Syllabus Overview

<table>
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<tr>
<th>Course Designator</th>
<th>GDes</th>
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<tbody>
<tr>
<td>Course Number</td>
<td>5341</td>
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<tr>
<td>Section Number</td>
<td>001</td>
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<tr>
<td>Semester and Year</td>
<td>Fall 2013</td>
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Class Meeting Days & Time: Tuesday/Thursday, 6:15-9:15pm
Classroom: McNeal Hall, 310
Number of Credits: 3
Final Exam Date & Time (Also state if there is NO final): None. Class ends on March 6, 2014 (on a 7-week semester schedule)

Instructor’s Information

<table>
<thead>
<tr>
<th>Name</th>
<th>Angela Wang</th>
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<tbody>
<tr>
<td>Office Location</td>
<td>McNeal 250</td>
</tr>
<tr>
<td>Office Phone</td>
<td>N/A</td>
</tr>
<tr>
<td>Email</td>
<td><a href="mailto:atank@umn.edu">atank@umn.edu</a></td>
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<tr>
<td>Office Hours</td>
<td>Wednesdays, 5:30-6:30pm and by appointment</td>
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Course Information and Instructor’s Expectations

Course Description:
GDES 5341: Interactive Design, is a studio course that concentrates on identifying, prototyping, and evaluating interactive designs. The overall message of the class is not one in which specific software tools are learned, but on a broad advance of your design process and an evolution of your understanding of interactive design and digital media.

Required and Recommended Materials:
There is no required text.
Required materials:
- sketch book!
- black drawing markers or pens
- Adobe CS6 or CC
- reliable backup system (Firewire hard drive recommended; USB sticks *not* recommended)

Student Learning Outcomes following course completion: *must identify at least one outcome and how it relates to this course how it will be addressed and how it will be assessed, http://www.slo.umn.edu/*
1. Can communicate effectively.
   a. By making oral and visual presentations; by participating in critiques; by developing a critical vocabulary; by concurrently considering message content and visual form.

2. Can identify, define, and solve problems.
   a. By applying the elements and principles of design through the iterative design process; by proposing solutions, incorporating feedback and refining design proposals; by experimenting, innovating and testing ideas involving interactions.

3. Understand the role of creativity, innovation, discovery, and expression across disciplines.
   a. By researching and creating projects that creatively and effectively address the needs of other disciplines.

4. Understand diverse philosophies and ideas within and across societies.
   a. By working effectively with others, despite differences, and recognizing the advantages of moving outside existing “comfort zone”; by seeking out others with different backgrounds and/or perspectives to improve their decision making in the design process.

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Release of Work Statement:

Students understand that enrollment in this course grants consent for their work to be selected for inclusion in college or departmental publications (online or in print). Your instructor may select to use your work to represent her/his skills as an instructor in a teaching portfolio (online or in print).

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Attendance:

In a studio-based class, attendance is key. In order to learn the course material and get the most out of communicating and critiquing with your classmates, you must be present. For this reason, attendance will be taken daily. Two non-excused absences are allowed before the final grade is lowered by one letter grade (i.e., on the third missed class, an A- becomes a B-). Excused absences are for substantiated medical and personal emergencies only, with documentation. An email alerting me to your expected absence will help us both prepare for missed work. Absences on critique days will impact your class participation grade. Absences on due dates must be excused for the work to be accepted. Students must contract with the instructor as to the revised due date.

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Workload:

According to the University Senate, one credit represents, for the average University undergraduate student, three hours of academic work per week (including lectures, laboratories, recitations, discussion groups, field work, study, and so on), averaged over the semester, in order to complete the work of the course to achieve an average grade. It is expected that the academic work required of Graduate School and professional school students will exceed three hours per credit per week.

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Assignments and Grading Structure:

[http://policy.umn.edu/Policies/Education/Education/GRADINGTRANSCRIPTS.html](http://policy.umn.edu/Policies/Education/Education/GRADINGTRANSCRIPTS.html)
The class will include workshops (10%), a practical client-based project (25%), a conceptual interaction project (20%), and a personal goals project (30%). Your participation in crits, sharing sessions, and the course website will also be considered (10%) in your final grade.

In order to pass the class, you are required to complete all class assignments; any missing assignment will result in an “F” in the class. Your design work will be evaluated on concept, idea development, research, design process, execution, and craftsmanship. Unless otherwise noted, project grades are determined by the following criteria, each assigned a value between 1 (low) and 10 (high): Concept: The success of your designed work is inherently tied to the conceptual quality of your ideas. Appropriateness, quality, creativity, and originality of ideas are paramount to the success of your projects. Layout: Composition, legibility, readability, spatial relationships, use of design principles and elements (type, image, color). Presentation: Craftsmanship, neatness, exactitude, finesse are important in the final design of your work as well as in its presentation during class critiques.

