

**Harold 'Chip' Wood**  
Clinical Associate Professor  
[chip.wood@utdallas.edu](mailto:chip.wood@utdallas.edu)  
972-883-2785  
Office: ATC 3.501  
Office hours by appointment

ATCM 4337 – Spring 2023

# Interaction Design II

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## Course Description

This advanced course extends your knowledge of Interaction Design. The emphasis is on design process that include research methods to identify problems that need a solution, learning how to analyze research data, create strategies for design direction, explore and visualize design options, and communicate those options to various stake-holders and beneficiaries in the outcomes.

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## Learning Objectives

This class will help you think like a professional designer. Students who successfully complete this course will know how to:

- Observe human behavior to discern unmet wants and needs
- Document research and analyze for insights and understanding
- Express and demonstrate mastery of design processes
- Creatively explore design options via traditional & digital artistry
- Make a cogent proposal and visually compelling presentation

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## Course Context

You should have a foundational understanding of the principles and elements of design (i.e., Design-1 & Interaction Design-1) and be able to apply them when creating presentational work. You should also have a basic understanding of digital image creation

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## Required Texts

There is no required textbook; reading excerpts will be provided

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## Course Materials

Sketchbook (traditional and/or digital)  
PowerPoint (PPTX) software or equivalent

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## Week-by-Week

Below is the general order of topics that will be covered. Specific details on assignments, due dates, readings, etc. will be provided at the end of each class period.

|                          |   |   |  |   |   |   |   |   |    |    |  |    |    |    |
|--------------------------|---|---|--|---|---|---|---|---|----|----|--|----|----|----|
| 1                        | 2 | 3 | 4  | 5 | 6 | 7 | 8   | 9 | 10 | 11 | 12   | 13 | 14 | 15 |
| <b>Topic Foundations</b> |   |   | <b>Creative Discovery</b><br>(Research & Analysis) |   |   |   | <b>Creative Envisioning</b><br>(Informed Exploration) |   |    |    | <b>Synthesis</b><br>(Final Project Presentation) |    |    |    |

see pages three for detailed schedule

## Grading

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A list of assigned readings and materials will be listed in presentation slides each week. Supplemental materials may be provided.

| Percent          | Grading Scale |        |     |    |       |     |
|------------------|---------------|--------|-----|----|-------|-----|
| 30% Attendance*  | A+            | 97-100 | 4.0 | C+ | 77-79 | 2.3 |
| 30 Assignments   | A             | 93-96  | 4.0 | C  | 73-76 | 2.0 |
| 40 Final Project | A-            | 90-92  | 3.7 | C- | 70-72 | 1.7 |
| 100 Total        | B+            | 87-89  | 3.3 | D+ | 67-69 | 1.3 |
|                  | B             | 83-86  | 3.0 | D  | 63-66 | 1.0 |
|                  | B-            | 80-83  | 2.7 | D- | 60-63 | 0.7 |

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## Attendance & Assignments

\*This course will require classroom attendance and a weekly subject matter 'Curiosity Reports' consisting of the sharing of a current information, in the public domain, regarding Interaction Design and the chosen topics of study. Attendance plus Curiosity Points are 30% of your total grade; 15% or 1.0 point per class for a possible 15 points for attendance, plus another 15% or 1.0 point per week for submitting a 'curiosity report' will add up to a possible cumulative total of 30 points for the semester. This will be explained in more detail in the first class presentation notes.

12 lesson assignments at 2.5 points each, will together add up to 30 points or 30% of your total grade. Incomplete or late assignments will be deducted 1.0 point each against your total.

The final project presentation will count as another 40% of your grade. The breakdown of that 40 points will be explained in class later in the semester.

The key to success in this course is not only doing the assignments on time but also communication. It is your responsibility to correspond with the instructor via UT Dallas email any issues that come up (excused absences, late assignments, etc.).

## Policies & Procedures

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The information contained in the following link constitutes the University's policies and procedures segment of the course syllabus. Visit [www.go.utdallas.edu/syllabus-policies](http://www.go.utdallas.edu/syllabus-policies).

