

ATEC 3363

Section 001

Thursdays, 1-3:45 pm

ATEC 1.104

Spring 2013

Basic Interaction (IxD) Design

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Office hours Wednesdays, 3-5:30 p.m. in ATEC 1.612

This course is a study of human-machine interaction for a variety of applications. You will explore rapid prototyping, user interface (UI) and user experience (UX) design – skills that can be applied to web publishing, mobile app development, game development, entertainment and artistic performances. New devices and interactions are explored.

Learning Outcomes

Upon completion of this course, you will be able to meet the following learning outcomes:



Identify basics of both analog and digital interactions.



Apply disciplined visualization and design process using design principles.



Understand the history of interaction design (IxD) and current trends in user experience (UX) design.

Reference Materials

The following resources are referenced in the course. You are not required to purchase these books for this course.

- *The Design of Everyday Things* by Donald Norman
- *Seductive Interaction Design* by Stephen Anderson
- *Sketching User Experiences* by Bill Buxton
- *Designing Interactions* by Bill Moggridge

What I Expect of You

- Attend all classes*
- Complete all assignments on time**
- Actively participate to the class, especially in sharing discoveries with one another

Grading

Because the emphasis of this course is on providing you with an awareness and understanding of design methods and practices, you must participate individually and collectively to insure that everyone has a successful learning experience.

You will be evaluated on:

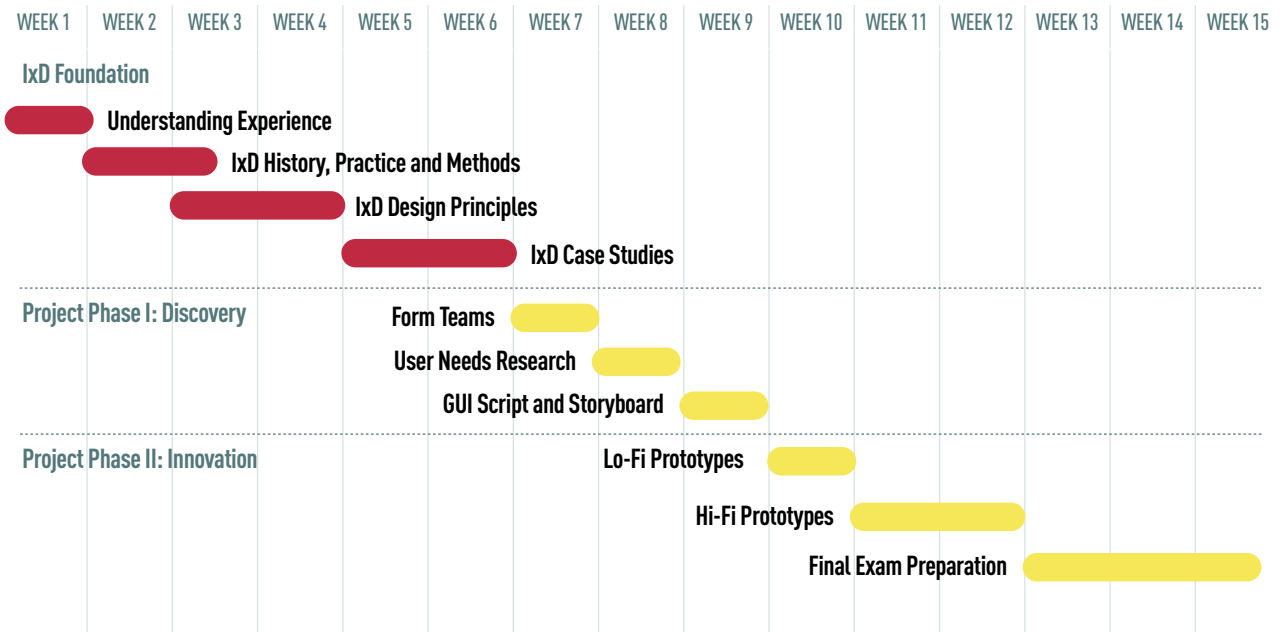
- **Attendance** (only one unexcused absence allowed throughout the semester)
- **Participation**, (actively discussing design principles, asking questions, providing examples, using a laptop or classroom computer during class will result in 0 participation points)
- **Assignments**, and
- **Quality of work** completed from week to week.

Assignments will be discussed throughout the course, with specific requirements spelled out. See grading breakdowns at the end of this document.

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.

Course Schedule



Grading Scale

A	91-100	Excellent
B	81-90	Above Average
C	71-80	Average
D	61-70	Poor
F	00-60	Failing

Grading Weights

30 Points	Attendance (15 at 2.0 points each)*
30 Points	Assignments (13 at 2.3 points each)**
10 Points	Case Studies
30 Points	Final Project and presentation

***Attendance and Tardy Policy** – Attendance is mandatory. Not attending 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. Use of classroom computer(s) or personal laptops during class for any use other than to take notes will result in docked attendance points.

****Late assignments** will be docked 1 point (i.e., from 2.3 to 1.3). You may turn assignments late assignments up to one week after it was due.