



# Interaction Design Course Content



## Syllabus

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Office hours: Wednesdays 2:30-4:30 by appointment

#### Syllabus

- 1 Course Overview, Intro to IxD
- 2 What is IxD?
- 3 IxD Design Principles
- 4 IxD Design Methodology (1 of 2)
- 5 IxD Design Methodology (2 of 2)
- 6 Semester Project Kickoff
- 7 Review Research Data
- 8 Consensus on Activity Script; Begin Visual Concepts
- 9 Review Concepts; Decide on Testing Procedure
- 10 Review Test Results and Select Final Design Direction
- 11 Continue Refining Final Design Details
- 12 Complete Final GUI/Plan
- 13 Project Checkins
- 14 Prep for Final Team Presentations
- 15 Final Presentations

## Syllabus The shape of things to come

### Course Description

This class is a basic course in Interaction Design, which has been designed to give students an overview of current interaction development process and methods, and discussions regarding Interaction Design's importance to the advancement of technology usage, entertainment, and impact on culture and society.

### Learning Outcomes

Interaction design (IxD) is a necessary component of analog and digital applications. From this class, you will emerge with a basic understanding of the following:

- Interaction research methods
- Analysis and interaction definition, i.e., user requirements
- Concept visualization (Design) & review

- Design refinement & prototyping
- Usability testing
- Organize information & make a compelling visual/experiential presentation

## What I Expect of You

- Attend all classes †
- All assignments need to be completed on time ‡
- All students need to participate individually and as a contributing member of the class, especially in sharing discoveries with one another

## Grading

Because this course builds on concepts learned week-to-week, it's important that you participate individually and collectively to insure that everyone has a successful learning experience. You'll be evaluated on:

- Attendance,
- Participation in class,
- Assignments, and
- Quality of work completed from week to week.

Assignments will be discussed throughout the course, with specific requirements spelled out.

## Classroom Conduct

- Students are to focus their attention on the subjects at hand in the classroom, i.e., lectures, presentations, discussions, and set aside all other activities.
- All open communication (talking) should be relevant to the subject at hand and have value to the class as a whole.
- Competitiveness between students will be friendly and encouraging at all times.
- All other rules of behavior will be discussed and agreed to by the class on the first day

## Required Supplies

There is no textbook for this course. Required supplies for this class include:

- Sketchbook, [moleskine](#), or digital sketchbook

## Grading Scale

<b>A</b>	91-100	Excellent
<b>B</b>	81-90	Above Average
<b>C</b>	71-80	Average
<b>D</b>	61-70	Poor
<b>F</b>	0-60	Failing

## Grading Weights

<b>30 points</b>	Attendance (15 at 2 points each) †
<b>30 points</b>	Assignments (15 at 2 points each)
<b>10 points</b>	Conceptual Thinking Book (evidence of use throughout the semester) ‡

**30 points**Final Report and Presentation

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**05 points**

Extra credit for two-page report of book about Interaction Design and its value for the class

Attendance is mandatory. Lack of attendance will affect your grade because absences will also degrade the work of the project teams. Coming to class late or leaving early will also be counted as absences without prior approval from the instructor and your team. Excessive absences can result in grade penalty or even failure of the course. Three unexcused absences will result in reduce your final grade down by one level (e.g. an A down to a B).

† **Attendance and Tardy Policy** — Attendance is mandatory. Lack of attendance will affect your grade because absences will not only leave holes in understanding of the lesson contents but also degrade the benefit to other students in regard to discussions and work sessions. Coming to class late or leaving early will also be counted as absences without prior approval from the instructor.

‡ **Late assignments** — Assignments not handed in on time will be docked 1.0 point

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