Accepting and Returning Assignments: Each assignment will be introduced in class and will be accompanied with an overview sheet describing the project in detail. Please pay careful attention to deadlines and ask questions if something is unclear. Assignments are due at the beginning of class on the date specified. Unexcused late work will not be accepted. Projects will be returned in a timely manner. An “Incomplete” grade may be given only in case of a documented and excused emergency, at the instructor’s discretion.

Grading Late Work: Unexcused late work is not accepted. In order to pass the class, you are required to complete all class assignments; any missing assignment will result in an “F” in the class.

Policy for Missed Exams: Unexcused late work is not accepted. In the case of excused absences on due dates, students will contract with the instructor as to the revised due date.

Make Up Work for Legitimate Absences: http://www.policy.umn.edu/Policies/Education/Education/MAKEUPWORK.html

Extra Credit Options: None.

University Policies

Personal Electronic Devices in Classroom: http://policy.umn.edu/Policies/Education/Education/CLASSROOMPED.html In general, PEDs may be used for notetaking, research, and documentation, so long as they remain non-disruptive. The instructor reserves the right to limit usage as she sees fit.
Use of Class Notes and Materials:  
http://policy.umn.edu/Policies/Education/Education/CLASSNOTESSTUDENTS.html

Scholastic Dishonesty and Student Conduct Code:  
http://www1.umn.edu/regents/policies/academic/Student_Conduct_Code.pdf

Sexual Harassment:  
http://www1.umn.edu/regents/policies/humanresources/SexHarassment.pdf

Statement on Climate of Inclusivity:  
You are expected to be attentive during class, ask questions if you do not understand something, and to offer your opinion. You are also expected to listen respectfully to other students and to me when speaking. The University of Minnesota is committed to providing a safe climate for all students, faculty, and staff. All persons shall have equal access to its programs and facilities without regard to race, color, creed, religion, national origin, sex, age, marital status, disability, public assistance status, veteran status, or sexual orientation. Racism, sexism, homophobia, classism, ageism and other forms of bigotry are inappropriate to express in this class. Reports of harassment are taken seriously, and there are individuals and offices available for help.  
(or refer to http://www1.umn.edu/regents/policies/administrative/Equity_Diversity_EO_AA.pdf)

Academic Freedom and Responsibility:  
http://www1.umn.edu/regents/policies/academic/Academic_Freedom.pdf

Availability of Disability and Mental Health Services:  
The University of Minnesota is committed to providing all students equal access to learning opportunities. Disability Services (DS) is the campus office that works with students who have disabilities to provide and/or arrange reasonable accommodations.

- Students who have, or think they may have, a disability (e.g. mental health, attentional, learning, vision, hearing, physical or systemic), are invited to contact DS to arrange a confidential discussion at 612- 626-1333 (V/TTY) or ds@umn.edu.
- Students registered with DS, who have a letter requesting accommodations, are encouraged to contact the instructor early in the semester to discuss accommodations outlined in their letter.

As a student you may experience a range of issues that can cause barriers to learning, such as strained relationships, increased anxiety, alcohol/drug problems, feeling down, difficulty concentrating and/or lack of motivation. These mental health concerns or stressful events may lead to diminished academic performance or reduce your ability to participate in daily activities. University of Minnesota services are available to assist you with addressing these and other concerns you may be experiencing. You can learn more about the broad range of confidential mental health services available on campus via
www.mentalhealth.umn.edu or contact Counseling/Consulting Services at 612-624-3323.

Class schedule (Subject to change with advance notice)

A continually updated course schedule will be posted on the class website. The course will be generally organized into three projects:

Jan 21: Class introduction; Project 1 and Personal project introductions

Jan 23: Project 1 (P1) client introduction; Personal Project (PP) Design Brief due

Jan 28: P1 Heuristic analysis due

Jan 30: P1 concept critique (with clients); PP Check-in #1

Feb 4: PP Check-in #2, In class prep for usability testing in lab

Feb 6: P1 Usability testing in Walter Library

Feb 11: PP Check-in #3

Academic Services:

If you would like additional help, please contact one of the offices listed below.

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<tr>
<th>Service</th>
<th>Location</th>
<th>Phone</th>
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<tbody>
<tr>
<td>Center for Writing</td>
<td>10 Nicholson Hall, Mpls</td>
<td>612-626-7579</td>
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<tr>
<td>Student Academic Success Service</td>
<td>340 Appleby Hall, Mpls</td>
<td>612-624-3323</td>
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<td>199 Coffey Hall, St. Paul</td>
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Feb 13:  P1 Digital roughs due; Client critique

Feb 18:  PP Check-in #4; Industry critique

Feb 20:  P1 Revised prototypes due; client critique

Feb 25:  PP Check-in #5

Feb 27:  Studio work day

Mar 4:   P1 Final prototype presentation

Mar 6:   PP Final prototype presentation and portfolio