**Student Accessibility** It is the policy and practice of The University of Texas at Dallas to make reasonable accommodations for students with properly documented disabilities. However, written notification from the Office of Student Accessibility (OSA) is required. Students who have questions about receiving accommodations, or those who have, or think they may have, a disability (mobility, sensory, health, psychological, learning, etc.) are invited to contact the Office of Student Accessibility for a confidential discussion. OSA is located in the Student Services Building, suite 3.200. They can be reached by phone at (972) 883-2098, or by email at [studentaccess@utdallas.edu](mailto:studentaccess@utdallas.edu).

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

## Calendar & Schedule

**Key:** **Black** = lectures & assignments due  
**Green** = new assignments  
**Red** = final project presentation

- 1/19 **Week 1** **Introduction:** Syllabus, goals, expectations, etc.  
**Lecture/Discussion – Curiosity & Intro to Interaction of Things**  
**Assignment 1:** 2-4 Slide Presentation re: IOT
- 1/26 **Week 2** **Assignment 1** – Upload PowerPoint slide set to class BOX file  
**Lecture/Discussion – Course Design Process Structure**  
**Assignment 2:** Research to identify IOT sub-topics of interest
- 2/02 **Week 3** **Assignment 2** – Upload PowerPoint slide set to class BOX file  
**Class Workshop – Whiteboard review of sub-topics & Team Organization**  
**Assignment 3:** Team select sub-topic of interest for further study
- 2/09 **Week 4** **Assignment 3** – Upload PowerPoint slide set to class BOX file  
**Lecture/Discussion – Team ‘Binocular Looking’ Research**  
**Assignment 4:** 6-10 Slide Presentation re: Show & Tell AEIOUs
- 2/16 **Week 5** **Assignment 4** – Upload PowerPoint slide set to class BOX file  
**Lecture/Discussion – Team ‘Bifocal Looking’ Research**  
**Assignment 5:** Present 2x2 Chart(s) re: Contrasting Observations
- 2/23 **Week 6** **Assignment 5** – Upload PowerPoint slide set to class BOX file  
**Lecture/Discussion – Team ‘Magnify Looking’ Research**  
**Assignment 6:** Identify & Rationalize Zones of Opportunity in 2x2 Chart(s)
- 3/02 **Week 7** **Assignment 6** – Upload PowerPoint slide set to class BOX file  
**Lecture/Discussion – ‘Microscope Looking’ Frameworks for New POV**  
**Assignment 7:** Research report pulling from previous assignments
- 3/09 **Week 8** **Assignment 7** – Upload PowerPoint slide set to instructor in BOX  
**Lecture/Discussion – Divergent Thinking for Innovation**  
**Assignment 8:** Identify multiple paths for innovative exploration
- 3/16 **Holiday** **Spring Break** – Catchup Team Time if needed
- 3/23 **Week 9** **Assignment 8** – Upload PowerPoint slide set to instructor in BOX  
**Lecture/Discussion – Stories & Visualization Ideation**  
**Assignment 9:** Day-in-the-life new use scenario propositions
- 3/30 **Week 10** **Assignment 9** – Upload PowerPoint slide set to instructor in BOX  
**Lecture/Discussion – Developing Graphic User Interface (Wireframes)**  
**Assignment 10:** Wireframe Concepts & Supportive Explanations
- 4/06 **Week 11** **Assignment 10** – Upload PowerPoint slide set to instructor in BOX  
**Lecture/Discussion – Animation/Prototype for User Experience**  
**Assignment 11:** Prototype using high-res screen art & validate with users
- 4/13 **Week 12** **Lecture/Discussion – Final Presentation Spec’s**  
**Final Assignment 12:** Final Project Presentation Preparation (3 weeks)
- 4/20 **Week 13** **Team Time – Final Presentation Work**
- 4/27 **Week 14** **Team Time – Final Presentation Work**
- 5/04 **Week 15** **Final Project Presentation – What’s Your Story?**