

San José State University

Department of Design / Industrial Design Program

DSID 131, Interaction Design, Section 1, Spring 2022

Instructor:	Mingda Tang
Office Location:	Virtual (See Canvas for Zoom Link)
Email:	mingda.tang@sjsu.edu
Office Hours:	Wednesday & Friday 4:00pm - 5:00pm
Class Days/Time:	Tuesday & Thursday 6:00pm - 8:50pm
Classroom:	Virtual (See Canvas for Zoom Link)
Prerequisites:	DSID 126

Canvas Course Management Website

Copies of the course materials such as the syllabus, assignment handouts, grading, etc. may be found on the course Canvas website. You may find your link to this website on MySJSU, along with your login/password info. You are responsible for regularly checking with the messaging system in Canvas for course updates, assignments, etc.

Course Description

Advanced practical applications of interaction design theory, with an emphasis on strategies for software products including aspects of both UX (user experience) and UI (user interface) design.

Course Goals and Student Learning Objectives

Upon successful completion of this course, students will be able to:

- (LO1) Demonstrate and apply the interaction design process.
- (LO2) Create a variety of standard interaction design deliverables.
- (LO3) Demonstrate the design research & usability testing processes.
- (LO4) Analyze, formulate, and interpret research into useful design focused needs.
- (LO5) Use vernacular appropriate for discussing interaction design problems and solutions.
- (LO6) Design and execute effective interactions.
- (LO7) Evaluate and critique designs for interaction.
- (LO8) Create an end-to-end case study to showcase your work and process.

Textbooks/Readings

Recommended: *About Face: The Essentials of Interaction Design 4th Edition* (2014, Wiley, ISBN-13: 978-1118766576)

There will be online articles and videos **required** for discussion in most weeks, which will be shared on Canvas.

The texts above will be supplemented by e-reserve readings on the course website and through links at given online resources.

Equipment and Material Requirements

Recommended Software:

Wireframing / Prototyping / Collaborating:

Figma (Strong recommended - industry standard), *Adobe XD*, *Invision*, *Sketch*, *Balsamiq*, *Miro*, etc...

Presentation Software:

PowerPoint, *Keynote*, *Google Slides*

Note: If you know how to code, great! But programming knowledge is not a requirement for this course.

Hardware:

Personal Laptop
Pen, Pencil & Paper
Scissors
Personal Camera

Library Liaison:

Design Department Librarian
Scott, Gareth
Phone: (408)-808-2094
Email: gareth.scott@sjsu.edu

Classroom Protocol

It is assumed that you are familiar with the common industrial design process, tools and techniques. These will be referred to on a regular basis. It is up to you to seek help from the instructor or other classmates if this is not the case.

Students are expected to be on time to class. Students are to be respectful of the instructor and their peers. Any disruptive activities in the classroom will result in the student being asked to leave the class. Arriving late to class without prior arrangement and approval from the professor is considered disruptive. If the student cannot be in the classroom by the start of class, please do not interrupt the class in session by entering the classroom. If a student encounters any problems that inhibit their ability to participate in the class, please provide as much advance notice as possible to the instructor so that he/she may respond and inform the student in a timely manner. Students are expected to leave the classroom in a clean condition at the end of each class meeting so that the next class has an organized, clean room waiting for them.

Inappropriate use of smartphones, laptops and video games is disruptive and inconsiderate to your classmates and instructors. Smartphone use should be limited to essential classroom activities. If you disrupt or withdraw from class activities due to your inability to silence these and similar devices it will count against the participation portion of your final grade (LO9). If personal issues (family, medical, etc) require you to leave your phone on, you may do so by making arrangements with the instructor in advance. With this in mind, your instructor may need to answer his phone during class due to university business or professional demands but will try to keep this to a minimum during the semester.

Missed or Late Homework:

All work turned in late will receive an automatic 30% deduction in grading. If you have an excusable reason for turning in an assignment late or missing a class, please contact me as soon as possible before the class begins. The professor will work with you to develop an approved plan to turn in late work and still get full credit. Feedback on approved late work can be obtained during the professor's office hours.

Assignments and Grading Policy

Assignments:

Assignments will be given for various topics throughout the course including (but not limited to): storyboards, wireframes, short reports, diagrams, prototypes and presentations. The assignments are framed as part of a larger semester-length project to be described in detail in class. Each assignment is an opportunity for you to experiment with design practice and gain design experience.

Assignment details and due dates will be available on Canvas.

Students will be engaged in activities, demos, discussions and critiques during class meeting times and they will be assessed on engagement in those activities as part of their participation grade (LO 5). Students will have homework assignments to do outside of class (12-18 hours per week) that include reading and writing assignments, research activities and, two- or three-dimensional sketching and drawing assignments as required by the course assignments (LO 1-7). Students are required to be present in class in order to be able to engage and participate in classroom critiques (LO 5). By the end of the course, students will submit a case study, which I will give feedback on. This will help you better prepare in case of a job interview (LO 8).

Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally three hours per unit per week) for instruction, preparation/studying, or course related activities, including but not limited to internships, labs, and clinical practica. Other course structures will have equivalent workload expectations as described in the syllabus.

Determination of Grades

Grading is weighted out of 100 points and are as follows:

ASSIGNMENT GROUPINGS	WEIGHT
Design Critiques x 2 (Individual)	5 points (2.5 each)
Initial Survey, Mid-Class Survey, End of Class Survey (Individual)	3 points (1 each)
Problem Statement + Rationale (Group)	3 points
Competitive Analysis (Group)	3 points
Interviews + Analysis (Individual)	3 points
Persona/Scenarios (Group)	4 points
Sketches (Individual)	3 points
Storyboard + User Flows (Group)	4 points
Wireframes + Low-Fidelity Prototype (Group)	4 points
User Testing Analysis (Group)	4 points
Visual Design Explorations (Individual)	3 points
High Fidelity Design + Prototype (Group)	4 points
Prototype User Test Analysis (Group)	4 points
High Fidelity V2 (Group)	4 points
Prototype V2 User Test Analysis (Group)	4 points
Final Presentation + Final Prototype (Group)	15 points
Case Study (Group)	15 points
Reading Reflections x 10 (Individual - Extra Credit)	3 points (0.3 each)
Participation	15 points
Total	100 points

Grading will follow the standard SJSU A-F system.

A = 100% to 95%

A minus = 95% to 91%

B plus = 91% to 87%
B = 87% to 85%
B minus = 85% to 81%
C plus = 81% to 77%
C = 77% to 75%
C minus = 75% to 71%
D plus = 71% to 67%
D = 67% to 65%
D minus = 65% to 61%
F = 61% to 0%

Participation:

Active participation in class activities is a significant factor in a student's success in the industrial design program at SJSU. Active learning facilitates mental growth, skill enhancement, creates a lifelong learner and improves the goals of becoming a good collaborator and designer.

All Student Learning Objectives (particularly LO1, LO4, LO5 and LO7) are impacted by the level of a student's participation, whether it be through content presented in class, classroom activities, online activities or group deliverables. Your participation will be determined by your ability to display the following behaviors during class and group assignments:

- You are engaged, capable of working, and learning about the subject at hand.
- You are involved in class activities such as critiques and presentations.
- You carry your own weight in all group activities.
- You are attentive to the subject presented during the lectures.

Learning Objectives that involve the making of an artifact, necessitate that the artifact be qualitatively judged. A student's level of success in achieving Learning Objectives 2, 3 and 6 will be assessed through daily design work and major project milestones. These deliverables will be judged by the general criteria listed below as well as other criteria that will be made available through Canvas.

If you are having any difficulties that are affecting your successful completion of this class, you are encouraged to contact the instructor as soon as possible. Do not wait until the end of the semester to discuss any problems you are having in class or with your grades, as that is often too late to afford the appropriate support and enable success in the course.

University Policies

Per University Policy S16-9 (<http://www.sjsu.edu/senate/docs/S16-9.pdf>), relevant information to all courses, such as academic integrity, accommodations, dropping and adding, consent for recording of class, etc. is available on Office of Graduate and Undergraduate Programs' [Syllabus Information web page](http://www.sjsu.edu/gup/syllabusinfo/) at <http://www.sjsu.edu/gup/syllabusinfo/>.

DSID 131

Interaction Design,

Winter 2022, Course Schedule

Schedule is subject to change with fair notice (one week) in class or via notice on Canvas.

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	1/27	<p>Review of syllabus, course content, assignment structure, and course expectations</p> <p>Interaction Design Overview</p> <p>Assignments Due: Initial Survey (Due same day)</p>
2	2/1	<p>Interaction Design Theory + Process</p> <p>Optional Readings:</p> <ul style="list-style-type: none"> - Cooper Ch. 1, 7, 13
	2/3	<p>Interaction Design Theory + Process</p>
3	2/8	<p>Research Methods</p> <p>Assignments Due: Problem Statement + Rationale (Group)</p> <p>Assignments Open: Competitive Analysis (Group)</p> <p>Optional Readings:</p> <ul style="list-style-type: none"> - Cooper Ch. 2
	2/10	<p>Research Methods</p>
4	2/15	<p>Personas, Scenarios + Design Critiques</p> <p>Assignments Due: Competitive Analysis (Group)</p> <p>Assignments Open:</p> <ul style="list-style-type: none"> - Design Critique 1 (Individual)

