



Course Overview

DESN 24427 Design Strategy & Computation

What is this course about?

Course overview

- Students explore systems thinking through a complete project development cycle to identify the stakeholders, opportunities, and potential barriers to the success of a project.
- Students design and develop applications that solve a specific problem.
- Students investigate the building blocks of software by developing object-oriented code structures. Students plan and develop effective user experiences with information systems, software systems, environments and devices.
- Their focus is on acquiring basic skills of mapping sequences, diagramming information flows, identifying mental models, writing computer programs and modifying source code in order to implement their interactive design concept.

Learning Outcomes

To achieve the critical performance, students will have demonstrated the ability to:

1. Understand the application of methodologies in Design Planning, Systems Thinking, and Object-Oriented Programming using correct terminology for the design of interactive media.
2. Integrate knowledge of systems thinking, design planning, industry roles, digital tools, and the application development environment into the design processes to create design solutions.
3. Collaborate with stakeholders in the design, refinement and production of innovative solutions for design projects.
4. Assess the relevance of different computer languages as applied to interactive design problems.
5. Design inclusive user experiences that meet the needs of a specific purpose and/or audience.
6. Write original computer scripts to create simple visual compositions and modify existing source code to create interactive design sketches and prototypes.
7. Document design planning process including research, timelines, roles and responsibilities.
8. Select appropriate tools and strategies to manage conflict and generate innovation.
9. ????

Where marks come from in this course

Course evaluation

- Project 1, 35%
- Project 2, 35%
- Project 3, 30%

Schedule

When are projects due?

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Break Week	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Project 1 (35%)					Due									
						P1 Quiz								
					Project 2 (35%)					Due				
								Project 3 (30%)						
														Due

IxD Tutoring

Free for all IxD Students

- The Bachelor of Interaction Design Program is dedicated to helping students get the support they need. The IXXD Tutoring service is available Monday to Friday from 11am to 5pm, online, during semester.
- In order to get help you will need to book an appointment here: <https://sheridan.tutorocean.com/home>

Remember

This is a 6 credit course. That means the projects have **more complexity** and **require more work** than a 3 credit course.

Expectations

- Things I expect Ryan will do
- Things I expect Ryan will NOT do
- Things I expect my peers will do
- Things I expect my peers NOT to do
- Things I will do
- Things I will not do

What you can expect from me

- Clarity
- Timeliness
- Accessible
- Respect

What I expect from you

- Attendance & Punctuality
- Participation & Respect
- Focus

Policies

- Using Technology in class
- Assignments