

Core Course Syllabus



Course ATCM 3337.501
Course Title Interaction Design I
Instructor Jason Booker
Term Spring 2023
Meetings Tuesday & Thursday 7:00pm - 8:15pm ATC 2.914

Professor's Contact Information

Office Phone 972-883-2111
Email Address jxb220084@utdallas.edu
Office Hours Virtual and by appointment.
Other Information Reach me by email. Use official UTD email only. Under typical circumstances, I respond to emails M-F within 24-48 hours.

General Course Information

Pre-requisites None

Course Description We will use the Figma design software and various analog methods to produce a series of UX design projects. The class looks at project work flow, discovery artifacts, user testing and visual design. The production and iteration of design prototypes will be the ultimate goal for each project. The semester will also contain practical exercises, done both in and out of class, and a project-based mid-term and final.

Learning Outcomes

- Strengthen skill set to include basic UX design software proficiency, and experience with user testing
 - Gain skill in interaction design planning, visual design execution, and design iteration
 - Apply research and user testing to enhance effectiveness of design solutions
 - Gain understanding of professional expectations, presentations and processes through assignment work
 - Generate professionally marketable, UX-focused portfolio project work
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Required Texts & Materials

- No required textbook. All content will be available digitally via eLearning.
- Access to a computer and internet connection.
- [Figma design software, with free level subscription](#)

Suggested Texts, Readings, & Materials

All suggested readings are optional or for extra credit.

Basic Online Figma training (free)

12 Basic Lessons: [figma.com/resources/learn-design/lessons/](https://www.figma.com/resources/learn-design/lessons/)

5 Exercises: [figma.com/resources/learn-design/design-exercises/](https://www.figma.com/resources/learn-design/design-exercises/)

The Design of Everyday Things, Don Norman

Don't Make Me Think Revisited, Steve Krug

Lean UX: Applying Lean Principles to Improve User Experience, Jeff Gothelf and Josh Seiden

Sprint: How to Solve Big Problems and Test New Ideas in Just Five Days, Jake Knapp

The Field Guide to Human-Centered Design, [ideo.org](https://www.ideo.org/)

Inside Design: <https://www.invisionapp.com/inside-design/>

Nielsen Norman Group: <https://www.nngroup.com/articles/>

A List Apart: <https://alistapart.com/>

Assignments & Academic Calendar

The schedule is subject to change according to the needs of the class. You can always find the most current material/schedule on eLearning. Please check eLearning regularly.

Week 1	Introductions & Expectations Lecture - Intro to UX/UI Figma introduction & exercise: mobile personal profile Assignments: Install Figma Watch/read/respond to video Complete/refine Figma exercise Connect on LinkedIn
Week 2	Share-out of week 1 assignments Lecture - Process and artifacts Assignments: Create inspiration library Weekly UI Visualize design process as diagram
Week 3	Share-out of week 2 assignments Lecture and exercise - Project A personas Assignments: Refine user personas Weekly UI Add to inspiration library
Week 4	Share-out of week 3 assignments Lecture and exercise - Project A mapping Assignments: Refine sitemap for design solution Weekly UI
Week 5	Share-out of week 4 assignments Lecture and exercise - Project A low-fi prototyping Assignments: Refine low-fi prototypes Write testing guide Weekly UI
Week 6	Exercise - Project A low-fi prototype user testing (with partners) Lecture and exercise - Project A UI design Assignments: Synthesize testing feedback Watch UX Color Theory video Design 3+ screens Add to inspiration library Weekly UI
Week 7	Share-out of week 6 progress Assignments: Expand and refine design prototype to be as robust as feasible
Week 8	Primer on giving presentations and feedback Presentations of Project A design prototypes Class critique Assignments: Create Project A written summary (Optional) Revise/finalize Project A based on critique
Week 9	Primer on Project B, "client" selection Assignments: Research client - audiences, goals Create Project B User Persona(s) Identify competitors and review their products
Week 10	Share-out of week 9 assignments Lecture and exercise - Project B mapping Assignments: Create maps for design solution (Journey map/Site map)
Week 11	Share-out of week 10 assignments Lecture and exercise - Project B low-fi prototyping (wireframing) Assignments: Create low-fi prototypes (click-able wireframes) Write testing guide

