	50% to 54%	**Marginal Achievement** Student may not use the course as a prerequisite for another course.
F	0.00	49% and below	**Unsatisfactory Achievement**
UN	0.00		**Unofficial Withdrawal** Student completed less than 70% of the total evaluation of the course, or missed more than 30% of the classes where the Instructor's Course Outline specifies that attendance is a course requirement.

More information about the Douglas College grading policy can be found at:

https://www.douglascollege.ca/~/media/31860A31D38142059097A1FE1EFE43CC.ashx