		<ul style="list-style-type: none"> - Interviews + Qualitative Analysis (Individual) - Persona/Scenarios (Group) <p>Reading:</p> <ul style="list-style-type: none"> - Cooper Ch. 3, 4
	2/17	<p>Personas, Scenarios + Design Critiques</p> <ul style="list-style-type: none"> - Work & Feedback Day
5	2/22	<p>Sketches, Storyboarding, Collaboration</p> <p>Optional Readings:</p> <ul style="list-style-type: none"> - Cooper Ch. 5, 6 <p>Assignments Due:</p> <ul style="list-style-type: none"> - Design Critique 1 (Individual)
	2/24	<p>Design Critique 1 Presentations</p>
6	3/1	<p>Information Architecture + Design Principles</p> <p>Assignment Due:</p> <ul style="list-style-type: none"> - Interviews + Qualitative Analysis (Individual) - Persona/Scenarios (Group) <p>Assignments Open:</p> <ul style="list-style-type: none"> - Sketches (Individual) - Storyboard + User flows (Group) <p>Optional Readings::</p> <ul style="list-style-type: none"> - Cooper Ch. 8, 9, 10
	3/3	<p>Information Architecture + Design Principles</p> <ul style="list-style-type: none"> - Work & Feedback Day
7	3/8	<p>Wireframes + Whiteboarding</p>

		<p>Assignments Due:</p> <ul style="list-style-type: none"> - Sketches (Individual) - Storyboard + User flows (Group) <p>Assignments Open:</p> <ul style="list-style-type: none"> - Wireframes + Low-Fidelity Prototype (Group) <p>Optional Readings:</p> <ul style="list-style-type: none"> - Cooper Ch. 18, 20
	3/10	<p>Wireframes + Whiteboarding</p> <ul style="list-style-type: none"> - Work & Feedback Day
8	3/15	<p>User Testing + Designing For Mobile and More</p> <p>Assignments Due:</p> <ul style="list-style-type: none"> - Wireframes + Low Fidelity Prototype (Group) <p>Assignments Open:</p> <ul style="list-style-type: none"> - Mid-class Survey (Individual) - User Testing Analysis (Group) <p>Optional Readings:</p> <ul style="list-style-type: none"> - Cooper Ch. 19, 21
	3/17	<p>User Testing + Designing For Mobile and More</p> <ul style="list-style-type: none"> - Work & Feedback Day
9	3/22	<p>Visual Design Principles + Design Systems</p> <p>Assignments Due:</p> <ul style="list-style-type: none"> - Mid-class Survey (Individual) <p>Assignments Open:</p> <ul style="list-style-type: none"> - Visual Design Explorations (Individual) <p>Optional Readings:</p> <ul style="list-style-type: none"> - Cooper Ch. 17

	3/24	Visual Design Principles + Design Systems <ul style="list-style-type: none"> - Work & Feedback Day Assignments Due: <ul style="list-style-type: none"> - User Testing Analysis (Group)
10	3/29	Spring Recess <ul style="list-style-type: none"> - No Class
	3/31	Spring Recess <ul style="list-style-type: none"> - No Class
11	4/5	High-Fidelity Prototyping + More Design Principles Assignments Due: <ul style="list-style-type: none"> - Visual Design Explorations (Individual) Assignments Open: <ul style="list-style-type: none"> - High Fidelity Design + Prototype (Group) - High Fidelity User Test Analysis (Group) Optional Readings:: <ul style="list-style-type: none"> - Cooper Ch. 11, 12, 14, 15
	4/7	High-Fidelity Prototyping + More Design Principles <ul style="list-style-type: none"> - Work & Feedback Day
12	4/12	Designing For Accessibility Assignments Due: <ul style="list-style-type: none"> - High Fidelity Design + Prototype (Group) Optional Readings: Cooper Ch. 16
	4/14	Designing For Accessibility <ul style="list-style-type: none"> - Work & Feedback Day

13	4/19	<p>Real Life Application of Design Process</p> <p>Assignments Due:</p> <ul style="list-style-type: none"> - High Fidelity User Test Analysis (Group) <p>Assignments Open:</p> <ul style="list-style-type: none"> - Design Critique 2 (Individual) - High Fidelity Iteration 2 (Group)
	4/21	<p>Real Life Application of Design Process</p> <ul style="list-style-type: none"> - Work & Feedback Day
14	4/26	<p>Design Critique 2 Presentations</p> <p>Assignments Due:</p> <ul style="list-style-type: none"> - Design Critique 2 (Individual) - High Fidelity Iteration 2 (Group) <p>Assignments Open:</p> <ul style="list-style-type: none"> - Final Presentation (Group) - Case Study (Group)
	4/28	<p>Work & Feedback Day</p>
15	5/3	<p>Possible Guest Lecture</p> <ul style="list-style-type: none"> - Work & Feedback Day
	5/5	<p>Work & Feedback Day</p>
16	5/10	<p>Final Presentation</p> <p>Assignments Due: Final Presentation</p>
	5/12	<p>Final Presentation & Final Thoughts</p>
17	5/16	<p>Last Day of Semester</p>

		<p>Assignments Due:</p> <ul style="list-style-type: none">- Case Study (Group)- Final Survey (Individual)
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