Week 12	<p>Exercise - Project B low-fi prototype user testing (with partners)</p> <p>Assignments: Synthesize testing feedback Design 3+ screens Add to inspiration library</p>
Week 13	<p>Share-out of week 12 progress</p> <p>Lecture and exercise - Project B UI design</p> <p>Assignments: Expand and refine design prototype to be as robust as feasible—Design 5+ screens Add to inspiration library</p>
Week 14	<p>Share-out of week 13 progress</p> <p>Studio design time</p> <p>Assignments: Test prototype with 3-5 users outside of class Expand and refine design prototype based on feedback—Design 5+ screens</p>
Week 15	<p>Share-out of week 14 progress</p> <p>Studio design time</p> <p>Class critique</p> <p>Assignments: Finalize revisions/expansions on visual design—Design 3+ screens Write Project B summary Post all project artifacts to Behance profile</p>
Week 16	<p>Class presentations of Project B design prototypes and Behance profile</p> <p>Final re-cap</p> <p>Class teacher evaluations</p>

Exam Dates and Times

Mid-Term Presentations	3/7&9/2023, 7:00PM
Final Exam Presentations	5/9&11/2023, 7:00PM

Course Policies

Class Materials

The instructor may provide class materials that will be made available to all students registered for this class as they are intended to supplement the classroom experience. These materials may be downloaded during the course, however, these materials are for registered students' use only. Classroom materials may not be reproduced or shared with those not in class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

This course utilizes online tools for interaction and communication. Some external communication tools such as regular email and Teams may also be used during the semester. For more details, please visit the [Student eLearning Tutorials](#) webpage for video demonstrations on eLearning tools.

Please download the [Microsoft Teams application](#) at the beginning of the semester.

Class Attendance

The University's attendance policy requirement is that individual faculty set their course attendance requirements. Regular and punctual class attendance is expected. Students who fail to attend class regularly are inviting scholastic difficulty. Some class meetings will consist of lecture, others of guided lab work; missing class will result in missed explanation of concepts or missed opportunities to progress in project work with input and guidance from instructor and peers.

Class Participation

Regular class participation is expected. Students who fail to participate in class regularly are inviting scholastic difficulty. A portion of the grade for this course is directly tied to your participation in this class. It also includes engaging in group or other activities during class that solicit your feedback on homework assignments, readings, or materials covered in the lectures (and/or labs). Class participation is documented by faculty. Successful participation is defined as consistently adhering to University requirements, as presented in this syllabus. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

Critiques

Critiques are a vital element for improvement. You will learn far more not only by receiving feedback on your own work, but also by giving and listening to feedback for your peers. You must be able to explain and give a clear presentation of your work.

Being Present	Your success in this class, in your college experience, in life (more broadly), will relate to your ability to be present. In this class we will cultivate generous participation. Class participation is not just an action, like showing up for class and presenting your work. Participation includes preparation, discussion, presenting your work, providing space for you and others to think and to make mistakes, critiquing your peers, creative exercises, and so on. You are expected to respect everyone in the class by staying focused on the work and/or discussion, including critique discussions of your peers' work.
Assignments	Most grades will be work assignment-based, not tests. We will learn by producing various artifacts each week. Grades for these assignments, and for the Mid-term and Final projects, will be evaluated based on thoroughness and robustness of the work, attention to detail, aesthetic quality, and depth of thinking.
Class Recordings	Students are expected to follow appropriate University policies and maintain the security of passwords used to access recorded lectures. Unless the Office of Student AccessAbility has approved the student to record the instruction, students are expressly prohibited from recording any part of this course. Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. Failure to comply with these University requirements is a violation of the Student Code of Conduct . The instructor may record meetings of this course. These recordings will be made available to all students registered for this class if the intent is to supplement the classroom experience. If the instructor or a UTD school/department/office plans any other uses for the recordings, consent of the students identifiable in the recordings is required prior to such use unless an exception is allowed by law.

Grading (credit) Criteria

Weekly Assignments	30%
Mid-term Project	20%
Concepts Test	10%
Final Project	30%
Classroom Citizenship	10%
Extra Credit	Reading from the suggested texts & materials and providing written synopsis of learnings will increase the Final Project grade by 10%
Due Dates	All assignments are due on the communicated due date at midnight, unless otherwise noted. Projects may be late by two days at a 25% reduction in the grade.
Comet Creed	<i>This creed was voted on by the UT Dallas student body in 2014. It is a standard that Comets choose to live by and encourage others to do the same: "As a Comet, I pledge honesty, integrity, and service in all that I do."</i>
Academic Support Resources	The information contained in the following link lists the University's academic support resources for all students. Please go to http://go.utdallas.edu/academic-support-resources .
UT Dallas Syllabus Policies and Procedures	The information contained in the following link constitutes the University's policies and procedures segment of the course syllabus. Please review the sections regarding the credit/no credit grading option and withdrawal from class. Please go to http://go.utdallas.edu/syllabus-policies for these policies.

The descriptions and timelines contained in this syllabus are subject to change at the discretion of the Professor.